## Audio Engineering Society to Celebrate "Global Resonance" at Its Milestone 150th International Convention

Announcing the AES Show Spring 2021 Convention, Taking Place Online, May 25 - 28



The Audio Engineering Society, celebrating over 70 years of audio excellence, has announced plans for its 150th International Convention, taking place online May 25 – 28, 2021, to be streamcast in Central European time. Centered around the theme of "Global Resonance," the AES Show Spring 2021 Convention will celebrate the Society's rich history and diverse global membership, which continues to shape audio innovations and standards worldwide. Convention co-chairs Ruud Kaltofen and Bert Kraaijpoel have begun planning with the pan-European committee of industry luminaries, and the Technical Program Call for Proposals is open through March 15 for those who wish to present Papers, Workshops and Tutorials during the Convention. AES member early registration and information available at the website below.

For the end user, researcher, educator or student, the comprehensive AES Show Technical Program is a single-source solution for staying informed and in touch with the professional audio community, available where you live and work. With enhanced networking and interactive tools afforded by the convention's online presentation and communications formats, attendees will have various opportunities to "Listen, Learn and Connect" with breaking technologies and

## **AES Show Spring 2021 Convention**

Thursday, 11 March 2021 09:50

industry experts in all things audio, including Studio Recording, Live Sound, Networked Audio, Broadcast & Streaming, Music Production, Post-Production, Game Audio, Spatial Sound, Audio for AR/VR/XR, Product Development and more.

AES members can register now at a special discounted rate of just \$89 (\$49 for AES student members). Find out more about the AES Show Spring 2021 Convention and other Audio Engineering Society events going on year-round at the website below.

www.aesshow.com www.aes.org