Elektrotechnik-Elektronik-Informationstechnik

EEI KOLLOQUIUM

Augmented Audio - Using Machine Listening to Create Immersive Experiences

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In recent years, virtual reality (VR) technology has drastically improved in terms of rendering quality, with an increasing number of consumer-ready products becoming available. While a lot of research focuses on the visual domain, the VR experience is far more immersive in combination with plausible audio rendering. However, the creation of audio content often remains complex and labour-intensive, potentially affecting end-user adoption. Using machine learning techniques, however, we can analyze and model sound recordings and use the extracted information to design intelligent tools that can assist in or fully automate the content creation process. In this talk, I show current developments and possible future directions integrating machine listening research to create immersive virtual reality applications.