Signaton

About

Signaton is passionate about the science of audio and the art of music. Signaton's unique audio expertise is based on extensive experience within digital signal processing, electronics and electro-acoustics. Signaton is me, Sead Smailagic. The foundation of my work is the understanding of psycho-acoustics and my ability to translate subjective human perceptions and emotions into engineering solutions. I believe in curiosity, knowledge and creativity. I know that the ultimate audio design requires the right balance between science and art!

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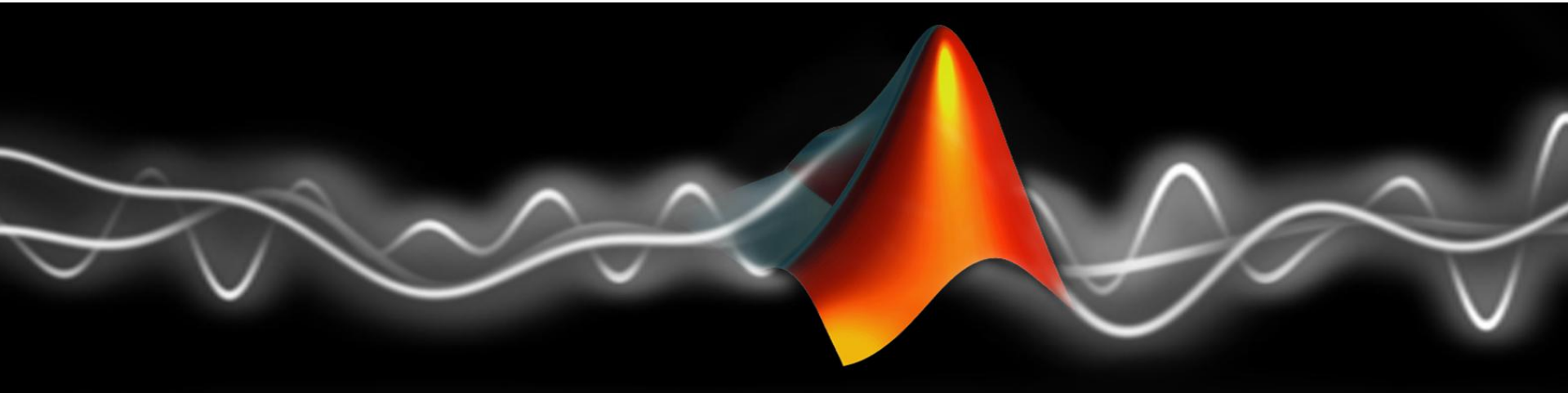
Digital Signal Processing

The Core in Signaton's business is based on my solid knowledge in electro- acoustics and digital signal processing. All signal processing, analysis, design and prototyping is performed with my self developed tools in Matlab and Simulink environments.

I can design static and adaptive IIR, FIR filters with ease, and port these to various target DSP platforms. Direct application areas are e.g. driver frequency- and phase linearization, room resonance control, multi source alignment, beam forming, advanced microphone pattern control, echo cancellation, noise cancellation, etc.



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Product development

I have a long experience of product development within all areas of audio: from microphone design, analog & digital signal processing, advanced algorithm design to headphone and loudspeaker system design.

The SONY™ SBH Bluetooth® family, recent projects where I was deeply involved in the whole product development and production chain including fine tuning using DSP.

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Acoustic optimization

Regardless of what I do, I always aim for perfection!
I operate within the constraints for industrial design, production and cost, focusing on a superior audio experience. Signaton commit to making sure that every relevant audio detail on every finished product comes out precisely as intended.

SONY™ STH30, integrating the bass tube in the back plate.

SONY™ BSP10, optimizing acoustical properties to match the design ID .

SONY™ MH1C, simply the best sound at the lowest possible cost.

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Algorithm design

My research within headphone audio has resulted in few innovative features!

- **VPT ™ studio** introduced in Xperia™ Z2, where I've sampled and modeled binaural impulse responses of L.A Reids reference studio to maximize the 3D experience of Michael Jacksons album Xscape.
- **Auto-headset Compensation** is my another creation introduced in Xperia™ Z4. It is a feature that dramatically improves the audio experience when listening to any dynamic headphones. An user-unique audio optimization curve is automatically created by analyzing electro- acoustical footprint of the attached headphones.

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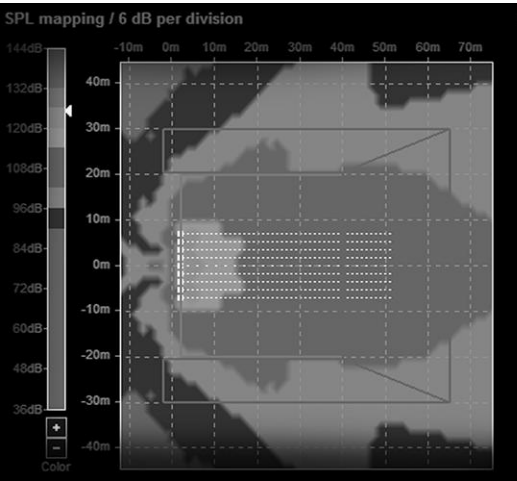
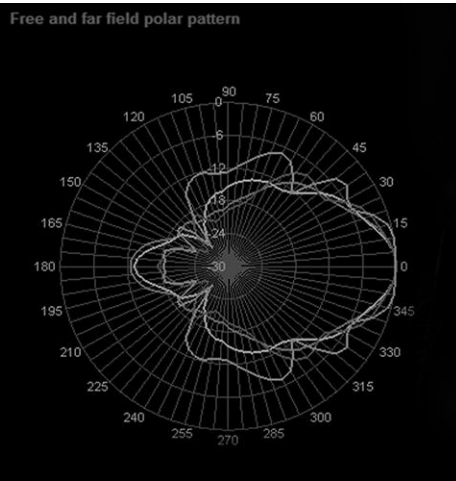
Live and studio

Signaton loves live- and studio sound engineering!
The right interaction between the audio system and the environmental acoustics is crucial. I can perform audio magic with most digital mixing consoles, and for any mid to mid-large sized live performance, I can set up the sound system to create the experience you want.

Targeting a consistent sound experience across the audience, I can suggest a system and the integration of bass- and line arrays to ensure that every loudspeaker in the system is interacting with the others to create the desired sound beam.





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