All Around Audio Symposium

List of Talks

Creative Strategies for Drawing and Animated Drawing in VR
Tania De León Yong, Academy of Media Arts Cologne & Eduardo Ortiz Vera, FAD Universidad Nacional Autónoma de México

Reality? Boring! Animation as an Audio-visual Catalyst of the Experienced World
Jens Meinrenken, Humboldt University Berlin

A Slice of Time Back into the Timeline: Some Considerations on Visual Rhythm in Animated Photography.
Rosangela De Araujo, Film University Babelsberg Konrad Wolf

Holistic Perception Through the Synthesis of Colour and Music
Victoria Wolfersberger, University of Applied Sciences Upper Austria, Hagenberg

Animation as Applied Art in the Field of Music Promotion, Analysis and Education
Iby-Jolande Varga, Independent Scholar

Evolving Opera – Immersive Technologies in Artistic Practice and Listening Experience
Maria Kallionpää, Hong Kong Baptist University & Hans-Peter Gasselseder, Aalborg University

Orchestrating Space by Icosahedral Loudspeaker (OSIL)
Gerriet K. Sharma & Frank Schulz, University of Music and Performing Arts Graz

Sound Quality and 3D-AUDIO
Friedrich Blutner, Synotec Psychoinformatik GmbH

The Secret to Great Video is Audio
Phillip Sonnleitner, MIKME

Rotting Sounds — Embracing the Temporal Deterioration of Digital Audio
Till Bovermann, University of applied arts Vienna & Almut Schilling, Academy of Fine Arts Vienna

On the Usage of Immersive Environmental Sound in VR for Clinical Purposes
Cornelius Pöpel, Ansbach University of Applied Sciences

Binaural Audio as Body Engineering
Martin Rumori, University of Music and Performing Arts Graz

The Acoustics Research Institute: Science Around Audio
Piotr Majdak, Acoustics Research Institute (ARI) of the Austrian Academy of Sciences

Diffuse Directivity
Paul Modler, Karlsruhe University of Arts and Design

Design and Implementation of the Laboratory for Immersive and Drone Based Journalism
Philipp Kessling, Hamburg University of Applied Sciences

t.b.a.
Thomas Görne, Hamburg University of Applied Sciences