

# **49th AES International Conference 2013**

## **Audio for Games**

**London, United Kingdom  
6 - 8 February 2013**

**Editors:**

**Damian Murphy**

**ISBN: 978-1-62993-326-9**

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57 Morehouse Lane  
Red Hook, NY 12571



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## Paper Session 1

1-1 **Talking Soundscapes: Automatizing Voice Transformations for Crowd Simulation**—*Jordi Janer*,<sup>1</sup> *Roland Gerærts*,<sup>2</sup> *Woulter G. van Toll*,<sup>2</sup> *Jordi Bonada*<sup>1</sup>

<sup>1</sup>Universitat Pompeu Fabra, Barcelona, Spain

<sup>2</sup>Utrecht University, Utrecht, The Netherlands

1-2 **The Future of Adaptive Game Music: The Continuing Evolution of Dynamic Music Systems in Video Games**—*David M. Young*, David M. Young  
Music, Athens, OH, USA

## Paper Session 2

2-1 **Can Interactive Procedural Audio Affect the Motorical Behavior of Players in Computer Games with Motion Controllers?**—*Niels Bøttcher*,  
Aalborg University Copenhagen, Denmark

2-2 **Preliminary Investigation of Self-Reported Emotional Responses to Approaching and Receding Footstep Sounds in a Virtual Reality Context**—*Erik Sikström*, *Niels Christian Nilsson*, *Rolf Nordahl*, *Stefania Serafin*,  
Aalborg University Copenhagen, Copenhagen, Denmark

2-3 **Auditory Feedback to Improve Navigation in a Maze Game**—*Kevin Dahlstrøm*, *Nicolai Gajhede*, *Søren K. Jacobsen*, *Nicklas S. Jakobsen*,  
*Søren Lang*, *Magnus L. Rasmussen*, *Erik Sikstrom*, *Stefania Serafin*,  
Aalborg University Copenhagen, Copenhagen, Denmark

2-4 **Rhythm-Action Games: The Sonic Interaction Perspective**—*Cumhur Erkut*,<sup>1</sup> *Huseyin Hacıhabiboglu*<sup>2</sup>  
<sup>1</sup>Aalto University, Espoo, Finland  
<sup>2</sup>Middle East Technical University, Ankara, Turkey

## Poster Session

P-1 **Granular Analysis/Synthesis for Simple and Robust Transformations of Complex Sounds**—*Jung-Suk Lee*,<sup>1,2,3</sup> *François Thibault*,<sup>4</sup> *Philippe Depalle*,<sup>1,2</sup> *Gary P. Scavone*<sup>1,2</sup>

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<sup>3</sup>Broadcom Corporation, Matawan, NJ, USA

<sup>4</sup>Audiokinetic Inc., Montreal, Quebec, Canada; now with Nuance Communications Inc., Montreal, Quebec, Canada

P-2 **Modeling and Real-Time Generation of Pen Stroke Sounds for Tactile Devices**—*Hanwook Chung*, *Hoon Heo*, *Dooyong Sung*, *Yoonchang Han*,  
*Kyogu Lee*, Seoul National University, Seoul, Korea

P-3 **Individualized HRTFs Simulation Using Multiple Source Ray Tracing Method**—*Dooyong Sung*, *Nara Hahn*, *Kyogu Lee*, Seoul National University,  
Seoul, Korea

P-4 **Plausible Mono-to-Surround Sound Synthesis in Virtual-World Parametric Spatial Audio**—*Tapani Pihlajamäki*, *Mikko-Ville Laitinen*,  
Aalto University School of Electrical Engineering, Espoo, Finland

P-5 **Geometric and Wave-Based Acoustic Modeling Using Blender**—*Jelle van Mourik, Damian Murphy, University of York, York, UK*

P-6 **Use of 3-D Head Shape for Personalized Binaural Audio**—*Philip J. B. Jackson, Naveen K. Desiraju, University of Surrey, Surrey, UK*

### **Paper Session 3**

3-1 **Modular Architecture for Virtual-World Parametric Spatial Audio Synthesis**—*Tapani Pihlajamäki, Mikko-Ville Laitinen, Ville Pulkki, Aalto University School of Electrical Engineering, Espoo, Finland*

3-2 **Integrating Custom 3-D Audio Rendering into Game Sound Engines**—*Fritz Menzer, MN Signal Processing, Schwerzenback, Switzerland*

3-3 **Virtual Sound Source Positioning by Differential Head Related Transfer Function**—*Dominik Storek, Czech Technical University in Prague, Prague, Czech Republic*

3-4 **A Framework for the Development of Accurate Acoustic Calculations for Games**—*Panagiotis Charalampous, Panos Economou, P.E. Mediterranean Acoustics Research and Development, Limassol, Cyprus*

### **Workshops 2**

W2-4 **Behind the Mix—An In-Depth Look at the Audioengine in Hitman: Absolution**—*Mikkel Christiansen, IO Interactive, Copenhagen, Denmark*