



institut für elektronische musik und akustik



Europe's Third

Student 3D Audio Production Competition

at 5th ICSA (Int. Conf. Spatial Audio) 2019, Ilmenau, Germany

We are happy to announce Europe's Third Student 3D Audio Production Competition and call for submissions. As gatherings about spatial audio and audio engineering had been generous hosts of the award ceremonies in the past, we are lucky to have the 5th International Conference on Spatial Audio (ICSA) as a host in 2019. ICSA is a lovely conference of audio engineers and practitioners focused on the subject spatial audio, and it always comes with plenty of opportunities to listen to different 3D audio playback facilities. It will take place 26th to 28th September 2019 in Ilmenau, Germany, and is organized by the Technical University Ilmenau and Fraunhofer Institute of Media Technology (IDMT), see <https://vdt-icsa.de/en/2019/>.

The finalists' works will be performed during the finals and awards, and played back with a hemispherical loudspeaker setup of more than 20 powerful loudspeakers, for an audience size that had been 100-200 in the past.

We encourage all students who deal with spatial music, spatial recording, or who are interested in spatialized sound to participate by submitting short works to the Second Student 3D Audio Production Competition for one of the three categories:

- **Contemporary / Computer music** (11min)
- **Audio drama / Documentary / Soundscapes** (4min)
- **Music recording / Studio production** (4min)

Binaural renderings of the past years' finalist's works will be accessible, and those from 2017 are found here: <http://competition.ambisonics.at/>

1 Guidelines

In order to make the entry of the competition accessible to everyone, we chose the scene-based format Ambisonics as the required playback format. It allows playback on various loudspeaker layouts, so the jury is able to review the contributions using the 3D playback environment they are familiar with. Other channel-based 3D audio formats can also be easily embedded into Ambisonics. Additionally, binaural renderings of the 3D audio enable a comfortable distribution to a wider audience over the internet. Above all, there is a variety of free tools including DAWs, encoders, effects and decoders and many more for creating high quality 3D audio content.

A list of free tools and a template session in Reaper is provided by the organizers and can be accessed under <https://iaem.at/ambisonics/s3dapc>.

In order to simplify the review process, please use the template session provided with binaural headphone playback and thoroughly follow the step-wise instructions below:

- Use 5th order Ambisonics (36 channels) with the ambiX convention (ACN sorting order, SN3D)
 - only upper hemispherical content is considered for playback
 - 44.1kHz sampling rate and 24bit resolution
- Speech announcements (“front”, “left”, “right”, “rear”, “top”) should be used to sound-check the spatial orientation of the piece
- Room impulse responses of the target playback facility are available (Are they?)
- Duration of contributions to **category 1** should be **11 minutes** maximum
- Duration of contributions to **categories 2 and 3** should be **4 minutes** maximum
- Upload to an online file-sharing link the organizers can access
- Abstract description of the work, title, contents (**max 200 words**)
- Documentation of the work (**at least 3 pages**)

2 The procedure

An international jury of recognized experts in the respective categories (spatial audio recording, computer music, and audio technology) will review the contributions. This jury will select the top-ranked works to be **presented and discussed** at 5^h ICSA 2019 and communicate their selection to the authors of the respective works.

As **Europe’s Third Student 3D Audio Production Competition** is a main part in the program of ICSA 2019, it will include public listening and discussion sessions in the evening with the jury and the authors of successful works.

If your work is among the nominees for the top ranks in your category, you will be notified, asked to join the event, and asked to give a brief presentation at the ceremony.



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3 Awards and presentations at ICSA

We plan to award two prizes nominated in category 1 and three prizes nominated in categories 2 and 3, each, to those of the contributors whose works are outstanding in the respective categories.

The award ceremony will be held at ICSA 2019 and the prizes will be sponsored by companies offering 3D audio tools and hardware.

*New: This year the maximum length in **category 1** was raised to 11min to fit commonly targeted top-class contemporary forms and avoid re-composition; a desire independently expressed by several people in the community. To fit the given format of the award ceremonies, discussions showed that two instead of three nominations two prizes in category 1 are a preferred tradeoff.*

4 Eligibility and important notice

Authors of works submitted to the competitions should be able to confirm their enrollment as a student of a university or higher education program. Authors of the respective works will be asked to permit publishing of the works under the creative commons license (CC0 1.0). The idea behind the recording competition is clearly non-commercial, which should technically allow the interested authors to use academic facilities (which are strictly non-commercial).

4 How to submit

Please navigate to <https://easychair.org/conferences/?conf=s3dapc2019> and create an account, if you haven't got one already. Then use the link "enter as an author" to add your submission to the event and don't forget to place a download link to your production in the field for the abstract. Submission deadline will be end of June 2019.

Best of luck!