

Journal of the AUDIO ENGINEERING SOCIETY CALL for PAPERS SPECIAL ISSUE



AUDIO FOR VIRTUAL AND AUGMENTED REALITY

We are pleased to invite contributions to the special issue on Audio for Virtual and Augmented Reality to appear in the Journal of the Audio Engineering Society (http://www.aes.org/journal/).

Recent advances in virtual and augmented reality bring about unique challenges and opportunities in the audio domain, from fundamental questions about sound capture and processing to novel listening experiences. In this special issue, we welcome unpublished research on—but not restricted to—the topics listed below:

- Spatial sound capture, compression, quality, and perception;
- Binaural reproduction over headphones and loudspeakers;
- Multichannel rendering (wave field synthesis and Ambisonics):
- Head-related transfer function modeling and derivation from optical and/or acoustic measurements;
- Virtual environment modeling (synthetic sound fields and reverberation);
- Virtual reality (VR)/augmented reality (AR) audio perception and enhancement; and
 - Applications of VR/AR audio.

Submissions will be judged based on their academic quality, novelty, and relevance to the aforementioned topics. Authors of excellent contributions to relevant conferences, such as the AES 4th International Conference on Audio for Virtual and Augmented Reality (AVAR 2022), will be invited to submit a revised and extended version of their paper to this special issue.

GUEST EDITORS

Stefania Serafin (Aalborg University, Copenhagen, Denmark) Prasanga Samarasinghe (Australian National University, Canberra, Australia)

David Lou Alon (Reality Labs Research at Meta, Redmond, WA) Hannes Gamper (Microsoft Research, Redmond, WA)

AUTHOR GUIDELINES

We welcome original research and review papers and revised and expanded versions of conference papers addressing the theme of this special issue. Please follow the Author Guidelines available at http://www.aes.org/journal/authors/guidelines/. Papers should be submitted online at http://www.aes.org/journal/submit/. When submitting a manuscript, please choose the category "Special Issue (Audio for Virtual and Augmented Reality)" rather than Research Paper, Engineering Report, or Review Paper. All submissions will be peer-reviewed according to standard JAES review procedures. JAES offers an Open Access (OA) publishing option to its authors.

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