



SYSTEM DESIGNER CONFERENCE



VIENNA 25 | OCTOBER 28-29, 2025

FROM IDEA TO PERFORMANCE

This year's conference focuses on the journey from an idea to a performance—across both the entertainment and professional communication industries. The program includes lectures and workshops by market and university specialists on topics such as object-based mixing of music and communication, acoustic enhancement and voice lift, hybrid music and communication, artificial intelligence, logistics and staff management, the influence of sound and music on human behavior, and more. Moreover, in between sessions there will be ample opportunity to meet specialists from other media technology disciplines and markets to exchange ideas and get new insights on how to get from ideas to performances.

Dear Guest

Thank you for attending the 6th System Designer Conference in Vienna!

This conference stems from a series of “plugfest” style sessions we organized in 2005-2015 to explore the - then new - digital audio and audio networking technologies. Back then we invited field experts as well as colleagues from other manufacturers in the professional audio field to engage in open and frank discussions on the basis of our shared fascination for technology. Not with the goal to promote our brands, but to learn new things and get new insights.

As this folklore grew larger and more experts and colleagues were invited, the event was renamed and became the “System Designers Conference”, with the first 2015 edition in Milan during that year’s world expo. Subsequent editions were organized in the beautiful venue of the Berklee College of Music in Valencia, then in an Austrian resort in the alps in St Wolfgang, at Disneyland Paris and, in 2019, in the O2 Arena in Prague. Now, after a 5 years break because of the pandemic, the 6th edition will be back in Austria – this time in the musical heart of its capital city Vienna, welcoming over 200 participants.

In this preliminary conference programme you can find some useful information about the location, and an overview of the sessions we have planned so far. Not 100% confirmed, but just to let you know what you can expect.

We have reserved a room for you in the Vienna Park Hilton hotel for 2 nights; check in on the 27th PM and check out on the 29th AM. We also reserved a seat at the Rathauskeller restaurant for the conference dinner on the 28th. If you have any questions about your travel and stay then please contact your Yamaha or NEXO representative or send a mail to tatiana.deheyn@music.yamaha.com

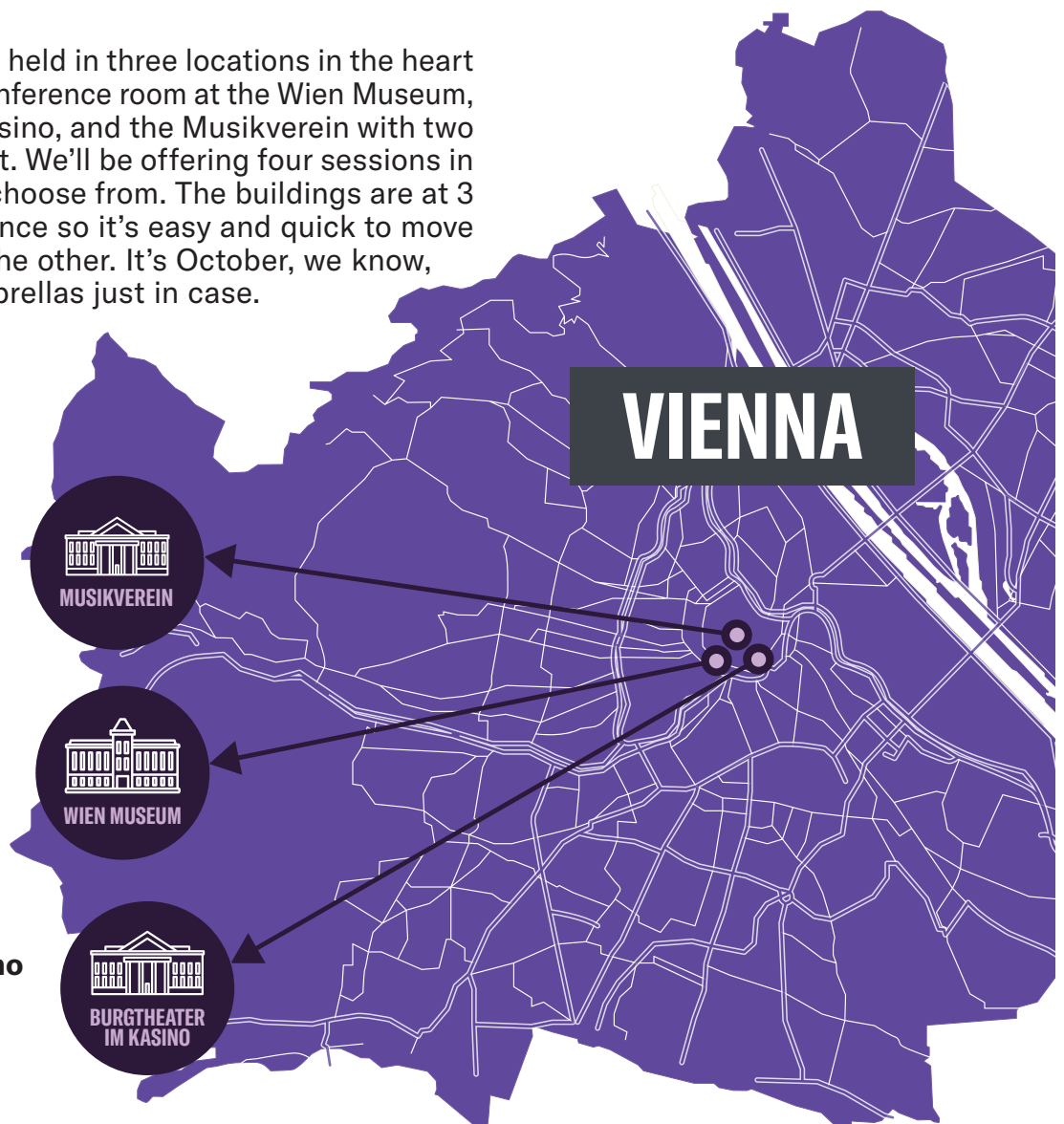
We are looking forward to meet you in Vienna!

With kind regards,

The SDC2025 team.

THE VENUES

The conference will be held in three locations in the heart of Vienna: The main conference room at the Wien Museum, the Burgtheater im Kasino, and the Musikverein with two rooms in the basement. We'll be offering four sessions in parallel each hour to choose from. The buildings are at 3 minutes walking distance so it's easy and quick to move from one location to the other. It's October, we know, so we will provide umbrellas just in case.



Musikverein
Bösendorferstraße 12
A-1010 Wien, Austria

Wien Museum
Karlsplatz 8
1040 Wien, Austria

Burgtheater im Kasino
Schwarzenbergpl.
11040 Wien, Austria



The Musikverein
A world-renowned concert hall, famous for its exceptional acoustics and elegant architecture, particularly the “Golden Hall”. It’s a premier venue for classical music, hosting the Vienna Philharmonic Orchestra and the annual New Year’s Concert.



The Wien Museum
Home to Vienna’s extraordinary collection of art works and historical artifacts, giving visitors a glimpse into the city’s culture and history.



Burgtheater im Kasino
Prominent performing art theater located in the historic heart of Vienna, making it a beacon for lovers of drama and art.

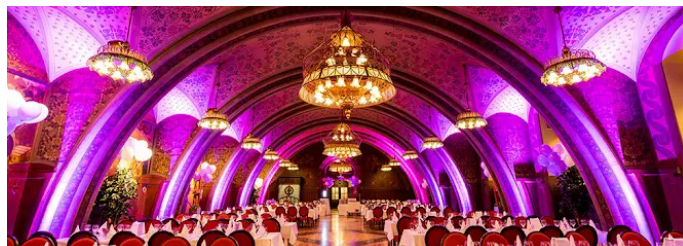
ACCOMODATION & TRAVEL

The City Airport express Train (CAT) departs at Vienna international airport every half hour and takes you to the centre of Vienna in 16 minutes. From the arrival station it takes 3 minutes walking to the Hilton Vienna Park Hotel. The conference is a 20 minute walk away from the hotel for those who would like to enjoy the park in its autumn beauty, but of course we'll arrange buses as well.



Hilton Vienna Park, Am Stadtpark 1, 1030 Wien

On the evening of the first conference day we cordially invite you for a conference dinner in the Rathauskeller where we can enjoy authentic Viennese food and drinks and make new friends amongst the guests from the many different pro audio disciplines from the many countries all over the world, and discuss what we've seen and heard at the conference sessions.



Wiener Rathauskeller, Rathauspl. 1, 1010 Wien

CONFERENCE TOPICS

All sessions serve only one purpose: To trigger discussions - between listener and presenter, but also with anyone attending the conference. With over 200 audio professionals from countries all over the world, and from many different professional audio disciplines, the conference offers a unique opportunity to build relationships and get new insights in the fascinating field of sound and music.

The 44 sessions are offered in pairs of 4 - offered in parallel in 4 locations:

- The Wien Museum conference room (250 seats)
- The Kasino Theatre auditorium (250 seats)
- The Musikverein Metallener Sall (64 seats)
- The Musikverein Steinerner Saal (40 seats)

The sessions are organized in time slots of one hour:

- 30 to 45 minutes workshop or presentation
- 25 to 10 minutes Q&A, break out and discussion
- About 5 minutes to go to the next session

44 sessions are offered in the conference schedule, each covering a topic category:



IMMERSIVE SOUND



ARTIFICIAL INTELLIGENCE
IN MUSIC & AUDIO



ACOUSTICS



TECHNOLOGY &
WORKFLOW



HUMANS IN
MUSIC & AUDIO

TENTATIVE SCHEDULE

MONDAY, 27. OCTOBER

	HILTON VIENNA PARK
12:00-22:00	Welcome Desk at Hilton Vienna Park

TUESDAY, 28. OCTOBER

	HILTON VIENNA PARK
09:00	Coach Service or a Walk Through the Park

	VIENNA MUSEUM CONFERENCE ROOM	BURGTHEATER IM KASINO	MUSIKVEREIN METALLENER SAAL	MUSIKVEREIN STEINERER SAAL	RATHAUSKELLER
10:00	Welcome Session	Sound check	Sound check	Sound check	
11:00	The Importance of Architecture Enhancing entertainment venues Gensler Sport + Entertainment	Music From the Heart Music engineering & cardio-vascular science King's College London	Sound check	World Expo Osaka Immersive design of France pavillion IRCAM	
12:00	AI Agent for Performer Position Tracking Tracking using a single front video feed KAIST / RIT	Immersive Sound Systems History and concepts NEXO	Sound check	Future-Ready AV Inside the Dante Platform Audinate	
13:00	Lunch				
14:00	Higher Education in Sound & Music: What to expect from the next generation of graduates? In Tune	Beaconless Tracking Systems AI powered stage positioning Naostage	Etterklang ! The state of acoustic enhancement Yamaha	DBAP Immersive rendering explained Yamaha	
15:00	The Future of Audio-Based Camera Tracking Hybrid communication explored Lumens	Automated Radio Tracking Immersive Audio, Video & Lighting Integration on Stage zactrack	World Expo Osaka Immersive design of France pavillion IRCAM	Minimalistic Immersive System Design Small scale & practical immersive Yamaha	
16:00	Immersive Sound in Opera and Ballet Opéra Garnier Royal Opera House	Atlas Control Workshop Controlling sound objects with Atlas Flamingo Solutions	In-Tune Group Students Immersive showcase Conservatoire Supérieur National de Musique et de Dance de Paris	From Classrooms to Cathedrals Enhancing Speech Intelligibility Yamaha	
17:00	Sound and Sustainability Sustainability in live sound touring & rental Novelty / Dushow	Sound check	Sony 360 Reality Audio Technology and workflow Sony	Virtual Immersive Sound A bridge to the future Yamaha	
18:00		DeLaurentis in Concert Immersive - AI performance DeLaurentis			
19:00		Coach Service to Rathauskeller			
20:00					Conference Dinner
21:00					
22:00					
23:00					Coach Service to Hotel

WEDNESDAY 29. OCTOBER

HILTON VIENNA PARK					
08:00	Coach Service or a Walk Through the Park				
	VIENNA MUSEUM CONFERENCE ROOM	BURGTHEATER IM KASINO	MUSIKVEREIN METALLNER SAAL	MUSIKVEREIN STEINERER SAAL	MUSIKVEREIN GOLDENER SAAL
09:00	AI Generated Acoustics Research on creating IR without measurements by AIRISLAB KAIST / RIT	DeLaurentis Production Insights Immersive and AI driven AI design Etienne Colin	Sony 360 Reality Audio Technology and workflow Sony	Sound Check	
10:00	Free Your Voice Voice Lift...Goodbye to microphones? Yamaha	Immersive Sound Systems Design Guidelines NEXO	Echoes of Space From spatial idea to immersive performance Gary Marlowe, Hans-Martin Buff	Audio Personalization Based on User Preference AI-Driven Personal Sound Ecosystems Yamaha	
11:00	Sound Technology in World Class Concert Halls Musikverein Vienna, Concertgebouw Amsterdam	Immersive Sound From production to delivery: A listening experience Yamaha / Steinberg / NEXO	In-Tune Group Students Immersive showcase Royal Conservatoire of The Hague	Democratizing Music Performance with AI Opening up music to more people Yamaha	
12:00	Lunch				
13:00	Q&A Dive Deeper with the presenters	Music From the Heart Music engineering & cardio-vascular science King's College London	Making 3-D music Building immersive productions from scratch Hans-Martin Buff	Minimalistic Immersive System Design Small scale & practical immersive Yamaha	Golden Hall Tour Musikverein
14:00	Q&A Dive Deeper with the presenters	Immersive Sound From production to delivery: A listening experience Yamaha / Steinberg / NEXO	Etterklang ! The state of acoustic enhancement Yamaha	Future-Ready AV Inside the Dante Platform Audinate	Golden Hall Tour Musikverein
15:00	Closing Session				

SESSION SUMMARIES

	CATEGORY	TOPIC	SPEAKERS	ABSTRACT
VIENNA MUSEUM	H	Higher Education in Sound & Music: What to expect from the next generation of graduates ?	Matis Reynaud, Conservatoire Superieur National de Musique et le Dance de Paris; Robin Koek, Royal Conservatoire of the Hague	<p>Forum discussion. A discussion on how higher education institutions must play a key role in supporting a new generation of students and professionals — a generation that will have to create, produce, and disseminate content by integrating new processes, tools, and narrative forms.</p> <p>As schools, we need to train future professionals in inter-disciplinarity and develop artists and technicians who can assess and master the contributions of tools like AI, and who can create impactful work for audiences by leveraging the new opportunities of language — interactivity, spatialization, immersion, and more.</p> <p>IN.TUNE is the only European University Alliance in the field of music and arts, bringing together eight universities from North, East, South and West Europe striving to deepen their cooperation to bring about institutional transformation and the enhancement of their quality, performance, attractiveness and international competitiveness. In line with the goals set by the European strategy for universities, underlining the important role of higher education in shaping sustainable, democratic and resilient societies,</p> <p>IN.TUNE members are committed to the development of a joint long-term strategy with a strong artistic dimension for high quality education, research, innovation and service to society, becoming a role model for the wider higher education community across Europe and beyond.</p>
	A	Free Your Voice Voice Lift... Goodbye to microphones ?	Gerrit Carstens; Andreas Schmalfeldt, Yamaha SEG	<p>Technology session. From classrooms to boardrooms, from training centers to town halls — Voice Lift systems adapts to speech environments without the need to wear microphones. In this workshop, different approaches and solutions for a real-life Voice Lift installation will be discussed and demonstrated.</p>
	TW	Immersive Sound in Opera and Ballet Opéra Garnier, Royal Opera House	Remy Bréan, Opéra Garnier; Giuseppe Lubrano, Royal Opera House	<p>Forum discussion. How can immersive sound technologies and live mixing solutions serve the delicate balance of ballet and opera in heritage opera houses, where authenticity, architecture, and time are constant constraints? This session explores practical approaches to extending natural acoustics through discreet reinforcement and immersive techniques, while preserving the artistic integrity that audiences expect.</p>
	H	Sound and Sustainability Sustainability in live sound touring & rental	Christophe Piette, Novelty / DuShow; Mark Collins, Yamaha	<p>Insight workshop. The three pillars of sustainability, often called the “3 Ps,” are People, Planet, and Profit, explored from the viewpoint of the largest international event and festival production company in France.</p>
		Sound technology in World Class Concert Halls Musikverein Vienna, Concertgebouw Amsterdam	Martin Laumann, Xaudio / Musikverein; Rob Strolenberg, Da Capo / Het Concertgebouw	<p>Discussion. Main engineers of the Musikverein Vienna and Concertgebouw Amsterdam take the stage to discuss their existing and their future approach to the task of sound reinforcement and broadcasting for a growing variety of music genres and technical, requirements in modern and historical concert halls.</p>

CATEGORY	TOPIC	SPEAKERS	ABSTRACT
VIENNA MUSEUM	TW	<p>The Future of Audio-Based Camera Tracking AI and the future of hybrid communication explored</p> <p>Joris Nevens, Lumens; Andreas Schmalfeldt; Pawel Zachanowicz, Yamaha SEG</p>	<p>Technology session. As a pioneer in video communications, Lumens has partnered with YAMAHA to deliver new audio-visual integrations that are delivering a breakthrough in AV architecture, production automation and AV over IP technology.</p> <p>The session will take you beyond the theoretical by highlighting where YAMAHA and Lumens have worked together to create new cutting-edge AV solutions for customers across Europe and around the world. The session will help you:</p> <ul style="list-style-type: none"> • Discover how AI technology is now able to produce events and meetings completely autonomously. • Understand why AI will transform business, education and public sector communications. • Find out why new IP standards are transforming how AV is installed in meeting spaces, classrooms, lecture theatres and boardrooms. • Learn how Lumens leverages the power of YAMAHA sound technology to deliver precise auto-camera tracking and intelligent switching. • Reduce installation times and costs by up-to 50%. • Identify the advantages of secure, remote control, and the benefits for customers of new and engaging AV installations.
	TW	<p>The Importance of Architecture Enhancing entertainment venues</p> <p>Tayomara Gama, Gensler Sport + Entertainment</p>	<p>Insights workshop: How to create a return on investment by designing sports and entertainment venues with enhanced technology, service, and amenities.</p>
	AI	<p>Sound Object Tracking for Live Performances by AI Tracking using an ordinary video feed</p> <p>Sungyoung Kim; Korea Advanced Institute of Science and Technology / Rochester Institute of Technology; Kangeung Lee, Korea Advanced Institute of Science and Technology</p>	<p>Insight workshop. Proposing PAAP (Performer-Aware Automatic Panning System), the first system to automatically track performer(s) and generate spatial audio panning data.</p> <p>Using a stage-facing camera and associated video input, the system calculates performers' positional data by converting the front-facing view to the top-down view from the ceiling. Without performer-specific trackers or complex installation of top-down camera, the system renders multi-performers positional data, input to any DAW's panner.</p> <p>We evaluated the technical feasibility of the system through simulated Unity scenarios and validated its real-world applicability with real-time processing via Open Sound Control (OSC). Our team anticipate that PAAP will offer broad application in live and studio production scenarios, significantly enhancing the efficiency and adaptability of contemporary music production workflow.</p>
AI	<p>AI Generated Acoustics Research on creating IR without measurements by AIRISLAB</p> <p>Sungyoung Kim; Korea Advanced Institute of Science and Technology / Rochester Institute of Technology; Minjae Kim, Korea Advanced Institute of Science and Technology</p>	<p>Insight workshop. Spatial personalization plays a key role in enhancing immersive experiences in Virtual and Augmented Reality applications.</p> <p>Achieving acoustic coherence between a user's physical environment and virtual audio effects requires real-time extraction of acoustic characteristics, a task that remains challenging for resource-constrained terminal devices. In this work, we propose a generative model that captures the surrounding visual scene of the user and synthesizes the corresponding acoustic transfer function using the power of diffusion-based architectures.</p> <p>In other words, the system understands the room structure from an image and synthesizes the room-related impulse response (RIR), allowing an audio engineer (either live or recording situation) could render a specific venue-matched reverb in real time without traditional impulse response measurement process.</p>	

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H	Music From the Heart Music engineering & cardio-vascular science	Elaine Chew, Piano Trio and ERC COSMOS; HEART.FM Team, King's College London	Insight workshop. Music playing and listening has a profound impact on our hearts. This session will delve into the details of just how and how much by placing a piano trio on stage with heart and breathing sensors to visualise, interpret and discuss vital signs in real time as a result of music engagement. The piano trio comprises of violinist Hilary Sturt, cellist Ian Pressland, and Elaine Chew; and the team members attending are Natalia Cotic and Mateusz Soliński
AI	Beaconless Tracking Systems AI powered stage positioning	Alexis Reymond, Naostage	Technology workshop. As we step into 2025, Naostage stands at the forefront of innovation, transforming the audiovisual industry through cutting-edge technology and a bold vision for the future. Founded on the principles of technological innovation and artistic creativity, Naostage is a global leader in beaconless tracking systems, reshaping how performances and spaces are experienced. K SYSTEM seamlessly integrates AI-powered tracking with advanced AV tools, empowering creators to deliver immersive, interactive, and unforgettable experiences. From live events and entertainances to interactive installations, our AI based 3D tracking technology operates without the need for beacons, offering precision, flexibility, and ease of integration with third-party systems.
I	Automated Radio Tracking Immersive Audio, Video & Lighting Integration on Stage	Paul Roch, zactrack	Technology workshop. Explore how performer tracking is reshaping live performance through reliable, real-time radio tracking and creative effects. With seamless integration across lighting, audio, video, and camera systems, zactrack unlocks new possibilities for immersive, emotionally engaging experiences in productions of every size. How can live sound follow every performer with perfect precision – no matter where they move on stage? zactrack is the industry-leading automatic tracking system for sports arenas, open-air events, theatres, and studios. Using ultra-wideband radio technology, performers can be tracked in real time and visualised in a 3D model. zactrack enables precise positioning and fully automated control of lighting, effects, projection, and camera systems – delivering seamless, high-impact performances in any environment. Available in over 30 countries through a global distribution network, zactrack is trusted by world-renowned brands including Disney, Dragone, Red Bull, and BMW. Zactrack systems drive creative innovation worldwide – from the Vienna Volksoper to the Sydney Opera House, from London's West End to Broadway, from Disneyland to Las Vegas, and from Roland Kaiser to Rihanna's Super Bowl Halftime Show in 2023.
AI	DeLaurentis Production Insights Immersive and AI driven AI design	Hervé Dejardin; Cécile Delaurentis, Delaurentis	Insight workshop. THE SPACE OF SOUND: A HISTORY OF PERCEPTION CONFERENCE ON MUSICALISM WITH DELAURENTIS AND HERVÉ DÉJARDIN DeLaurentis, composer and musician, and Hervé Déjardin, engineer and sound designer at Radio France, invite you to discover how the spatialization of sound has permeated human history. By situating the work Musicalism within this fresco, DeLaurentis will illustrate her creative processes between image and music and the transition from stereo sound to 360° sound. Here, the duo opens a reflection on listening and the perception of sound, examining how cutting-edge technologies enable the development of new palettes of expression and socially change our relationship
I	Immersive Sound Systems History and Concepts	Nicolas Poitrenaud, NEXO	Insight workshop. This presentation explores the evolution and principles of immersive sound systems, tracing spatial audio from early classical composers, through 20th-century innovations. It covers technical concepts including channel-based, object-based, ambisonic, and binaural audio, as well as spatialisation algorithms . The presentation highlights both historical context and modern applications in live performance, recording, and reproduction systems.
I	Immersive Sound Systems Design Guidelines	François Deffarges, NEXO	Design and tuning workshop. This presentation outlines principles for immersive audio system design, covering speaker spacing, coverage, and layering. It details adapting designs to real venues, low frequency extension, bass management, and strategies for different shapes, ensuring optimal sound quality and immersive experiences over the entire audience. Practical examples will be given through usage of dedicated calculator and acoustic simulation software.

CATEGORY	TOPIC	SPEAKERS	ABSTRACT
BURGTHEATER IM KASINO	Immersive Sound Systems From production to delivery: A listening experience	François Deffarges, NEXO	Insight workshop. This presentation introduces a comprehensive solution for immersive sound design, aiming to deliver spatial audio experiences for events and installations worldwide. The focus is on making immersive audio accessible, scalable, and adaptable for both real and virtual environments. The presentation includes a listening session illustrating immersive concepts, ability to position objects inside and outside speaker envelope, with addition of 3-dimensional reverberation.
	Atlas Control Workshop Controlling SoundXR objects with Atlas	Dominic Bilkey, Flamingo Solutions	Technology workshop. Dominic Bilkey is a Tony and Olivier Award nominated sound designer and is currently Head of Sound & Video at the Royal National Theatre, London. He presents Object Based Audio Control Made Simple - Enhance The Way You Work with Spatial Audio Welcome to Atlas, where innovation meets simplicity. Designed for theatre, live events, concerts and immersive experiences
	AI	DeLaurentis in Concert	Delaurentis

CATEGORY	TOPIC	SPEAKERS	ABSTRACT
MUSIKVEREIN METALLENER SAAL	In-Tune Group Students Immersive showcase	Matis Reynaud, Conservatoire Supérieur National de Musique et de Dance de Paris	Case study. Immersive project “IO” created at the CNSMDP. Discover the creation and production of IO, an immersive multidisciplinary performance by students of Paris Conservatory, acting as a professional production team. This talk explores 360° spatial audio, object-based mixing, and live sound design, highlighting the technical and artistic challenges of immersive storytelling. I will share insights on creative collaboration, rehearsal strategies, and live performance workflows. The presentation reflects on how immersive audio transforms audience experience and expands pedagogical and artistic possibilities.
	In-Tune Group Students Immersive showcase	Mari Šišková, Royal Conservatoire of the Hague	Technology workshop. Creation of Sound Constructed Realities (3D Audio) by Mari Šišková, known professionally as Mari Yasero, Royal Conservatoire The Hague. Sound Constructed Reality explores storytelling through sound and space, where the boundaries between virtual and physical environments blur. Through the lens of 3D audio, we will discuss conceptual, artistic, and technical approaches to building sonic spaces. We will examine strategies for achieving spatial cohesion and designing spatial relationships between sound objects through co-articulation, kinetic chains, and imposed causality, as well as highlight the narrative potential of elevation. This approach takes shape in Poločas Přeměny (Half-time of Transformation), a composition that aims to create a deeper connection with glaciers and their disappearing memory while capturing a sense of transformation, uncertainty, and instability. The listening excerpts from Poločas Přeměny will illustrate how abstract concepts become tangible in practice, while also sharing insights into the workflow and the technical challenges encountered along the way. Particular attention will be given to how the affordances of spatial audio tools influence our creative choices, while artistic vision drives the development of new technical solutions and hybrid practices. Together, we will reflect on the capacity of 3D audio to construct imaginative and plausible realities that transform narratives into experiences we can step inside and inhabit.
	A	Etterklang ! The state of acoustic enhancement	Maciej Blachnio, Yamaha SEG

CATEGORY	TOPIC	SPEAKERS	ABSTRACT
MUSIKVEREIN METALLENER SAAL	Sony 360 Reality Audio Technology and workflow	Toru Chinen, Sony corporation	Technology workshop. This workshop provides an overview of Sony's 360 Reality Audio, discussing its distribution format, production workflow, the maintenance of compatibility, and related technological aspects.
	Making 3-D music Building immersive productions from scratch	Hans-Martin Buff, MSM-studios	Insight workshop. Dolby Atmos music has become increasingly popular, though it is often used to craft immersive remixes of existing stereo productions. But is that truly the right approach? Music tends to shine best in the environment it's created for—so rather than merely adapting mixes for immersive formats, shouldn't there be composition and production with immersion in mind? In his presentation, Hans-Martin Buff explores how to create 3D music—from enhancing stereo concepts to building productions entirely from scratch. He'll share numerous audio examples, including material from his Grammy®-winning work on Peter Gabriel's "i/o (In-Side Mix)".
	Echoes of Space From spatial idea to immersive performance	Gary Marlowe; Hans-Martin Buff, MSM-studios	Case study. The Echoes of Space concert was an immersive event, extending electronic film music composition into the realm of immersive live music. The Echoes of Space ensemble created their very own musical language for this occasion, deliberately blurring the line between symphonic soundtrack, sound design and engineering, electronic music, ambient spaces, and pop. Immersive pre-production and live performance were carefully balanced to make optimum use of both the bespoke speaker setup at Nowa Huta's Łącznia Nowa Theatre and the flexibility of Yamaha's Nexos system. The challenge to translate artistic intent to 32 speakers without the use of gimmickry and in support of live music will be at the heart of Gary Marlowe's and Hans-Martin Buff's presentation. The world premiere of the Echoes of Space project had been part of the 2023 edition of the Krakow's Film Music Festival (FMF).

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TW	Future-Ready AV Inside the Dante Platform	Lucas Moreno, Audinate	Insight workshop. AV is evolving—and so is Dante. With new tools for secure media transport, centralized device management, and standards-based interoperability, Dante is redefining what AV networks can do. This session highlights the latest developments across audio, video, and control that make Dante the platform of choice for live performance, broadcast, corporate, and beyond
MUSIKVEREIN STEINER SAAL	World Expo Osaka Immersive design of France pavillion	Clément Cerles and Yann Brecy, IRCAM	Case study. RCAM, together with the NEXO team, worked on the sonic architecture of the French Pavilion, structured around music by the French electronic artist Rone. The scenography, titled "Pulsation," invited visitors to follow a path through seven different environments, each with its own acoustic and artistic constraints. This presentation highlights the design process both off-site and on-site, including the various tools used for speaker management, audio/video playback, and spatialization for the 200-speaker system. Finally, we will guide you through a virtual tour featuring downmixed audio soundtracks of the pavilion.
	DBAP Immersive rendering explained	Hiraku Okumura, Yamaha corporation	Insight workshop. This talk introduces the DBAP (Distance-Based Amplitude Panning) algorithm and compares it with other immersive audio rendering techniques. We'll highlight the key features of each method and explore where DBAP fits within the broader landscape of spatial audio technologies.
	Virtual Immersive Sound What is virtual immersive sound, and its future bridging with real immersive sound.	Daichi Iseri; Tadashi Morikawa, Yamaha Corporation	Insight workshop. Introducing an overview of the virtual immersive sound solution, and concept, mechanism of HRTF processing which is utilized as its core technology. Furthermore, we present enhanced spatial sound technologies for virtual environment, and raise how these technologies can be effectively applied in real world sound, like "Digital Twin".

		CATEGORY	TOPIC	SPEAKERS	ABSTRACT
MUSIKVEREIN STEINER SAAL	A		From classrooms to cathedrals Enhancing Speech Intelligibility	Wouter Verkuijl; Ruben van der Goor, Yamaha SEG	Technology workshop. Speech intelligibility lies at the heart of effective human communication, bridging the gap between acoustics and linguistic understanding. This lecture explores the theoretical foundations of intelligibility, from the influence of reverb and noise to understanding the design parameters. A case study will demonstrate how theory translates into real-world applications. Join us to uncover the science behind what makes speech understandable.
	AI		Democratizing Music Performance with AI Opening doors of music to more people	Akira Maezawa, Yamaha R&D	Insight workshop. AI Duo Piano is a system that utilizes machine learning to support piano performance by automatically playing notes that a user cannot play in real-time. This enables individuals with limited experience or physical disabilities to participate in music-making and ensemble playing. In this talk, I will demonstrate use cases, highlight the system's potential for making music performance more accessible, and discuss current challenges and future directions.
	I		Minimalistic immersive system design Small scale and practical immersive	Wouter Verkuijl; Maciej Blachnio, Yamaha SEG	Insight workshop. Immersive sound has been around in cinemas and home audio systems for decades. Now immersive sound is becoming a standard in personal audio streaming services. How about live sound reinforcement? Up to now Immersive sound reinforcement involved large scale systems comprising many loudspeaker cabinets and many racks full of processing and networking equipment and power amplifiers. This of course only makes sense for high budget large scale productions. For immersive sound reinforcement to become a standard also in mid scale and small scale productions we need to scale down. This session addresses this topic: How small can a system be to still offer an amazing immersive impression?
	AI		Audio Personalization Based on User Preference AI-Driven Personal Sound Ecosystems	Hidetaka Imamura, Yamaha R&D	Insight workshop. Finding the optimal settings for complex audio configurations is a persistent challenge, especially when "best" is a matter of personal taste. This session introduces an efficient, interactive optimization framework that solves this problem. Yamaha R&D will share how this framework transforms a complex tuning task into an intuitive dialogue between the user and the system, delivering a highly personalized result with minimal effort.