The conference will bring together researchers and developers in the fields of virtual and synthetic audio, as well as entertainment audio applications, targeted particularly to personal computers, the Internet, and mobile devices. Sound analysis, modeling, and synthesis techniques will be considered, from sound sources through to the room acoustics and the listener. The issues of coding, delivery, presentation, and rendering of natural and synthetic audio will be emphasized with respect to immersive and interactive applications such as games, sound effects, virtual reality, virtual program production, and telepresence. Perceptual issues will also be considered for these pleasure/leisure applications.

The AES 22nd International Conference Committee invites submission of technical papers for presentation at the 2002 June conference in Espoo, Finland. By 2002 January 15, a full paper of 4–10 pages should be submitted via the Internet to the AES 22nd Conference paper-submission site at www.aes.org/22nd_authors. You can visit this site for more information and complete instructions for using the site anytime after 2001 September 17. Information for author’s and paper templates will be available at www.aes.org/22nd_authors. Acceptance of papers will be determined by the AES 22nd Conference review committee based on full-paper submissions. Following acceptance, appropriate revisions based on the comments of the reviewers will be allowed, but no substantial rewriting. Authors without Internet access should contact the AES Headquarters office for hardcopy forms and instructions.

### PROPOSED TOPICS FOR PAPERS

- **Audio Coding Techniques**
- **Sound Synthesis Techniques**
- **Physical Modeling of Sound Sources**
- **Processing of the Singing Voice**
- **Structured Audio**
- **Virtual Audio Concepts**
- **3-D Audio Technologies**
- **Telepresence**
- **Virtual and Augmented Reality**
- **Audio Scene Description**
- **Computational Auditory Scene Analysis**
- **Auditory User Interfaces**
- **Game Audio**
- **Sound Effects**
- **Internet Audio**
- **High-Quality Audio Standards**
- **Synthetic Audio Standards**
- **Wireless Technologies**
- **Mobile/PDA Applications**
- **DSP Technologies in Entertainment Audio**
- **Platforms for Entertainment Audio**
- **Audio API’s for Entertainment Audio**
- **Subjective and Objective Evaluation**
- **Multimodal Perception**
- **Psychoacoustics in Entertainment Audio**
- **Future of Virtual and Entertainment Audio**

### CONFERENCE COCHAIRS

Jyri Huopaniemi and Nick Zacharov, Nokia Research Center, Speech and Audio Systems Laboratory, 22nd_cochairs@aes.org

### SUBMISSION SCHEDULE

Please submit a full paper of 4–10 pages at www.aes.org/22nd_authors no later than 2002 January 15. If you have questions contact Papers Chair:

Vesa Välimäki
Email: 22nd_papers@aes.org
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**Full-paper deadline:** 2002 January 15
**Acceptance emailed:** 2002 March 15
**Revised-paper deadline:** 2002 April 15