

R1 (Rheinsaal, 2nd Floor)		R2 (Rheinsaal, 2nd Floor)		R3 (Rheinsaal, 2nd Floor)		R4 (Rheinsaal, 2nd Floor) IRT Thementag		R5 (Konrad Adenauer Saal, Ground Floor)	
10:00						IRT-1-1 D	IRT-Thementag Schierbaum (IRT)		10:00
10:30						IRT-1-2 D	Radio- und Audionutzung 2025 Isenbart (AS&S)		10:30
11:00				SE-1 Opening Keynote Speaker: Jürg Jecklin Music: Shawn and the Wolf		IRT-1-3 D	Voice = Disruption? Bedford-Strohm (BR)		11:00
11:30					IRT-1-4 D	Podcast „Cybercrime“ – Making of Steiner (HR)		11:30	
12:00					IRT-1-5 D	Die ARD Audiothek Ullrich (ARD.de / Südwestrundfunk)		12:00	
12:30					SP-1-1 E	Minimum resolution BRIR position Neidhardt et al.		12:30	
13:00	3D-1-1 E From 2.0 to 5.1.4 and Ambisonics Camerer (ORF)				SP-1-2 E	Investigation Distance Cues in VAES Pörschmann (TH Köln) et al.		13:00	
13:30		3D-2-1 D Warum die Upscaler besser sind? Schappert (D & P Schappert – GROBI.TV)		SP-1-3 E	Variable-orientation BRIR rendering Zaunschirm et al.		13:30		
14:00	TB-1 D Die analoge Produktion Klatte	3D-2-2 E The Interior Pan Thomas (Dolby Laboratories) et al.		SP-1-4 E	360° Heatmap: Spatial vs. Static Rieger (VRTonung) et al.		14:00		
14:30						IRT-2-1 D	Hybrid Radio Everywhere Vogel (IRT)	LMW-1 D Ortungsrichtige Beschallung live Ramuscak (d&b audiotechnik)	14:30
15:00		PROD-1 E Shrinking the mic – keeping specs Brixen (DPA Microphones A/S)				IRT-2-2 D	Next Generation Audio Schwering (IRT)		15:00
15:30						IRT-2-3 D	5G für den Rundfunk Beutler (SWR)		15:30
16:00						IRT-2-4 D	IRT-Abschlussdiskussion Schierbaum (IRT) et al.		16:00
16:30		MIC-1-1 D Laufzeitkompensation von Stützmikro Sandner							16:30
17:00	TB-2 E Grammy Awarded Kraftwerk 3D Ammermann (New Adio Technology)			PE-1-1 E Circles of Confusion in Pro Audio Lund et al.					17:00
17:30		MIC-1-2 E DECCA-Tree+ Levine							17:30
18:00	TA-1 D Digitaltechnik/Musikproduktion Wohlleben (Bauer Studios, Ludwigsburg)	MIC-1-3 D Stereophonie für 3D-Audio Wittek (Schoeps)		WA-1 D Sich ändernde Spektrum- Situation Fehr (APWPT e. V.) et al.					18:00
18:30		MIC-1-4 E Microphone placement comparison Weigelt et al.							18:30

Donnerstag 15. November | Thursday November 15

	R1 (Rheinsaal, 2nd Floor)	R2 (Rheinsaal, 2nd Floor)	R3 (Rheinsaal, 2nd Floor)	R4 (Rheinsaal, 2nd Floor)	R5 (Konrad Adenauer Saal, Ground Floor)	
9:00			PE-2-1 E Human Perceptual Bandwidth Reviewed Lund et al.			9:00
9:30	TA-2 D Vinyl-Mastering Maillard	SI-1-1 D Sprachverständlichkeit ... Baumgartner (Fraunhofer IDMT) et al.	PE-2-2 E Binaural Audio as Body Engineering Rumori (IEM)	VR-1-1 D Mikrofontechnik für VR Dieterle (Schoeps) et al.	AP-1-1 E Wow Factor Anderson (Anderson Audio)	9:30
10:00		SI-1-2 D ... im Filmton Andriessens (Ton und Meister)	PE-2-3 E Localization of auditory objects Wendt et al.			10:00
10:30	TB-3 D Eine 3D Reise durch die Klöster Albinska-Frank	SI-1-3 D Barrierefrei mit MPEG-H? Fuchs (Fraunhofer IIS)	PE-2-4 E Perception of moving sound beams Linke et al.	VR-1-2 D Audioproduktion für VR Deboy (Delta Soundworks)	AP-1-2 E From First Sound to Final Listening Anderson (Anderson Audio) et al.	10:30
11:00			SR-1-1 D Automatisches Audiotracking Ziervogel (Neumann & Müller) et al.			11:00
11:30		SI-2-1 D Sprachverständlichkeitsmessung Kahsnitz (RTW)				11:30
12:00	TA-3 D Tonstudium – wozu? Lensing	SI-2-2 D Verständlichkeit von Fernsehton Goossens (IRT) et al.	SR-1-2 D The World of Hans Zimmer Kümmel (Freelance)		AP-2-1 E Alessandro Quarta in 3D Bock	12:00
12:30		SI-2-3 D Sprachverständlichkeits-Überwachung Huber (Fraunhofer IDMT) et al.	SR-1-3 D Noise-Management bei Events Bernschütz (TH Mittelhessen) et al.	VR-2 E 3D for Speaker&Headphones Zielinsky et al.	AP-2-2 D Was soll klingen? Martensen (MuWi Detmold)	12:30
13:00			PROD-2 D Axient Digital Helmstädt et al.		PROD-3 D 3D-Panning und Parallelkompression Fuchs (Stage Tec)	13:00
13:30				PROD-4 D STAGECAST – Videorecording Bozkurt (Salzbrenner media)		13:30
14:00						14:00
14:30			PROD-5 D Beam Steering und Bending Sound Woehler (Kling & Freitag) et al.			14:30
15:00	MU-1-1 D Intonation – Geschmacksfrage? Brandenburg (SR)	 <p>Verband Deutscher Tonmeister e.V.</p> <p>Mitgliederversammlung</p>	AT-1-1 E Mind the Gap van Veen	MA-1-1 D Mastering 2018 – Einführung Birkenhake (HDPK)		15:00
15:30	MU-1-2 D Ein Konzertflügel – zwei Mechaniken Brech (PIANOsolo)				3DP-1-1 E The Importance of 3D Audio Nipkow (Silent Work) et al.	15:30
16:00			AT-1-2 E High Resolution Horizontal Arrays Bradter (SUNY Korea)	MA-1-2 D Compilation-Mastering heute Rieth (eastside mastering)		16:00
16:30		AC-1-1 D „Klang ist „kING“ – Variable Akustik“ Schenke (Graner+Partner) et al.	AT-1-3 E Controlling Live Sound Bradter (SUNY Korea)	MA-1-3 D Analoges ReMastering von Tonband Stickel (christoph stickel mastering)	3DP-1-2 E Modern Music Production for 3D Nipkow (Silent Work) et al.	16:30
17:00		AC-1-2 E Sydney Opera House acoustic upgrade Engel (Müller-BBM) et al.				17:00
17:30	MU-2-1 E Inside the Hearing Machine de Francisco (McGill University) et al.	AC-1-3 D Akustik Partika-Saal RSH Lorenz-Kierakiewitz (Peutz) et al.				17:30
18:00		BF-1-1 D Mikrofonierung Kleinbühnen Seidler (Umweltakustik Dresden)				18:00
18:30		BF-1-2 D Über Trends der Höranlagen Scheffe (Dt. Schwerhörigenbund)	PE-3-1 D Was ist Akustische Szenografie? Herion	VR-3 D 360° Sound Extrem Rieger (VRTonung)	CP E Finals of the 3D Student Competition 18:00 – 20:00	18:30

Poster presentations
 Poster Area, 1st Floor
 13:00-15:00 | Authors present their Posters

Freitag 16. November | Friday November 16

	R1 (Rheinsaal, 2nd Floor)	R2 (Rheinsaal, 2nd Floor)	R3 (Rheinsaal, 2nd Floor)	R4 (Rheinsaal, 2nd Floor)	R5 (Konrad Adenauer Saal, Ground Floor)	
9:00			NA-1-1 E The Challenge of using IP (Black Box Deutschland) et al.		CLA-1-1 D Klassik 3D — Ästhetik und Technik Weigelt	9:00
9:30		RA-1-1 E Alterung Celluloseacetat Wallaszkovits	NA-1-2 E Myths about Audio Networks Schettke et al.			9:30
10:00	3D-3-1 E 3D convolution reverb Merkel	RA-1-2 E Decoder&Encoder for Data Cassettes Indlekofer (HS RheinMain)	NA-1-3 E Control Protocols Ledegerber (Simplexity)			10:00
10:30		RA-1-3 D Schnittstellen historische Geräte Wallaszkovits et al.		TA-4 E The Identity of Sounds Williams (Sounds of Scotland)	CLA-1-2 E The Challenge of Mixing 3D Hahn et al.	10:30
11:00	3D-3-2 E SWW in der Praxis Bock et al.		NA-2-1 E Ethernet AVB for Immersive Audio Foss			11:00
11:30		RA-2-1 D Restauration von Archivaufnahmen Hesse (SWR) et al.	NA-2-2 E Overview on AES67 & ST2110 Hildebrand		CLA-1-3 E Immersive Beethoven Burdicek	11:30
12:00		RA-2-2 E Optimization of OBA scenes Meier (IRT) et al.	NA-2-3 E MILAN – a new network based on AVB Kaltheuner (d&b audiotechnik)	TA-5 D Ablauf einer Big Band Produktion Albrecht		12:00
12:30	3D-4-1 E Immersive Marketing with Audio Kartal (MediaApes) et al.	RA-2-3 E I saw the sound! Cavaglieri (Fonoteca nazionale svizzera)	NA-2-4 D Konzeption Broadcast-Infrastruktur Wilinski		CLA-1-4 E Musical Impact of 3D Audio Hahn	12:30
13:00					PROD-6 E AI: New tools in Audio Wyner (IZotope)	13:00
13:30						13:30
14:00				PROD-7 E Mixing in VR Fell (Dear Reality)		14:00
14:30					PROD-8- E Tour through Spatial Audio Designer Ammermann (New Audio Technology)	14:30
15:00		AA-1-1 E Kyma and trad Chinese instruments Wang et al.	AC-2-1 E Reproducing envelopment Griesinger (David Griesinger Acoustics)	VR-4-1 E A Solution to Immersive Audio In VR Marais (Rhodes University) et al.		15:00
15:30	ST-1 E Optimizing the recording chain Levine et al.		AC-2-2 E Immersive equalization Mäkivirta (Genelec)		OB-1-1 D ESC 2018 – immersiv und interaktiv Turnwald et al.	15:30
16:00		AA-1-2 E An overview of audio in China Levine	AC-2-3 E A loudspeaker point source Behler (RWTH Aachen University)	VR-4-2 E 360 & VR - Create Content Ammermann (New Audio Technology)		16:00
16:30	TB-4 D Orgel City Vienna Macheiner		AC-2-4 D Stimuli für 3D Audio Leckschat et al.	VR-4-3 E 3D music in VR environments Wefers (Hochschule Düsseldorf)		16:30
17:00			RD-1-1 D Webbasierte Hörversuche Rauscher (IRT) et al.			17:00
17:30	AC-3-1 D Virtuelle Orchester-Aufstellungen Hennings et al.	LN-1-1 D Sendungslautheitsprofile im Hörfunk Rein (SWR)	RD-1-2 E MEXLEaudio: A Modular DSP-System Gruhler		SE-3 Open Soundcheck	17:30
18:00		LN-1-2 E Loudness in radio broadcasting Hartmann (BR)	RD-1-3 E Concept of Earth Concert Hall Schulz	VR-5 E BBC spatial audio production Parnell		18:00
18:30	AC-3-2 E Capturing Room Acoustics for VR Ohlendorf		RD-1-4 E Sound Exposure in Personal Audio Lund			18:30

Poster presentations
Poster Area, 1st Floor
13:00-15:00 | Authors present their Posters

SE-4
19:00 - 20:00: Sebastian Müller Band
20:00 - 22:00: VDT Party with Drinks and Snacks

Samstag 17. November | Saturday November 17

	R1 (Rheinsaal, 2nd Floor)	R2 (Rheinsaal, 2nd Floor)	R3 (Rheinsaal, 2nd Floor)	R4 (Rheinsaal, 2nd Floor)	R5 (Konrad Adenauer Saal, Ground Floor)	
9:00						9:00
9:30		RD-2-1 E MEMS-Loudspeakers for In-Ear-Audio Ehrig (Fraunhofer IPMS)		OB-2-1 E Object-Based Binaural Audio Play Grewe (Hochschule der Medien) et al.	3DP-2-1 Create MPEG-H with common DAWs Ammermann (New Audio Technology)	9:30
10:00		RD-2-2 D Class-D Endstufen für Studiomonitor Goertz	NA-3-1 D Keine Panik, es ist nur ein Netzwerk Felusch	OB-2-2 E Open standards for ObA production Weiss (IRT)		10:00
10:30	TA-6 D Planung & Bau eines Studiokomplexes Veith (JV-Acoustics)	RD-2-3 D Psychoakustik in Großraumbüros Müller (Fraunhofer-Institut für Bauphysik) et al.	NA-3-2 E Toolbox: Network setup in real Ledergerber (Simplexity)	OB-2-3 E Object-based Mastering Hestermann (Fraunhofer IDMT) et al.	3DP-2-2 D Live Konzert im Kino als 3D Audio Burdick	10:30
11:00		RD-2-4 D Evaluation von Soundbars mit MS-IPM Liebl	NA-3-3 E AES67 Practical Hildebrand	OB-2-4 E Distributed 3D Immersive Audio Devonport et al.		11:00
11:30				PROD-9 E Producing MPEG-H Audio Scuda et al.		11:30
12:00					PROD-10 E d&b Soundscape Zuleeg (d&b audiotechnik)	12:00
12:30		RD-3-1 D Neues Verfahren: Basswiedergabe Kreuer et al.	NA-4-1 E AVB Resource Reservation Kuhr	TB-5 D Das Duett-Hörspiel in Dolby Atmos Rebholz		12:30
13:00	TA-7 D Live-Popmusik im TV Maile	RD-3-2 D Personal WFS Fuhrmann (Hochschule Düsseldorf) et al.	NA-4-2 E MILAN – Pro Audio AVB Networks Gramatke (Meyer Sound)			13:00
13:30						13:30
14:00		BI-1 D Mental- und Empathie-Training im Beruf Katzenberger	NA-4-3 E Q&A Session Realtime Media Networks Schettke et al.			14:00
14:30						14:30
15:00						15:00

End of the 30th Tonmeistertagung – Auf Wiedersehen!

Änderungen vorbehalten / Subject to change

Online Program Calendar:

The latest version of the TMT Program can be seen online at <https://tonmeistertagung.com>
Use the filter function for searching a session with a specific topic, author, date or room.



Save the date:

Audio at all Sites
5th International Conference on Spatial Audio, ICSA
26th to 28th of September 2019 in Ilmenau, Germany
Technische Universität Ilmenau and VDT with support of Fraunhofer IDMT



www.vdt-icsa.de

Poster Zone, 1st Floor |

S&R Stage, B43

Social Events

Others

The Authors present their Posters: Thursday | Friday 13:00 – 15:00

PP-2-1 D	V8 Röhren-Stereo-Endstufe Bergan et al.
PP-2-2 D	ALS und Tracking mit Mikrofonarrays Ziegler (HdM Stuttgart) et al.
PP-2-3 D	Hörversuche zur Mikrofonentwicklung Paukert et al.
PP-2-4 D	realHDAudio for freeDSP Epe (FHD) et al.
PP-2-5 D	Bluetooth-Multieffektgerät Schlegel et al.
PP-2-6 E	The problem of Spectral Subtraction Runow et al.
PP-2-7 D	SOFAPan Binauralrenderer Bau (FHD) et al.
PP-2-8 E	Auditory augmented reality Werner et al.
PP-2-9 E	Portable plate absorber Mores
PP-2-10 E	Developing 2D- to 3D Upmix Mäsel
PP-2-11 D	MEXLEaudio: Ein Lab-in-a-Box System Gruhler
PP-2-12 E	OBA End-user Evaluation Silzle (Fraunhofer IIS) et al.

SST Workshop Program at the Exhibition Floor Moderation: Hans-Martin Buff

14:00 SST-1	Mittwoch / Wednesday Grundlagen 3 D-Audiotechnik Buff et al.
16:00 SST-2	Microphone placement compariso Weigelt, Nagae
12:00 SST-3	Donnerstag / Thursday Controlling Phase and Damping Roschnik (PSI Audio)
14:00 SST-4	Microphone Modeling in the Real World David
16:00 SST-5	Optimizing the recording chain Levine
18:00 SST-6	Die Zukunft digitaler Portale für Ton Heger
12:00 SST-7	Freitag / Friday Sounddesign als musikalische Komposition Leuchter et al.
14:00 SST-8	Mikrofon-Modelling in der Praxis David
16:00 SST-9	Room Modes and Controlling them Roschnik (PSI Audio)
11:00 SST-10	Samstag / Saturday Akustik- oder Software-Schlagzeug? Kuczera
13:00 SST-11	RX Masterclass Wirtz (iZotope)

Wednesday, 14th of November

SE-1 | Opening Ceremony

R3 | 11:00 – 12:00

With Jürg Jecklin as keynote speaker and music performed by Shawn and the Wolf.

SE-2 | Get Together

R5 | Konrad Adenauer Saal | 19:00 – 20:00

This evening is a cooperation of the Live Mixing Workshopgroup and VDT. Come and listen to the workshop band and enjoy some free drinks with us!

Thursday, 15th of November

CP-1 | Student 3D Audio Production Competition in Ambisonics

R5 | Konrad Adenauer Saal | 18:00 – 20:00

In englischer Sprache / held in English

The jury presents the nominee productions in an ideal 3D audio listening environment. All Tonmeistertagung visitors are welcome to attend the product contributions.

Friday, 16th of November

SE-3 | Open Sound Check

R5 | Konrad Adenauer Saal | 17:00 – 18:00

SE-4 | Concert and Get-together Party

R5 | Konrad Adenauer Saal | 19:00 – 22:00

Concert with the Sebastian Müller Band (19:00 – 20:00)
VDT Get Together Party with Drinks and Snacks (20:00 – 22:00)

All days

Come and meet us on the VDT Lounge (stand 1-20)!



Product Contributions

All product contributions held by TMT exhibitors will take place during lunch break. All Tonmeistertagung visitors are welcome to attend the product contributions.

SST Workshop Program at the Exhibition Floor

Come and listen to the workshop track StudioSzeneTalk organised by the magazine Sound & Recording in cooperation with the VDT. These workshops are open

Excursion to the WDR

In German language

Der WDR präsentiert zwei moderne, zeitgemäße Musikproduktionsregien:

Die neue Produktionsregie in der Kölner Philharmonie und die Multimediaregie im WDR Funkhaus.

Nähere Informationen am TMT-Counter.

Freitag, 16.11.2018

14:30 – 18:00 Uhr

Authors present their Posters

Themenübersicht | Topic Overview

3D 3D Audio	BF Barrier Free Audio	LN Loudness in Radio	PE Perception & Aesthetics	SI Speech Intelligibility	TB Talk Back
3DP 3D Production	BI Business Issues	MA Mastering	PP Poster Presentation	SP Spatial Audio	WA Wireless Audio
AA Audio in Asia	CLA Classical Music in 3D	MIC Microphone setups	PROD Product Contribution	SR Sound Reinforcement	VR VR and 360°
AC Acoustics	CP Competition	MU Musical Aspects in Production	RA Restoration & Archiving	SST Studio Szene Talk	
AP Arts of Production	IRT IRT-Thementag	NA Networked Audio	RD Research and Development	ST Studio & Recording	
AT Array Technology	LMW Live Mixing Workshop	OB Objektbased Production	SE Social Event	TA TMT Academy	