

AES wraps successful AES Europe 2024 in Madrid



The 2024 Audio Engineering Society (AES) European Convention in Madrid, Spain, on June 15–17 covered the latest advances in audio engineering technologies. During the three-day Convention, 170 world-leading audio practitioners, researchers, and technology specialists delivered presentations to nearly 400 attendees (including 102 students) at the Universidad Politécnica de Madrid (Polytechnic University of Madrid). Session topics over the three-day event spanned audio fundamentals plus cutting-edge research, design, and practices in artificial intelligence, audio for games, immersive audio, archiving, perception, room acoustics, and more.

“The topics at this event prove yet again that AES is at the leading edge of technological innovation. This is where we exhibit our strength as an organization, and it is why attendees come to us in droves each year,” said AES President Leslie Gaston-Bird. “The trends of machine learning, artificial intelligence, immersive audio, and our robust contingent of students and student programming illustrate how AES will continue growing into the future. This is the one place where students and professionals alike know they can keep the industry thriving by sharing knowledge and networking.”

For the first time, AES presented a “hybrid” Student Recording Competition

featuring students attending in-person and those unable to travel to AES Madrid. Each student presented their recordings in one of four competition categories: Traditional Acoustic, Traditional Studio, Modern Studio, and Sound for Visual Media. “The response from student attendees was incredibly positive,” said Ian Corbett, co-chair, Education Committee, AES. “The finalists in each of the four competition categories presented their work to mostly standing-room-only audiences at the convention, generating highly favorable critiques from the judges during those sessions. Finalists should be very proud of their accomplishments. The students’ enthusiasm was already high for our next convention.”

The professional attendees at AES Europe echoed the students’ positive reactions to the three-day event. One such attendee was Rich Spillberg, a multifaceted professional who works as a recording/mix engineer, producer, and educator and fulfills numerous roles for renowned artists like Bruce Springsteen, Ringo Starr, and Josh Groban. While he had a day off during the Bruce Springsteen tour, which was also in Madrid, he and a colleague decided to attend AES Europe 2024.

“I have been very interested in attending an AES Convention for many years now,” Spillberg said. “When I saw that I would be in Madrid with a day off during this year’s event, I jumped at the chance to come. While at AES, I saw the keynote session, and got a taste of the community and how the members are celebrated. I was inspired to see how others are approaching their craft, how vendors are developing the tools that we use, and then in speaking to other counterparts, I was inspired to learn about their stories of how they work within their physical and economical environments, as well as within their cultures.”

Davide Sonten, a sound engineer, mixer, and producer from Italy who was attending his first AES Convention at AES Europe 2024, was equally effusive. “I have been learning a lot of new things and networking,” he said. “I have really enjoyed the sessions on spatial audio and Dolby Atmos, which is the new trend. This has been a great environment. There is always something new to learn and discover. It has been very stimulating for my work.”

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