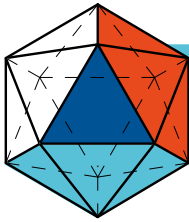/fh///
st. pölten

International Conference on Creative\Media/ Technologies

Forum Media Technology
All Around Audio Symposium

28–29 November 2018
St. Pölten University of
Applied Sciences

iconcmt.fhstp.ac.at

All Around Audio Symposium

in cooperation with In Wirklichkeit Animation

8:20 am
Registration with tea and coffee

8:50 am   Small assembly hall
Opening
Franziska Bruckner and Michael Iber (St. Pölten UAS)

9:00–9:30 am
Creative Strategies for Drawing and Animated Drawing in VR
Tania de León Yong (Speaker) (FAD Universidad Nacional Autónoma de México / Kunsthochschule für Medien Köln) Eduardo Ortiz Vera, José Daniel Manzano, Jorge Chuey (FAD Universidad Nacional Autónoma de México), José Ángel García Moreno (Loyola Marymount University)

9:30–10:00 am
Reality? Boring! Animation as an Audio-visual Catalyst of the Experienced World
Jens Meinrenken (Humboldt Universität Berlin)

10:00–10:30 am
A Slice of Time Back into the Timeline: Some Considerations on Visual Rhythm in Animated Photography
Rosangela de Araujo (Filmuniversität Babelsberg Konrad Wolf)

– Coffee Break –

10:45–11:15 am
Holistic Perception through the Synthesis of Colour and Music
Victoria Wolfersberger (FH Oberösterreich)

11:15–11:45 am
Animation as Applied Art in the Field of Music Promotion, Analysis and Education
Iby-Jolande Varga (Independent Scholar)

11:45 am –12:15 pm
Evolving Opera – Immersive Technologies in Artistic Practice and Listening Experience
Maria Kallionpää (Hong Kong Baptist University),
Hans-Peter Gasselseder (Aalborg University)

– Lunch Time –

1:00 pm   `Large assembly hall`
Orchestrating Space by Icosahedral Loudspeaker (OSIL)
Gerriet K. Sharma & Frank Schulz (University of Music and Performing Arts Graz)

2:00 pm   `Small assembly hall`
Sound Quality und 3D-AUDIO (talk in German)
Friedrich Blutner (Synotec Psychoinformatik GmbH)

2:30 pm
The Secret to Great Video is Audio
Philipp Sonnleitner (MIKME)

2:55 pm
Rotting Sounds — Embracing the Temporal Deterioration of Digital Audio
Till Bovermann (Berlin University of the Arts) & Almut Schilling (Academy of Fine Arts Vienna)

3:20 pm
On the Usage of Immersive Environmental Sound in VR for Clinical Purposes
Cornelius Pöpel (Ansbach University of Applied Sciences)

3:45 pm
Binaural Audio as Body Engineering
Martin Rumori (University of Music and Performing Arts Graz)

– 4:10 pm: Coffee Break –

4:25 pm
The Acoustics Research Institute: Science Around Audio
Piotr Majdak (Acoustics Research Institute (ARI) of the Austrian Academy of Sciences)

4:50 pm
Diffuse Directivity
Paul Modler (Karlsruhe University of Arts and Design)

5:15 pm
Design and Implementation of the Laboratory for Immersive and Drone Based Journalism
Philipp Kessling (Hamburg University of Applied Sciences)

5:40 pm
t.b.a.
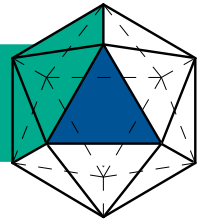Thomas Görne (Hamburg University of Applied Sciences)

7:00 pm
International Dinner / Conference Dinner
Rendl Keller, Mamauer Kellerweg, 3100 St. Pölten
www.rendlkeller.at

DAY 4: 29 Nov 2018

Forum Media Technology

9:00 am **Small assembly hall**

Registration with tea & coffee | Lobby, ground floor

10:00 am –12:00 pm | Welcome, Keynote & Session 1
Welcome: Markus Seidl
Keynote: Writer Identification on Historical Manuscripts
Robert Sablatnig (TU Wien, Austria)
Session 1: Audio | Chair: Robert Sablatnig

* Exploration of Auditory Augmentation in an Interdisciplinary Prototyping Workshop
Katharina Groß-Vogt, Marian Weger, Robert Höldrich

cosy:sonics – A Mobile App to Explore Technology Reflection Among Students
Oliver Hödl, Peter Oberhauser, Peter Reichl

Promenade – A Minimalistic Sculptural Interface for Immersive Soundscape Presentation
Martin Rumori

– Lunch Break with Demo – **Canteen, ground floor**

1:30 – 2:30 pm | Session 2 **Small assembly hall**
Augmented Reality & Visualization | Chair: Thomas Moser

Potential of Augmented Reality in the Library
Michael Zeiller, Bernadette Baumgartner-Kiradi, Michaela Haberler

* Augmented Reality for Industry 4.0: Architecture and User Experience
Andreas Jakl, Lucas Schöffer, Matthias Husinsky, Markus Wagner

* It Pays to Be Lazy: Reusing Force Approximations to Compute Better Graph Layouts Faster
Robert Gove

– Coffee break –

3:15–4:30 pm | Session 3, Best Paper Award & Closing
Session 3: HCI | Chair: Matthias Zeppelzauer

ViReSt – Storytelling with Volumetric Videos
Gerhard Sprung, Andreas Egger, Alexander Nischelwitzer, Robert Strohmaier, Sandra Schadenbauer

Visual Forms of Presentation of Investigative Online Journalism in Austrian Media
Stefanie Braunisch, Michael Roither, Michael Zeiller

Modeling User Interface Adaptation for Customer-Experience Optimization
Christian Märtin, Christian Herdin, Bärbel Bissinger

Best Paper Award & Closing: Markus Seidl & Best Paper Jury
The papers marked with an asterisks (*) are candidates for the best paper award.

9:00 am–6:00 pm Lobby

Tania de León Yong: Dimensiones Inasibles (VR installation)

Phillip Sonnleitner: MIKME

Fabian Kindl: Rosette 4.0

Rosa von Suess & Team: Holzhandwerk revisited (VR- and Video-Installation)

10:30–10:45 am, 12:40 pm–1:00 pm, 1:40–2:00 pm, 4:10–4:25 pm:
Till Bovermann & Almut Schilling: Rotting Sounds — A little table of wonders

10:30–10:45 am, 12:40 pm–1:00 pm, 1:40–2:00 pm, 4:10–4:25 pm:
Iby-Jolande Varga:
1. Celestial Bodies from the Universe of Music (objects)
2. Sound Gardens (interactive stop motion animation) based on the non linear composition 7x7 by Karlheinz Essl
3. Namadeus (interactive installation with animated elements) based on the original musical game KV 516f by Wolfgang Amadeus Mozart (with friendly permission by Haus der Musik, Vienna)

10:30–10:45 am, 12:40 pm–1:00 pm, 1:40–2:00 pm, 4:10–4:25 pm:
Piotr Majdak: Binaural Hearing Experiences

9:00 am–6:00 pm 1st floor
Martin Rumori: Promenade

9:00 am–6:00 pm 3rd floor, studioC
3D audio compositions

1:00-6:00 pm Large assembly hall
Gerriet K. Sharma & Frank Schulz: Composing Space with Sculptural Sound Phenomena – Instrumentality of the Icosahedral Loudspeaker (IKO) (sound installation)

9:00 am–6:00 pm 1st floor
Martin Rumori: Promenade

9:00 am–6:00 pm 3rd floor, studioC
3D audio compositions

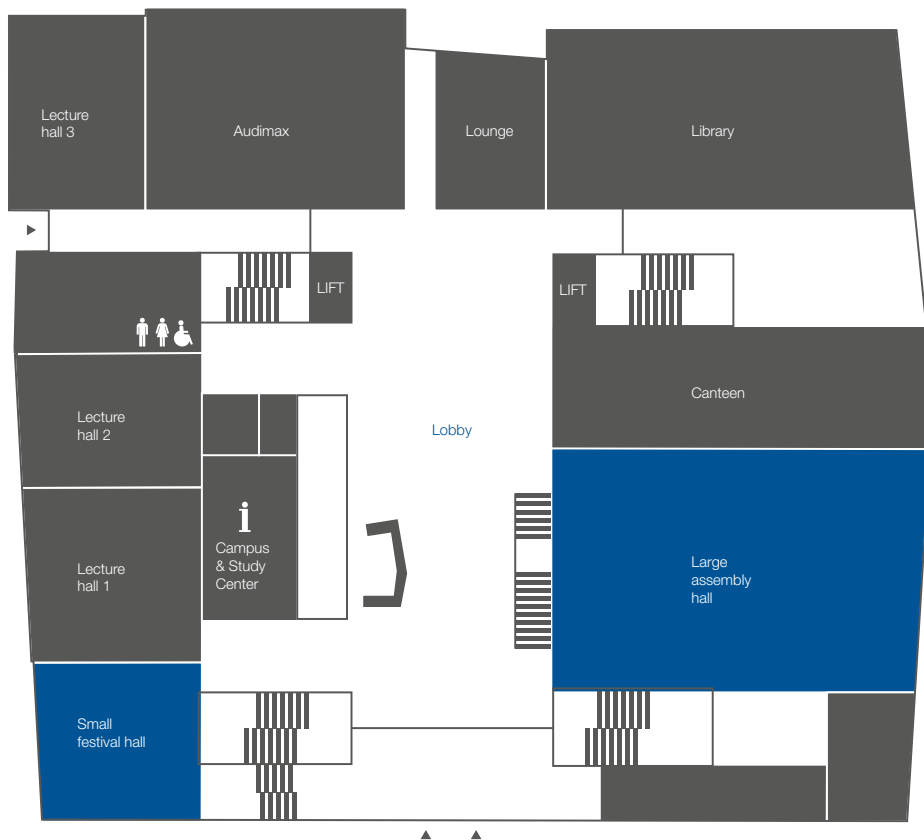## Writer Identification on Historical Manuscripts
Robert Sablatnig

In recent years, Automatic Writer Identification (AWI) has received a lot of attention in the document analysis community. However, most research has been conducted on contemporary benchmark sets. These datasets typically do not contain any noise or artefacts caused by the conversion methodology. This article analyses how current state-of-the-art methods in writer identification perform on historical documents. In contrast to contemporary documents, historical data often contain artefacts such as holes, rips, or water stains which make reliable identification error-prone.

Robert Sablatnig was born in Klagenfurt, Carinthia, Austria, in 1965. From 1992 to 2003 he was an assistant professor (Univ.Ass.), and from 2003 to 2010 an associate professor (ao Univ.Prof.) of computer vision at the Pattern Recognition and Image Processing Group. From 2005 to 2017 he was the head of the Institute of Computer Aided Automation. Since 2010 he is heading the Computer Vision Lab, which is part of the newly founded Institute of Visual Computing & Human-Centered Technology (TU Wien), engaged in research, project leading, and teaching. His research interests are 3D Computer Vision including Range Finder, Stereovision, Shape from X, Registration, Calibration, Robot Vision; Automatic Visual Inspection, Hierarchical Pattern Recognition, Video data analysis (Motion and Tracking), Automated Document Analysis, Multispectral Imaging, Virtual- and Augmented Reality, and Applications in Industry and Cultural Heritage Preservation.

Lecture hall 3

Audimax

Lounge

Library

LIFT

LIFT

Lecture hall 2

Lobby

Canteen

Campus & Study Center

Lecture hall 1

Large assembly hall

Small festival hall

Conference Chairs

All Around Audio Symposium:
Franziska Bruckner and Michael Iber (St. Pölten UAS)

Forum Media Technology
Conference Chairs
Markus Seidl, Thomas Moser

Paper Chairs
Kerstin Blumenstein, Matthias Zeppelzauer

Graduate Consortium Chair
Grischa Schmiedl

Proceedings

Audiovisual, interactive and mobile media interweave with our everyday life. In almost all our areas of life, they change our behavior and affect our perception, thinking and feeling.
The Forum Media Technology (FMT) aims for an intensive dialogue of experts working at agencies, studios and production companies with students, lecturers, researchers and developers. Contributions are sought for the 11th Forum Media Technology, presenting current results of applied research and development, new theoretical and scientific findings or case studies, projects, formats, services and prototypes in digital media technologies.

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In Wirklichkeit
Animation...

All
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Audio

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