MEETING NOTICE - Sunday, June 11th, 2:00 PM - 5:00 PM   Arlington Heights Historical Museum

Arlington Room, 110 W. Fremont
Arlington Heights, IL For directions go to:

http://www.chicagoaudio.org/directions-to-meetings.html

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JUNE MEETING-ROBERT SCHULEIN of IMMERSAV PRESENTS: CREATING AUDIO FOR VIRTUAL REALITY APPLICATIONS

We are happy to welcome back our member Robert Schulein to present virtual reality as it relates to music perception and reproduction. Everyone will have individual wireless Sennheiser headphones to experience this, as well as red/cyan 3D glasses for the video component. Bob's focus is on MUSIC and extending it's spatial reality perception to work with video. Bob's company, ImmersAV (pronounced Immersive) demonstrated these to excellent effect at the recent AXPONA. Bob will be giving his presentation from last month's 142nd AES Convention in Berlin.

Robert Schulein has been involved with the design, development, manufacturing, and marketing of electro-acoustical products for over 40 years including both Shure Brothers and Etymotic Research in design, development, and management prior to forming his own consulting firm. Bob has been granted 25 patents in the fields of acoustics and electro-acoustics and has 2 patents pending. Please review the following links for more information:

http://immersav.com/

http://www.axpona.com/sessions_detail.asp?id=4304

http://www.aes.org/events/142/tutorials/?ID=5406

http://www.youtube.com/user/immersav

Bob's description of the presentation:

Creating Audio for Virtual Reality Applications

Audio has always been an integral element in the creation of more realistic audio-visual entertainment experiences. With the evolution of personal motion tracking 3D imaging technologies, entertainment experiences are possible with a higher degree of cognition, commonly referred to as virtual reality. The quest for more engaging user experiences has raised the challenge for more compelling audio. Elements of binaural hearing and sound capture have come to play a central role in existing and evolving production techniques. This presentation will cover the elements of binaural audio as they relate to producing compelling entertainment and educational content for virtual reality applications. Specific areas to be covered with support audio and 3D anaglyph video demonstrations include: audio for games, music entertainment, radio drama, and music education. Audio production tools including binaural and ambisonic capture microphone systems, with and without motion capture will be presented and demonstrated.

Like Bob's last presentation, you will want to experience his recordings and the encompassing natural acoustic space that has been reproduced. See you all this Sunday!

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