



Journal of the AUDIO ENGINEERING SOCIETY

CALL for PAPERS SPECIAL ISSUE



THE SOUND OF DIGITAL AUDIO EFFECTS

We are pleased to invite contributions to this special issue on The Sound of Digital Audio Effects to appear in the Journal of the Audio Engineering Society (<http://www.aes.org/journal/>).

The International Conference on Digital Audio Effects (DAFx) has been at the forefront of providing new technologies to unlock exciting sonic expressions for many years. As a community, we place significant emphasis on both the theoretical and technical advancements made, as well as the concrete audible outcomes of these endeavors. The advent of new machine learning techniques has propelled certain tasks, such as virtual analog modeling, to unprecedented levels of sound quality, while other tasks, such as computational audio similarity, grapple with the challenge of “teaching the algorithm to listen.”

In line with our commitment to advancing both theory and practice, we strongly encourage all submitted papers to include supporting sound examples. These practical audio demonstrations are integral to our community, providing invaluable insights into the effectiveness and applicability of proposed methodologies. Furthermore, we urge our reviewers to engage with these audio examples during the review process actively and to offer feedback on their qualities. To facilitate the inclusion of such examples, we have established a GitHub example project where authors can easily upload their sound samples, see <https://github.com/SebastianJiroSchlecht/SoundOfDAFx>.

In this special issue, we welcome both original research papers

and tutorials on one or more of the following topics:

- Capture and analysis
- Representation, transformation, and modeling
- Transmission and resynthesis
- Effects and manipulation
- Perception, psychoacoustics, and evaluation
- Spatial sound analysis, estimation, coding, and synthesis
- Source separation
- Physical modeling, virtual acoustic models, and analog models
- Sound synthesis, generative audio, composition, and sonification
- Hardware and software design
- Music information retrieval and intelligent audio engineering
- Sound for virtual and augmented reality
- Applications of digital audio effects
- Multisensory presentation and digital effects

GUEST EDITORS

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AUTHOR GUIDELINES

We welcome original research and review papers, as well as revised and expanded versions of conference papers addressing the theme of this special issue. Please follow the Author Guidelines available at <http://www.aes.org/journal/authors/guidelines/>. Papers should be submitted online at <http://www.aes.org/journal/submit/>. When submitting a manuscript, please choose the category “Special Issue (The Sound of Digital Audio Effects)” rather than Research Paper, Engineering Report, or Review Paper. All submissions will be peer-reviewed according to standard JAES review procedures. JAES offers its authors an open access (OA) publishing option.

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