



Nuno Fonseca (Sound Particles)

All you need to know about 3D audio (23/11/2017)

Nuno loves Cinema and everything regarding Sound, Image and Technology. He is a Portuguese college professor, with a PhD on computer audio, and the creator of "Sound Particles" software (concept, code, design, etc.).

After noticing that the most interesting VFX shots used particle systems, a CGI technique created originally by LucasFilms for a StarTrek movie (yes, not Star Wars), he decided to create a particle system software but for audio applications.

- Also known for the creation of the text-to-sing solution WordBuilder™ ("EASTWEST/QL Symphonic Choirs"), used by composers around the world.
- Member of AES Technical Committee on "Sound for Digital Cinema and TV", SMPTE, etc.
- Author of 2 books and more than 20 papers on audio fields.

All you need to know about 3D audio

A 50 minute tutorial regarding 3D sound, from stereo to immersive audio, including gaming, VR and cinema audio formats: channel-based audio (e.g. 5.1), object-based audio (Dolby Atmos), Ambisonics (linear VR), Binaural/HRTF, and much more...