

Summary: "Creative Sound Solutions" – Meeting #13

The working Group meeting #13 took place Monday, March 06, 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:

A new member, Joakim Moe, was welcomed in the working group.

Joakim Moe gave a short presentation of himself and his interests. He has a background in live sound and is a musician. As such he has been touring with bands, nationally and internationally. 12 years back he joined DR, and has for the last 10 years been involved with the DR Concert Hall, primarily live concerts, incl. symphony orchestras. Pop and rock musicians, etc. Work also included pre-productions, mixing of concerts, operating as in-house system engineer, being involved in sound engineering projects involving speakers, amplifiers, all kinds of logistics, etc.

For the last two years, Joakim Moe has served as general manager for production equipment at DR, and recently has also gotten responsibility for the DR sound department, which he is now general manager for. The latter group has recently been assembled from several previous groups in more focused disciplines, i.e. TV sound, Radio sound, Concert hall, etc.

For the "Creative Sound Solutions" working group it is certainly a strengthening of the artistic side of our focus, which previously has been under-supported in the group.

Ad 1 Proposals for Webinars

#	Subject	Background
5a	“Use of Immersive rooms”	<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>Speakers (have been confirmed)</p> <ul style="list-style-type: none"> • Lars Tirsbæk, Sonic College • Bjørn Jacobsen, Cujo Sound • Jesper Andersen, • Hans Peter Stubbe Teglbjærg, <p>Date: Still needs to be defined. Pedro and Lars will stay in contact for this. As for the working group, our mission on defining this event is completed.</p>
5c	Mapping of current Danish status of multidimensional sound in education, research, movie generation, theater production, etc.	<p>The mapping of current Danish status of multidimensional sound in education, research, movie generation, theater production, etc. is now available at: https://danishsoundcluster.dk/the-danish-multidimensional-sound-scene/</p> <p>The original idea of providing contact details of individual has been dropped due to considerations of maintenance, GDPR issues, etc.</p> <p>Pedro gave a presentation of the content on the DSC web page. It was questioned, if we can monitor the traffic on our web page in relation to the use of this new info site. Pedro will investigate that.</p> <p>Info on the addition of the Mapping to the DSC web age will be publicized in the next Newsletter form DSC.</p> <p>With this, the working group activity on the topic is completed.</p>

#	Subject	Background
8	"Acoustics in Open Plan Offices"	<p>Conference: Time: March 23, 2023, 12:30 – 18:00 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>Target audience: Architects ('Dansk Arkitektforening'), engineering companies, sound technicians and others (we may use other clusters for marketing as well). Eddy Bøgh Brixen serves as project manager for the technical program. Program:</p> <ul style="list-style-type: none"> Jens Holger Rindel, Founder and Senior Researcher at Odeon A/S Marianne Lykkesfeldt, Partner, Head of projects and HR at Laika Anders Jørgensen, Project manager at Stouenborg Morten Roar Berg, Business relations manager at Saint-Gobain Denmark Isak Worre Foged, Professor at Royal Danish Academy Eddy Bøgh Brixen, Consultant and owner at EBB-consult <p>Event is basically ready in planning. However, one presenter is still missing on the agenda. Eddy will look into that. Already now there are about 60 people signed up for the event. The working group activity on the topic is completed.</p>
9	Use of sound in museums	<p>Focus: Use of sound in 'story telling' at museums. 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). 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. Potential Program:</p> <ol style="list-style-type: none"> Use of sound at the Viborg Museum, v. Birgitte Folmann. Here, the selected solutions in Viborg will also be based, also compared with solutions to other museums, e.g. Why do you choose in Viborg solutions that either differ or follow the models from other museums? "Escape" ("Flugt" in Danish). A museum solution where you, with sound pictures from eg. The trip through a forest under the escape builds the individual features. It is an experimental work between several museums. Lars Tirsbæk contacts the right ones in the project and reports back on possible speech holders. A technical review by an experienced advisor, Anders Jørgensen, Stouenborg ApS. Anders has been involved in several the Danish Museum solutions. <p>Working Sub-Group: Lars Tirsbæk, Birgitte Folmann, Nick Dunkerley, Birger Schneider have had a subcommittee meeting, see minutes of the 26 January 2023 meeting. Date for the event Date is not yet defined. Must fit into plans related to a large physical event planned at Sonic College for first half-year of 2024. The webinar will also serve as a teaser for the SONIC College physical conference. Lars and Pedro will find an appropriate date for the event. It will most possibly be an event to take place sometimes during the Fall of 2023.</p>

#	Subject	Background
11b	Podcast tools, approaches, and support with emphasis also on 'gender'	<p>Nick was absent in the meeting, and Pedro has not been in contact with Nick since last meeting.</p> <p>Discussions deferred to next meeting. Pedro to contact Nick in the meantime.</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 and several US based companies are active in the field of supplying tools.</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>

#	Subject	Background
12b	Use of game engines in an audio context	<p>Challenge:</p> <p>Use of game engines like 'Unity' including exploitation of the powers of game engines are seeing widespread use and attention in many sectors of industry.</p> <p>Although a general trend in industry, it is in no way unique in relation to a sound agenda. However, use of game engines dedicated for audio applications including sound scaping could prove a useful potential for events in a sound related context.</p> <p>At Sonic college they have taken an interest in the Microsoft 'Project Acoustics', a wave acoustics engine for 3D interactive experiences. Hearing aid companies are known to have started applications using 'Unity' in relation to hearing-aid applications/support.</p> <p>Although e.g. 'Unity' in VR application are seeing widespread use, and similarly is happening in theater applications, use of game engine technology still seem more rare in relation to audio applications.</p> <p>There are emerging applications. For example, Søs Gunver Ryberg, is working on using game engines in an upcoming opera, which is seen as a novel approach.</p> <p>The working group has had lively discussions in more meetings on what focus, the topic area should aim at to ensure a unique audio perspective, both from an R&D perspective and from an emerging application perspective.</p> <p>Despite brainstormings, no clear approach to the topic area has taken momentum, partly because of rather diverse interests, partly due to lack of clear knowledge of contenders and examples for audio applications.</p> <p>Pedro has approached IDUN Audio, but their use of game engines does not qualify for the type of event, we like to focus on.</p> <p>Birger will contact Rune to see if he can help breaking the current stalemate.</p> <p>At the next meeting, we will try another attempt in making this very interesting topic get off the ground. If we fail, we may have to put the topic on hold, until more evident opportunities arise.</p>
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>However, it has proven difficult to find people that can speak on the subject. People contacted by Pedro find the theme highly interesting, but states that they have too little content to be able to contribute.</p> <p>Potential contributors:</p> <ul style="list-style-type: none"> • Anders Kjærulff, Danish journalist, radio host, debater and lecturer • Jonas Lindstrøm, Alexandra Institute. • https://ethos.itu.dk • Brit Ross Winthereik, DTU, professor in the Division for Responsible Innovation & Design • Charlotte Rathnov, ViceChair in Danishvoices.dk, • ETHOS lab, ITU, ethos@itu.dk • Morten Holm, tonemeister <p>Given the difficulty of obtaining sufficient focus and identify speaker that can contribute, the following strategy was agreed:</p> <ol style="list-style-type: none"> 1. In preparing for topic of item 18, "Use of sound by artists", we will ask the persons giving presentations to share their opinions on ethics related to their work. From that we may be able to get better directions to focus of an 'Ethics – only' event. <p>For the time being we put the theme of 'Ethics' on hold, until we come across better basis for an event.</p>

#	Subject	Background
16	Women in sound	<p>Is postponed to next meeting. Awaits that Shelley 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> <p>https://risewib.com</p>
17	<p>Haptics and Bone Conduction</p> <p>(Previous: "Jawbone headset technology")</p>	<p>Time for webinar:</p> <ul style="list-style-type: none"> • 13 April 2023 <p>Program:</p> <p>In addition to air conductive technology of sound, listening with your body has been slowly on the rise – and that is by using haptic and bone conduction technology. Much like air conduction, the same signals can be vibrated directly on the body via the bones, cranium or skin/cartilage.</p> <p>Speakers:</p> <ul style="list-style-type: none"> • Vincent Hayward, Professor at Sorbonne University • Claire Richards, Design Researcher at Actronika SAS • Gabriele Ravizza, Acoustics Engineer at DTU/ Auricle EPOS • Pedro Costa, Founder and CEO at Auricle <p>The event is now on the Web and available for registration.</p> <p>As for the working group, our mission on defining the event is completed.</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.</p> <p>Possible contributors:</p> <ul style="list-style-type: none"> • Jonas Olesen, author of the book "'pionerer og outsiders" (on Danish electronic music) • Eliza Bozek, Independent artist, e.g. using voice cloning in her sound scapes. • Nanna-Karina Schleimann, uses her own voice in acoustic set designs/sound set designs. She also uses binaural technology for her performances. <p>Included could also be live sound applications, where physical sound is used at concerts, e.g. extra subs down to about 11 HZ, and use of immersive applications.</p> <p>As agreed earlier in the meeting, see pos. 14, we will also ask the artists for their views on ethics, where appropriate.</p> <p>Eddy and Joakim will give the topic a refinement and report back at our next meeting.</p>

Next meeting

Monday April 17th, 2023, 14:00 to 15:00

Appendix 1: Participants in the meeting

Birger Schneider	CHAMAJ Consult ApS	Director/owner
Brian Slot Kristiansen	Danmon Group Systems A/S	CEO
Eddy Bøgh Brixen	ebb-consult	Consultant, owner
Joakim Moe Jensen	DR	Area Manager, DR
Lars Tirsbæk	Sonic College, UCSYD	Lecturer
Stefania Serafin	AAU-CPH	Professor
Stina Marie Hasse Jørgensen	ITU	PostDoc
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	Proposers
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>	<p>Stefania Serafin, Shelley Livingstone Stine Marie Hasse J Sofia Dahl (AAU) Lars Tirsbæk Eddy Bøgh Brixen</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. 	<p>Lars Nørretranders Nick Dunkerley, Morten Brandstrup</p>

Appendix 3: Working Group Achievements: 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
8	Acoustics in Open Plan Offices		In-person Event	March 23, 2023
17	Haptics and Bone Conduction		Webinar	April 13, 2023