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Mobile Spatial Audio

Guest Editor:

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Deadline for manuscript submissions:

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Message from the Guest Editor

Dear Colleagues,

Although spatial audio over headphones is a mature field, there are still important challenges to cope with, such as realistic binaural rendering and individualization of the head-related transfer function (HRTF). Moreover, mobile devices include positioning chips (accelerometers, gyroscopes) that can be employed in Virtual and Augmented Reality audio applications. Spatial audio recording with smartphones remains a seriously unaddressed gap that has to be solved in the future. Efficient signal processing methods are important in mobile devices to extend battery duration. Also, the introduction of GPU and multi-core processors facilitates the implementation of high-quality spatial audio solutions.

Prof. Jose J. Lopez
Guest Editor











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Editor-in-Chief

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Message from the Editor-in-Chief

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