

Europe's Sixth

Student 3D Audio Production Competition

2022

We happily announce the call for Europe's Sixth Student 3D Audio Production Competition, and IEM Graz will host the event in cooperation with vdt (German tonmeisters) via live internet stream, globally live-distributed academic live breakout venues, to award, honour, and present the final ranks of the finalists in a public ceremony around Oct. 8th 2022 (± 1 day), complemented by on-demand browser playback via Cat3DA. This year, the finals will be preceded pre-final audience awards on Sept. 7th at audiomostly (St.Pölten), and the Austrian ORF Ö1 radio station and the contemporary music festival ORF musikprotokoll (Oct. 6th - 9th) will be our partners.

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 Fourth Student 3D Audio Production Competition for one of the three categories¹:

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

¹The categories can also be seen as being related to academic subjects such as (1) composition, computer music, sound studies, ..., (2) sound design, audio recording engineering, media design, ... (3) audio recording engineering, sound design, music production, ..

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/2022>.

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
- 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 that the organizers can access
- Abstract description of the work, title, contents (**max 200 words**), and file-sharing link
- 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. The nominated (top-3) works in every category will be **presented** at pre-finals in Sept. 2022, where an audience prize will be awarded. Finally, these works will be **presented and discussed** by jury and authors at the finals in Oct. 2022, where the ultimate ranks (Gold, Silver, Bronze) in every category will be fixed and communicated to the authors of the respective works, publicly.

The finals of **Europe's Sixth Student 3D Audio Production Competition** are planned to be a hybrid event in Graz, and to make it a common celebration around the world, we will also enable break-out listening sessions to organizations with loudspeaker facilities, which are connected via the live stream transmission between listening to the Ambisonic playback together, locally. (For reference to the previous event, see <https://tonmeister.org/en/rubrics/3d-audio-competition/2021/>)

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 prepare a brief video presentation (3-5min) for the ceremony. The nominees will be awarded prizes sponsored by generous companies that deal with 3D audio tools and hardware.

3 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=s3dapc2022> 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 July 17th, 2022.

Best of luck!