



Spatial Audio and Sound Design

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Deadline for manuscript
submissions:

10 October 2024

Message from the Guest Editors

Dear Colleagues,

Spatial audio has gained a lot of attention in recent years, given the emergence of immersive environments and eXtended Reality. This has opened new possibilities in sound design while fueling rapid developments in the fields of the 3D acoustic modeling of spaces, spatial audio encoding and distribution, and challenges in playback, which also involve human perception. New recording techniques are being introduced, extending the established knowledge on microphone arrays. Moreover, sound source localization is evolving, not only for creative purposes and sound design, but also for industrial and other applications, like underwater acoustics. The simultaneous rise of deep learning unlocks new possibilities in the deployment of data-driven approaches to the management and extraction of information from multichannel spatial audio information volumes.

- sound source localization
- sound design and immersive environments
- data-driven approaches and machine learning for multichannel audio
- spatial audio and room acoustics
- spatial audio recording and playback
- spatial audio encoding and distribution





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Message from the Editor-in-Chief

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