

AVAR 2018 CONFERENCE SCHEDULE WEDNESDAY 22 AUGUST

TIME			
9:00 AM	PLATO Plenary Session 3 Opening Remarks, AVAR Organizing Committee		SPONSORS, DEMOS, TABLES <hr/>
9:10 AM	Keynote Speaker Ravish, Mehra, Facebook Reality Labs <i>Sound Propagation for Virtual and Augmented Reality</i>		First floor:
10:15 AM	Panel Discussion: <i>Realistic sound propagation for immersing the user in the virtual environment</i>		REMBRANDT Facebook Reality Labs
11:00 AM	CAFE Coffee Break		
11:30 AM	MICHELANGELO Paper Session 7: Virtual Acoustics and Environment Modeling <i>Modeling sound sources with non-convex shapes using edge diffraction approach</i>	PLATO <i>Dialogue for VR/AR and MPEG-H</i> Workshop 10: Recording and implementing dialogue for VR applications	HOPPER Microsoft VON NEUMANN Bacch Labs
12:00 PM	<i>Real-Time Building Acoustics Auralization of Virtual Environments</i>	Workshop 11: MPEG-H for Gaming AR/VR/MR. Using HOA and Objects to deliver immersive audio	BERNINI Amazon Devices, VALve, Magic Leap
12:30 PM	<i>Wave Acoustics in a Mixed Reality Shell</i>		
1:00 PM	CAFE Lunch 1		<hr/> Second floor:
1:30 PM	CAFE Lunch 2		
2:00 PM	MICHELANGELO Paper Session 8: Applications in VR/AR <i>Real-Time Source-Tracking Spherical Microphone Arrays for Immersive Environments</i>	PLATO Environments and Spatial Computing Workshop 12: Real-Time Implementation of Building Acoustic Auralization for Virtual Reality Environments	EDISON Posters
2:30 PM	<i>On the use of closed back headphones for active hear-through equalization in augmented reality applications</i>		LUMIERE Research Demos
3:00 PM	<i>Plausible Augmentation of Auditory Scenes Using Dynamic Binaural Synthesis for Personalized Auditory Realities</i>	Workshop 13: The 4 Domains of Audio in Spatial Computing	MELIES DigiPen VR Games
3:30 PM	<i>Acoustic perturbations in HRTFs measured on Mixed Reality Headsets</i>		
4:00 PM	<i>Augmented Reality Music Composition Based on Sonification of Animal Behavior</i>		CORRIDOR Source Sound VR Core Sound LLC GameSoundCon Education Tables
4:30 PM	CAFE Coffee Break		
5:00 PM	MICHELANGELO Paper Session 9: HRTF Modeling <i>Dynamic Balanced Model Truncation of the Spherical Transfer Function For Use in Structural HRTF Models</i>	PLATO Immersive Audio for VR/AR Workshop 14: Keeping Up With Visual Advances: Creating Innovative Audio for VR/AR - The Struggle is Real	
5:30 PM	<i>A Revision and Objective Evaluation of the 1-Pole 1-Zero Spherical Head Shadowing Filter</i>	Workshop 15: Immersive Audio At Facebook	
6:00 PM	<i>Comparison of head-related transfer functions pre-processing techniques for spherical harmonics decomposition</i>		
6:30 PM	<i>AI DevOps for large-scale HRTF prediction and evaluation: an end to end pipeline</i>		