

Summary: "Creative Sound Solutions" – Meeting #12

The working Group meeting #12 took place Wednesday, January 18, 2023, 14:00 – 15:00

Agenda:

1. Webinars:
 - a. Follow-up on proposals and ideas from meeting # 11 including additional comments and proposals.
 - b. Proposals for possible speakers
2. Physical events during 2022
 - a. Meetings? Workshops? Others?
3. Collaborative projects, update of proposals, indication of possible project consortia
4. Other ideas for Danish Sound Cluster activities
5. A.O.B.

Updates:

Lars Nørretranders has been assigned some other areas in DR and is not quite as close to sound as before. He therefore resigns from the working group.

A colleague of Lars is Joakim Moe, area manager for DR Equipment & Studio Production and, by the way, is trained master of sound and in addition to sitting on sound engineering at DR. He has also worked with music in the DR Concert Hall for a number of years.

Joakim has agreed to join the working group and certainly brings a number of new angles to our work within creative sound solutions.

We welcome Joakim into our midst for some tense discussions in the future.

Ad 1 Proposals for Webinars

#	Subject	Background
4	AI-based solutions	Postponed.
5a	<p>Across boundary solutions, i.e. involve artistic perspectives in audio technical solutions.</p> <p>“Use of Immersive rooms”</p>	<p>Timing: May-June 2023</p> <p>Focus: Use of Immersive rooms</p> <p>Focus area changed from “use of ambisonic rooms” to “use of immersive rooms”, since the original title was a bit too narrow,</p> <p>Background: Several R&D environments in music are currently building ambisonic sound facilities (full-sphere surround sound laboratory rooms). Approaches taken vary. Opinion of the working group that focus of events should be on the use of such room in the R&D and production school environments - not on the 'scientific approach', i.e. how rooms implemented.</p> <p>Implementations appear different from institution to institution. The first event will probably be based upon early experiments and use. Then later on (after ½-1 year) we can follow up on progress made, and possibly include more players.</p> <p>A follow up of the event approx. every ½ year seems an interesting approach.</p> <p>Status: Planning of the event has progressed well, and the webinar will most likely be announced in the next Newsletter from DSC: End of January, 2023.</p> <p>Lars Tirsbæk, Sonic College, and Bjørn Jacobsen, Cujo Sound, have confirmed. Two other participants still need to confirm.</p>
5c	<p>Mapping of current Danish status of multidimensional sound in education, research, movie generation, theater production, etc.</p>	<p>Recommendation to create a worksite including a shortlist of the organizations identified by the Working Group.</p> <p>Implementation will be processed by the DSC secretariat</p> <p>Status: Implementation work, i.e. getting the details on the DSC web has not yet started. Pedro will with assistance of Murielle, and some guidance of Torben, will take actions.</p> <p>In accordance with Summary meeting #09 – 30 August 2022, the work is: <i>‘Based on the contact details, DSC secretariat should contact each of the listed organization and have them provide the additional info, i.e. links to websites, short summary of the organization, etc. Furthermore, it is seen as important to also include contact persons including contact data such as Emails and phone number. For this approval must be obtained in order not to violate GDPR requirements’.</i></p> <p>For the details already collected, see Summary meeting #08 – 24 May 2022”, also included as Appendix 4 of this Meeting Summaries.</p>
8	<p>Optimal sound environments for “large room offices”</p> <p>Cont'd next page.....</p>	<p>Estimated time for conference:</p> <ul style="list-style-type: none"> Proposed date: March 23, 2023, not yet confirmed <p>Approach:</p> <ul style="list-style-type: none"> Physical event, conference, 50-100 participants. <p>Venue:</p> <ul style="list-style-type: none"> Det Kongelige Akademi - Arkitektur, Design, Konservering, Philip De Langes Allé 10, 1435 København <p>Duration: about 4 hours</p> <p>Target audience: Architects ('Dansk Arkitektforening'), engineering companies, sound technicians and others (we may use other clusters for marketing as well).</p> <p>Eddy Bøgh Brixen serves as project manager for the technical program.</p>

#	Subject	Background
8 Cont'd from previous page Optimal sound environments for "large room offices"	<p>A preliminary program has been identified and most of the potential speakers have been contacted:</p> <ul style="list-style-type: none"> • Jens Holger Rindel (will fly down from Norway) • Marianne Lykkesfelt, architect • Anders Jørgensen, Stormgaard (Meyer Sound, acoustical zones offering privacy using a 'sound carpet' to separate acoustically) • Morten Roar, Saint-Gobain (involved in standardization in the area) • Lars Back ?, Jabra (intelligent headsets that increase sound level, when one raises own voice during conversation, controls one's voice level) • "Arbejdstilsynet" (not yet contacted) • Plans also to include some large companies (HR or facility management) that are in the process of planning large office environments). • Sonic College ? <p>Status: Eddy has made the preliminary contacts to speakers. Some are confirmed, others still have to be 'chased' Pedro and Sine have arranged the venue, contact person Isak Worre Foged, Isak Foged will also help in setting up contacts to the target audience.</p>
9	Use of sound in museums	<p>Focus: Use of sound in 'story telling' at museums.</p> <p>Timing: Webinar in H-1 of 2023. Sonic also plans a full day "theme day" later, an international conference, possibly end of 2023 (with Alcina Cortez, Portugal).</p> <p>Situation today: Sound in museums is used in many 'flavors' and with quite different approaches. Often the background and understanding for adopting a sound strategy is not well founded, sometimes just based on a concept "someone offers for sale". No real R&D basis seems available today. Results in implementation are of rather varying effects.</p> <p>Potential speakers:</p> <ul style="list-style-type: none"> • Anders Jørgensen, Stouenborg • Birgitte Folmann, Researcher at Sonic College • Person from e.g. H.C: Andersen Museum, Odense. • Other candidates • Case stories, e.g.: • Varde Museum, Varde • H.C. Andersen Museum, Odense • Viborg Museum, Viborg • Søfartsmuseet, Helsingør • Tirpitz Museet, Blåvand <p>Working Group: Birger has tried to set up a subgroup meeting with Lars Tirsbæk, Birgitte Folmann, Nick Dunkerley, Birger Schneider. Unfortunately, Lars has been very busy, and the only possible time for him for a meeting was Tuesday, January 17, where Birger was busy with another meeting. Birger will try to find an alternative date for the subcommittee meeting before next meeting.</p>

#	Subject	Background
11b	<p>Podcast tools, approaches, and support with special emphasis on females</p> <p>New subject title:</p> <p>Podcast tools, approaches, and support with emphasis also on 'gender'</p>	<p>Event type (under consideration):</p> <ul style="list-style-type: none"> Physical event, if we feel, we can bring enough people together <p>Venue (in case of a physical event):</p> <ul style="list-style-type: none"> 'Lydens Hus', Gl. Kongevej, København <p>Nick will assist in setting up the technical program, since it is a field, he and his company already focus on.</p> <p>Not many Danish tool providers exist in the area, but a few European companies are active in the field of supplying tools for podcast production, and so are several US based companies.</p> <p>In case of a physical event, we could try to have a few tool provider set up demo tools in conjunction with the seminar, e.g. a table, a poster and small setup for demo.</p> <p>Hindenburg systems have been in the business for over 10 years. They have designed their software for podcast production support with a focus on people not interested in audio engineering, but just want to obtain easy to use support. The approach can be seen as a gateway for people with less audio engineering skills to enter audio engineering.</p> <p>Focus:</p> <p><i>'Innovation in podcast production' & innovation in getting people into podcast production – how can technology lower the barrier for people to go into podcast production.</i></p> <p>Audience</p> <ul style="list-style-type: none"> People with little background in sound engineering but aims at podcast production. Solution providers for podcast generation Experienced people in podcast production and knowledge of the difficulty in supporting a user segment that has ambitions for podcast production but limited background in the area. <p>Aims:</p> <ul style="list-style-type: none"> “Democratize” podcast production in general Address the “Storytelling” market Obtain Symbiosis between podcasters and audio people. <p>Potential contributors:</p> <ul style="list-style-type: none"> Nick Dunkerly, Hindenburg Systems, 'Journalisthøjskolen' SDU, Susanna Maria Sommer, RUC Anders Høgh Nissen, podcaster, <p>With help from Pedro, Nick will try to produce a setup for an event in the area. Depending on feedback from Nick and potentially other players in the field, we decide whether to choose a webinar approach is the preferred one or instead a physical event.</p>
12a	Game audio (for game applications)	Completed October 27, 2022
12b	<p>Using game audio engine in other applications than gaming</p> <p>Cont'd next page.....</p>	<p>Time schedule: Not defined yet.</p> <p>Gaming engines are extremely powerful and e.g. in broadcast activities, game engines are taking over activities (today primarily in video, e.g. nVidia) that was previously handled by traditional processors.</p> <p>However, still an issue that only few people have experience with the obvious possibilities of using game engines for audio applications.</p> <p>Time schedule: Not defined yet.</p>

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12b	<p>.... Cont'd from previous page</p> <p>Using game audio engine in other applications than gaming</p>	<p>Gaming engines are extremely powerful and e.g. in broadcast activities, game engines are taking over activities (today primarily in video, e.g. nVidia) that was previously handled by traditional processors.</p> <p>However, still an issue that only few people have experience with the obvious possibilities of using game engines for audio applications.</p> <p>Use applications: e.g. in audio walk, creating virtual exhibitions (e.g. Yann Copier), etc.</p> <p>'Den Danske Filmskole' (Rune) has tried using game audio engines for this purpose but had to give up as use of game audio engines for such applications is currently too time-consuming and cumbersome. So, for the time being, only the image department benefits from it in e.g. Virtual Production.</p> <p>May be the Microsoft soundscape 3D audio experience (Soundscape App for iPhone) that enriches a blind person's perception of surroundings when walking in a city) fits the theme, https://blogs.microsoft.com/accessibility/soundscape/</p> <p>Possible contributors:</p> <ul style="list-style-type: none"> • Nikolas Borrel-Jensen, DTU, currently involved in machine learning using such tools. • Yann Coppier: Is at the bottom of using it. Could be a source of identifying more players in the area and if it develops further. • Pauli Minnaar, IDUN Audio • Trevor? <p>Pedro will contact potential contributors to check, if we have content for a webinar..</p>
13	Dubbing challenges II	<p>Situation today:</p> <p>Dubbing is undergoing radical changes in current years. For example, in broadcast DR is now focusing heavily on podcast production, i.e. simple and fast production of content. Many people producing podcasts have no strong sound engineering backgrounds, they just want to be able to produce podcast easily – giving their minimum baggage of technical skills in sound technology.</p> <p>Efficient tools are available and the market for such tools develops fast in current years, supporting improvement of even poor-quality audio raw material.</p> <p>However, the entire scene of production is changing rapidly, and a webinar could focus on:</p> <ol style="list-style-type: none"> 1. The professional market of tools. Here, the entire work process is supported using new tools such as Adobe Premier, Avid Media Composer, Black Magic editing, etc. 2. A more general tool market for less skilled users lacking deep audio engineering background. 3. Trends in support tools: Getting inputs from major suppliers of tools on what the trends are in tool technology and what can we expect for the coming years from the suppliers. <p>Focus:</p> <ul style="list-style-type: none"> • Current challenges and "tool landscape" • Where is the area heading? • What is on the wish list from users? • Inspire tool provides <p>Contributors:</p> <ul style="list-style-type: none"> • Nikolas Borrel-Jensen, DTU, (future trends) <p>The topic has proven too difficult for the time being to find people, who could contribute to a non-commercial, technical high-level event.</p> <p>It was decided to put the theme on hold.</p>

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13	Dubbing challenges II	<p>Situation today:</p> <p>Dubbing is undergoing radical changes in current years. For example, in broadcast DR is now focusing heavily on podcast production, i.e. simple and fast production of content. Many people producing podcasts have no strong sound engineering backgrounds, they just want to be able to produce podcast easily – giving their minimum baggage of technical skills in sound technology.</p> <p>Efficient tools are available and the market for such tools develops fast in current years, supporting improvement of even poor-quality audio raw material.</p> <p>However, the entire scene of production is changing rapidly, and a webinar could focus on:</p> <ol style="list-style-type: none"> 4. The professional market of tools. Here, the entire work process is supported using new tools such as Adobe Premier, Avid Media Composer, Black Magic editing, etc. 5. A more general tool market for less skilled users lacking deep audio engineering background. 6. Trends in support tools: Getting inputs from major suppliers of tools on what the trends are in tool technology and what can we expect for the coming years from the suppliers. <p>The first area could possibly be presented by people from e.g. DR or TV2, subcontractors including podcast companies, since they are already in a process of change, have experience and can enlighten others on, what the changes in working processes mean.</p> <p>The second area is for user active outside the traditional professional market, but now in growing numbers become suppliers in broadcast and alternative communication channels.</p> <p>The third area is for people in broadcasting and other audio generating industries, i.e. podcast producers, trying to understand trends, i.e. what the tool developers are likely to bring to market in the next few years (enlighten us on their 'crystal ball' visions).</p> <p>The industry of traditional audio content suppliers faces significant changes in working processes, markets, and uses of tools. That is what the Webinar should try to address.</p> <p>Focus:</p> <ul style="list-style-type: none"> • Current challenges and "tool landscape" • Where is the area heading? • What is on the wish list from users? • Inspire tool provides <p>Contributors:</p> <ul style="list-style-type: none"> • Nikolas Borrel-Jensen, DTU, (future trends) <p>The topic has proven too difficult for the time being to find people, who could contribute to a non-commercial, technical high-level event.</p> <p>It was decided to put the theme on hold.</p>

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14	Ethics in audio production	<p>Situation today:</p> <p>Ethics is becoming more and more important – also in relation to audio generation (risk of “deep fake” exists). Several cases of restricted sound exist. In general, if sound in relation to documentation is compromised through reconstruction, “hell breaks loose”.</p> <p>One angle to the theme could be to involve do documentarists in radio/TV production. In a metaverse world, we might imagine a fully immersive, hyper-realistic virtual world that caters to all our senses.</p> <p>General agreement that challenges related to ethics in sound will become a more and more vital issue over the coming years. Various types of AI support will allow creation of virtual sound, for example creation of voices of deceased people or other types of virtual sound creating. Ethical challenges follow naturally in the wake of many technological developments, and the use of AI in sound is no exception in this regard. It is crucial to start the debate early in this development, so that the area does not develop into a Wild West area.</p> <p>For example, the Danish association for Speakers and Readers, www.Danishvoices.dk are concerned with the situation on voice cloning.</p> <p>Possible contributors:</p> <ul style="list-style-type: none"> • Anders Kjærulff, Danish journalist, radio host, debater and lecturer, • Brit Ross Winthereik, DTU, professor in the Division for Responsible Innovation & Design, • Charlotte Rathnov, ViceChair in www.danishvoices.dk, • ETHOS lab, ITU, • Morten Holm, tonemeister. • Kyogu Lee, Professor, Principal Investigator, see also http://marg.snu.ac.kr/marg_people/ <p>Theme is very interesting, but difficult to get people to stand up and take an active role in. Pedro has contacted several people, but so far only Anders Kjærulff responded positively.</p> <p>We will keep the topic on the list and try in future meetings to get a little better hold on the subject. .</p>
15	Indoclimate or Indoor climate project under horizon	<p>Indoclimate project proposal not submitted.</p> <p>We drop the topic.</p>
16	Women in sound	<p>No discussion in the meeting. Awaits next meeting when Stine and Morten can be present.</p> <p>Additional focus on “Women in Sound”, see also point 11. a.</p> <p>In the UK there is an organization “WICE” (Women in sound) that may serve as an example (Morten Brandstrup):</p> <ul style="list-style-type: none"> • https://risewib.com <p>see also 11.a (Appendix 2).</p>

#	Subject	Background
17	Jawbone headset technology	<p>Estimated time for webinar:</p> <ul style="list-style-type: none"> Proposed date: April, 2023, not yet confirmed <p>Approach: Webinar with 3 speakers, Vincent Hayward, Claire Richards and Pedro Costas. Major progress seems to take place in jawbone-based headset applications – not least in military and critical mission application. Also, in more classical use of headsets, e.g. in TV & radio production, where people use headsets basically all-time during workdays, the technology is becoming more of interest. Even classic headset manufacturers like Jabra are seen to move into this domain.</p> <p>Potential speakers:</p> <ul style="list-style-type: none"> Bo Håkansson, Chalmers, S Vincent Hayward, professor et Sorbonne, France and founder of Actronica Claire Richards, PhD student of Vincent Hayward and working in Actronika. Auricle, Pedro Costa: consumer use of jawbone-based products <p>Given the selection of speakers, the topic is changing towards more general 'haptics' usage of sound.</p> <p>Pedro has been in contact with the potential speakers, a Doodle has been sent out, and a final program is likely to be submitted soon.</p>
18	Use of sound by artists	<p>An event, where artists are talking about how they use sound, what tools they use for creation of sound, and what challenges they face in doing so. Still early in preparation and the topic may be covered by other events. For new we want to collect names to see, if there is enough material for an event on its own right.</p> <p>Possible contributors:</p> <ul style="list-style-type: none"> Joelle McGovern (Eddy Bøgh Brixen) <p>No progress since last meeting. Eddy will research the area a bit more before next meeting. Possibly also our new working group colleague, Joakim Moe, DR, may have some views on the topic.</p>

Ad 2.: Physical Events (H1 of 2022)

No physical events published except networking meetings, see also www.danishsound.org .

Ad 3 Collaborative projects, update of proposals, indication of possible project consortia

Next round of project calls is out, see:

<https://danishsoundcluster.dk/project-call-for-nye-lydprojekter-2/> .

Ad 4 4. Other ideas for Danish Sound Cluster activities

Next meeting

Monday March 6th, 2023, 14:00 to 15:00

Appendix 1: Participants in the meeting

Birger Schneider	CHAMAJ Consult ApS	Director/owner
Eddy Bøgh Brixen	ebb-consult	Consultant, owner
Nick Dunkerley	Hindenburg Systems A/S	Creative Director
Stefania Serafin	AAU-CPH	Professor
Pedro Costa	Danish Sound Cluster	Project manager
Torben Vilsgaard	Danish Sound Cluster	CEO

Appendix 2: List of potential Themes

Addressed or proposed in previous meetings' but for the time being put on the list of potential topics until the topics are better matured - or the need better identified.

#	Subject	Background
11a	<p>"Women for sound engineering"</p> <p>Electronic sound & music, focus on females</p>	<p>Background for theme:</p> <p>General challenge that we have a poor gender balance in audio areas, i.e. too few females.</p> <p>Events will be inclusive/open to everyone but have an all-female focus/i.e. those who identify as female program. Include female students.</p> <p>The topic will be postponed until Shelley is back from maternal leave. For financing, we will need to find financing from other sources than DEB and UFS.</p> <p>See details in meeting summary of Meeting #09, 2022-08-30</p>
13	Dubbing challenges II	<p>Efficient tools are available and the market for such tools develops fast in current years, supporting improvement of even poor-quality audio raw material.</p> <p>However, the entire scene of production is changing rapidly, and a webinar could focus on:</p> <ul style="list-style-type: none"> • The professional market of tools. (entire work process is supported using new tools such as Adobe Premier, Avid Media Composer, Black Magic editing, etc.) • A more general tool market for less skilled users lacking deep audio engineering background. • Trends in support tools: Getting inputs from major suppliers of tools on what the trends are in tool technology and what can we expect for the coming years from the suppliers.

Appendix 3: Working Group Achievements: Completed events, proposed and developed by the working group

#	Title	Comments	Event type	Date
1	Creating sound for VR applications		Webinar	September 30, 2021
1	'Sound in virtual/augmented reality' (VR/AR)	Workshop at AAU-CPH	Workshop	February 24 2022
2	Dubbing challenges		Webinar	March 29, 2021
3	5G technology in Proaudio		Webinar	September 2, 2021
4	Audio AI – State of the art and perspectives in spoken document understanding		Webinar	June 16, 2021
5b	Bringing creativity into your engineering work		Webinar	April 26, 2022
6	Intelligent microphones		Webinar	February 23, 2022
7	Multichannel headphones		Webinar	January 11, 2022
10a	NGA ADM Immersive delivery		Webinar	February 8, 2022
10b	ADM Technology		Webinar	February 15, 2022
12.a	Audio in Games		Webinar	October 27, 2022

Appendix 4: Details for “Mapping of current Danish status of multidimensional sound in education, research, movie generation, theater production, etc”

In Meeting 8 of the working group, see **Summary meeting #08 – 24 May 2022**, the following details were collected and agreed:

Mapping activity of the ‘landscape’ of ‘current Danish multidimensional sound in education, research, movie generation, theater production, etc.’:

AAU, Create

- Razvan Paisa rpa@create.AAU.dk

AU, Institut for Kommunikation og Kultur - Afdeling for Digital Design og Informationsvidenskab

- Morten Breinbjerg, mbrein@cc.au.dk

Den Danske Filmskole

- Rune Palving, rpa@filmskolen.dk

Det Jyske Musikkonservatorium

- Natascha Barret?
+45-7226 7400

Det Kongelige Danske Kunstakademi/Laboratoriet For Lyd

- Jenny Gräf Sheppard; jenny.graf@kunstakademiet.dk
- Stephen Mcevoy, stephen.mcevoy@kunstakademiet.dk

Det Kongelige Klassiske Musikkonservatorium

- Jesper Andersen, Leder af Tonemester uddannelsen, jesper.andersen@edu.dkdm.dk
- Hans Peter Stubbe Teglbjærg, Leder af elektroakustisk komposition/komponist,
Hans.StubbeTeglbjaerg@dkdm.dk

Rytmisk Musikkonservatorium

- Lars Rex Christensen, teknisk ansvarlig, lach@rmc.dk, +45-41882575
- Søren Kjærgaard, Leder af forskning, soerenkjaergaard@rmc.dk

Sonic College

- Lars Tirsbæk, ltir@ucsyd.dk

Statens Scenekunstscole

- Ditlev Brinth, Leder af lyduddannelsen, dibr@scenekunstscolen.dk

Syddansk Musikkonservatorium

- Mons Niklas Schak, Leder af filmkomponist uddannelsen/Komponist, mail@monsniklasschak.com

Later, we may consider running an event, where active groups across the landscape of Danish multidimensional sound will be given the opportunity to present themselves in short video presentations.