## uc3m Universidad Carlos III de Madrid

Vicerrectorado de Estudios Apoyo a la docencia y gestión del grado

COURSE:		
DEGREE:	YEAR:	TERM:

	WEEKLY PLANNING									
	S		TEACHING (mark X)		SPECIAL ROOM	WEEKLY PROGRAMMING FOR STUDENT				
W E K	E S I O N	DESCRIPTION	L E C T U R E S	S E I N A R S	FOR SESSION (Computer class room, audio-visual class room)	DESCRIPTION	CLASS HOURS (1,66=50+50 min)	HOMEWORK HOURS (Max. Estim. 3,25h)		
1	1	Course Presentation Contents Block 1 Introduction. 1.1 Definition of Virtual Reality (VR), Augmented Reality (AR) and Mixed Reality (MR). 1.2 Playback devices.				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25		
2	2	<ul><li>1.3 Fundamentals of human auditory system.</li><li>1.4 Immersive spatial audio.</li></ul>				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25		
3	3	Contents Block 2 Binaural 3D audio for virtual reality. 2.1 3D audio reproduction formats. - Channel-based audio. - Object-based audio. - Scene-based audio.				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25		

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4	4	Ambisonics. Practical cases.				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25			
5	5	<ul> <li>2.2 Binaural Rendering:</li> <li>Introduction. Auralization concept.</li> <li>Sound source modelling: <ol> <li>Sound power and directivity.</li> <li>Acoustic propagation modelling.</li> <li>Reverberation time and room impulse response.</li> </ol> </li> </ul>				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25			
6	6	<ul><li>II - Acoustic theories for indoor acoustic propagation:</li><li>a) Statistical theory. Acoustic absorption.</li></ul>				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25			
7	7	b) Geometric theory. Echogram.				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25			
8	8	c) Undulatory theory. Room modes.				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25			
9	9	III -Acoustic Environment Rendering Techniques . IV - Simulation software.				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25			

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10	10	<ul> <li>Receiver modelling:</li> <li>I - HRTF (head-related transfer function).</li> <li>II - Individualized Binaural Rendering.</li> <li>III - Movement tracking.</li> </ul>				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25		
11	11	2.3. 3D Audio reproduction systems: examples of systems and their equalization.				Readings to be determined. Study of the concepts shown in the theoretical classes. Exercises to be determined.	1,66	3,25		
12	12	Lab 1: Binaural room impulse response measurement			7.1.J10	Write a report including main issues of the lab exercise.	1,66	3,25		
13	13	Lab 2: Project: Room simulation of a specific room and desing of an auralization			4.0.B.01	Continue with the project desing.	1,66	3,25		
14	14	Lab 3: Project: Room simulation of a specific room and desing of an auralization (cont.)			4.0.B.01	Continue with the project desing.	1,66	3,25		
	15	Lab 4: Project: Room simulation of a specific room and desing of an auralization (cont.)			4.0.B.01	Continue with the project desing and write a final report.	1,66	3,25		
Subtotal 1							25	49		
	<b>Total 1</b> (Hours of class plus student homework)							4		

15	Tutorials, handing in, etc					1,8	-
16							
17	Assessment					4	4
18							
					Subtotal 2	6	4
	Total 2 (Hours of class plus student homework)					1	.0

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