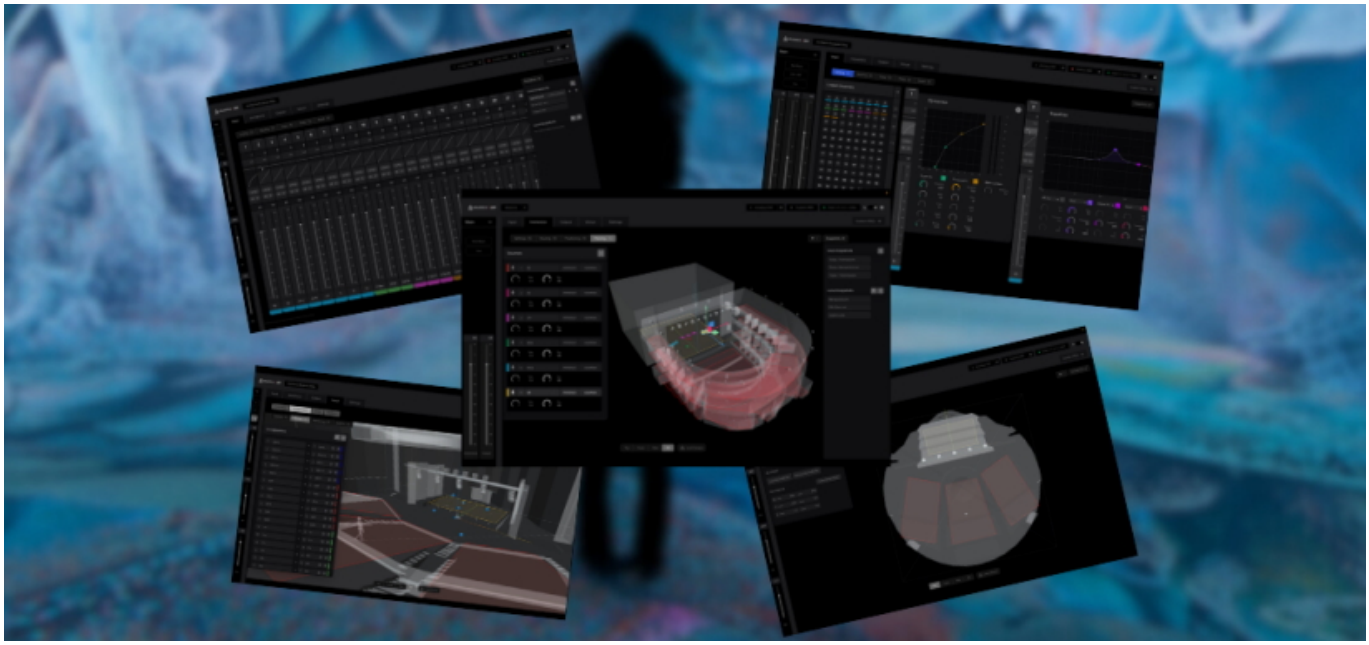
Amadeus Next Generation Immersive Sound



Amadeus Acoustics, a company with expertise in transformative audio technology, launches Amadeus Immersive Sound Next Generation at ISE 2026, setting a new benchmark in immersive audio for venues of any scale and complexity. At the heart of this innovation is their Immersive Performance module, ART::IP, which represents a ground-breaking shift in the immersive audio ecosystem. Developed in response to increasingly complex venue architectures and rising creative expectations, ART::IP moves immersive sound beyond single-zone concepts into a truly scalable, multi-zone, three-dimensional spatial platform. This makes ART::IP the most advanced immersive sound tool available on the market today, setting a new standard for precision, flexibility, and creative control.

While previous immersive solutions delivered compelling spatialisation in standard room layouts, ART::IP is engineered for real-world complexity: multiple audience zones, varied loudspeaker functions, optimised algorithms for acoustically challenging areas such as under balconies, and hybrid stage–surround systems. Shaped by real-world user feedback from leading immersive installations, it introduces a fundamentally new immersive engine that differentiates between performer-focused stage systems and fully spatial loudspeaker systems - even within the same loudspeaker. For example, ART::IP allows the main PA and immersive surround systems to operate within a single coherent design while retaining distinct processing roles: the PA functions as a performer-focused stage system optimised for clarity, power, and localisation, while spatial loudspeakers provide envelopment and motion without relying on a central audience sweet spot. The operator controls this behaviour at the source level via a simple switch, enabling either powerful stage-anchored reproduction or seamless transitions into the spatial field with precise localisation.

Additionally, unlike earlier immersive deployments, ART::IP is designed for independent setup and operation, enabling consultants and engineers to configure and adapt systems themselves through a highly accessible, usability-driven workflow. Venue models from EASE or other 3D CAD formats can be imported directly, allowing the full 3D layout of the room, loudspeakers, and audience zones to be visualised and edited seamlessly. Speakers and spatial behaviours can be placed, moved, or repurposed freely, including multi-function use within the same design, either graphically or via precise coordinates, giving users total independence and creative control without requiring manufacturer-led design input.

At its core, ART::IP empowers designers, engineers, and creators with unprecedented freedom. Spatial design is no longer constrained by loudspeaker uniformity, architectural compromises, or rigid workflows. Instead, ART::IP provides a unified 3D environment where venues, loudspeakers, and sources are visualised, edited, and optimised together, visually and acoustically, all controlled through the ART::Director software platform. ART::Director transforms immersive system management into a fully three-dimensional environment, with intuitive drag-and-drop source placement, precise coordinate input, and advanced auto-Z algorithms for vertical positioning. Deep OSC integration and an integrated OSC Translator allow virtually any external control system or tracking solution to interface with ART::IP, ensuring adaptability and transparency throughout the lifetime of an installation.

And behind the entire experience sits ART::DSP, the high-performance massive multi-channel engine designed to handle the world’s most complex acoustic environments with zero compromise. ART::DSP delivers up to 512 I/O with 256 input and output channels, supported by a fully integrated 256×256 delay and gain matrix, extensive EQ, dynamics, and advanced signal processing. Why ART::DSP? Because it embodies the “ART” of the algorithm-digital signal processing as a craft, preserving the natural timbre and spatial integrity of every sound source. Built on the Acoustics and Tonmeister heritage of its founders, ART::DSP balances the physics of a room with the emotional demands of performance. Modular and licenseable, it anchors all ART modules, from acoustic reflections to spatial objects, ensuring perfect synchronisation, absolute clarity, and infinite scalability.

As the most advanced immersive sound solution, the Amadeus Immersive Sound Next Generation is designed not only for live operation but for the entire production lifecycle: from pre-production and rehearsal to performance, broadcast, and future extensions into spatial effects and advanced acoustics. It is immersive audio without compromise: flexible, scalable, and future-proof. For more information on Amadeus Immersive Sound Next Generation and to experience it live at ISE 2026, book a chat with Amadeus Acoustics on the website below or simply visit booth 7H840.

www.amadeus-acoustics.com