

Artist/scientist Damian Murphy will be on hand to talk about audio, acoustics and music technology. Of particular interest is some of the latest research from the Media Engineering Group at the University of York in the area of Architecture, Archaeology and Acoustics and how we can use surround-sound to create and present virtual audio experiences of ancient spaces. If you want to find out more about work in this particular area, or try out some of your own acoustic experiments you may find the following websites useful:

ODEON - Model your own 3D acoustic environments. A demo and further information is available at:

<http://www.dat.dtu.dk/~odeon/>

Or you could try out a similar application called CATT-Acoustic:

<http://www.catt.se/>

A much simpler acoustic modeller is Impulse Modeller which is available at:

<http://www.voxengo.com/imodeler/>

Suppose you just want to listen to some acoustic environments rather than model your own? You will need a special "Convolver Reverb" application. SIR is an excellent free example:

http://www.knufinke.de/sir/index_en.html

Noisevault is a large online resource of downloadable impulse files - each captures the acoustic of a specific building or device - you will need these for use with SIR:

<http://www.noisevault.com/>

Finally some kind of Audio Editing Environment is useful. If you come (or came) to the drop-in you will have seen Nuendo being used, similar to Cubase SX. For more information on these applications go to:

<http://www.steinberguk.com/>

Or, use the much simpler but much more economical (it's free!) Audacity audio editor:

<http://audacity.sourceforge.net/>