

# AES Immersive Audio Academy 12th Edition



The Audio Engineering Society (AES) will present the Immersive Audio Academy 12th Edition – “Immersive Audio in All Flavors” on April 30, 2026, at 12:00 p.m. EDT, as part of its ongoing series examining current developments in immersive and spatial audio.

This online event will bring together a panel of internationally recognized experts to explore a range of approaches to immersive audio production, distribution and implementation across multiple application areas, including music, broadcast and emerging media. The session is intended to provide insights into the technologies, workflows, and creative practices shaping the field.

The panel will be hosted by mastering and immersive mixing specialist Andrés Mayo and will feature contributions from Wilfried Van Baelen (Auro Technologies, Galaxy Studios), Gary Spittle (Sonical), Jani Huoponen (Eclipsa) and Martin Rieger (VRTonung). “These elite individuals,” says AES Past President Mayo, “each bring pioneering expertise in emerging and evolving immersive audio technologies and their applications in production and delivery. This 12th Edition of The Immersive Audio Academy will expose you to captivating and thought-provoking concepts that will inspire your own creativity.”

Topics will include current hardware and software solutions supporting immersive audio workflows, the accessibility of immersive production tools, and the evolving role of spatial audio in contemporary content creation. The session will also consider future directions for immersive audio and the challenges associated with broader adoption across the industry.

The Immersive Audio Academy series is designed to support the AES mission of advancing the science and practice of audio by providing a forum for technical exchange and professional development.

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