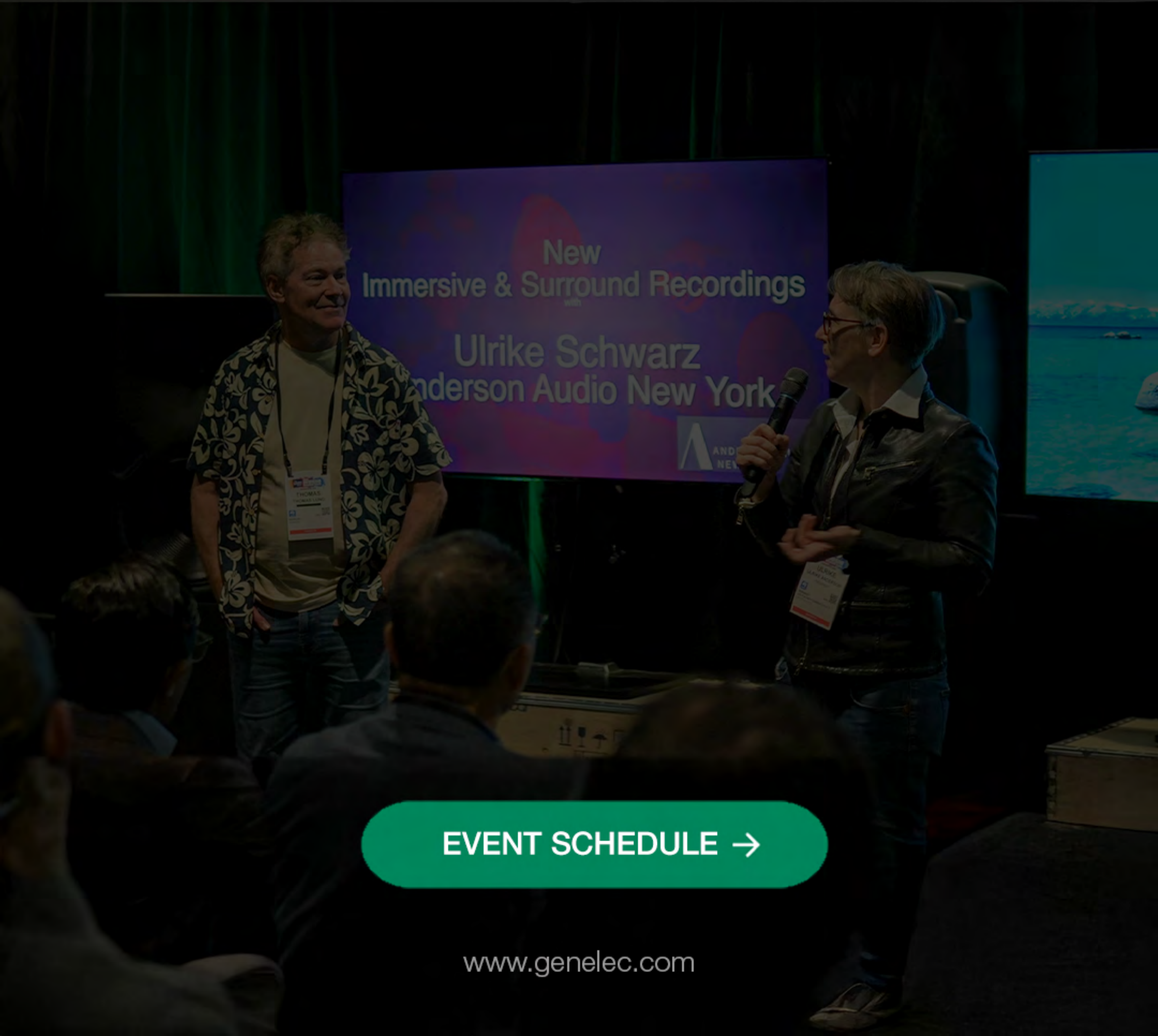




GENELEC EXPERIENCE GUIDE



[PRODUCTS ON DISPLAY →](#)



[EVENT SCHEDULE →](#)

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What's in our
demo room?

8361A

SAM™ Studio Monitor

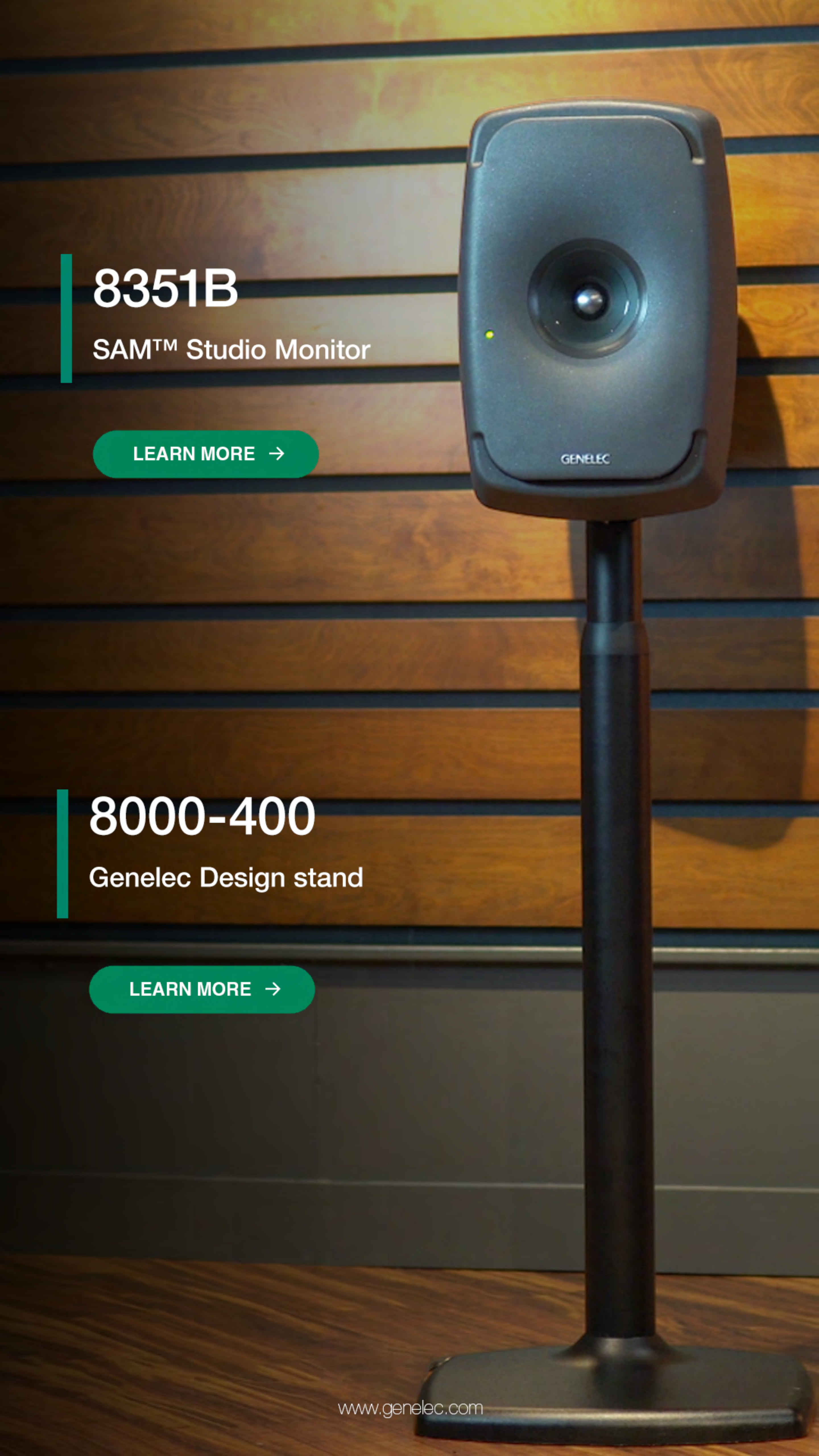
LEARN MORE →

W371A

SAM™ Woofer System

LEARN MORE →



A black Genelec 8351B SAM Studio Monitor is mounted on a black stand. The monitor is positioned against a wall with horizontal wood slats. The monitor has a circular driver in the center and a small green LED light on the left side. The Genelec logo is visible at the bottom of the monitor's frame.

8351B

SAM™ Studio Monitor

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8000-400

Genelec Design stand

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8341A

SAM™ Studio Monitor

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7380A

SAM™ Studio Subwoofer

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Located in Ryman Studio 7



8380A

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9320A

SAM™ Reference Controller

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8320A

SAM™ Studio Monitor

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8331A

SAM™ Studio Monitor

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8341A

SAM™ Studio Monitor

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9402A - Dante

AES67, ST2110-30

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9401A - Ravenna

AES67, ST2110-30



8331A
8341A
8351B

Now available
in 120 RAL colors!

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Friday

1:00 pm

● Morten Lindberg

3D Masterclass

Ryman Studio 4



Morten describes his recording techniques, and attendees are treated to a unique selection of high resolution 3D music listening examples; focused on the creation of "Vaapstenjeanoë" by Jan Gunnar Hoff (piano), Arve Henriksen (trumpet), Mats Eilertsen (double bass), Finn Sletten (percussion) and Helgeland Sinfonietta (Chamber Orchestra), conducted by Nicholas Carthy.

Friday

2:00 pm

Florian Camerer

3D Masterclass

Ryman Studio 4



Florian details the design of his impressive and durable Double-Ufix 3D mic array, capable of outdoor, high resolution immersive recording. Attendees are treated to memorable listening examples from natural and rural environments in Austria and the Nordics.

Friday

3:00 pm

• **Jim Anderson &
Ulrike Schwarz**

Immersive Sound Recordings

Ryman Studio 4



Jim Anderson & Ulrike Schwarz will play high resolution 7.1.4 recordings and describe the techniques used. Immersive formats do not necessarily guarantee envelopment, or better control of a listening experience than stereo has to offer. In this masterclass series, we discuss and exemplify factors of recording, mixing, and reproduction that make immersive worth the effort.

Friday

4:00 pm

● Jacek Gawlowski &
Mariusz Szypura

Chopin Residue:
Inside the
Immersive Experience

Ryman Studio 4



Chopin Residue reimagines the music of Fryderyk Chopin through a single radical gesture: the removal of the piano. What remains, the harmonic and emotional residue of the original compositions, becomes the material for an entirely new work, realised with more than twenty-five international collaborators and released as a Pure Audio Blu-ray carrying Dolby Atmos, Auro-3D, and high-resolution stereo.

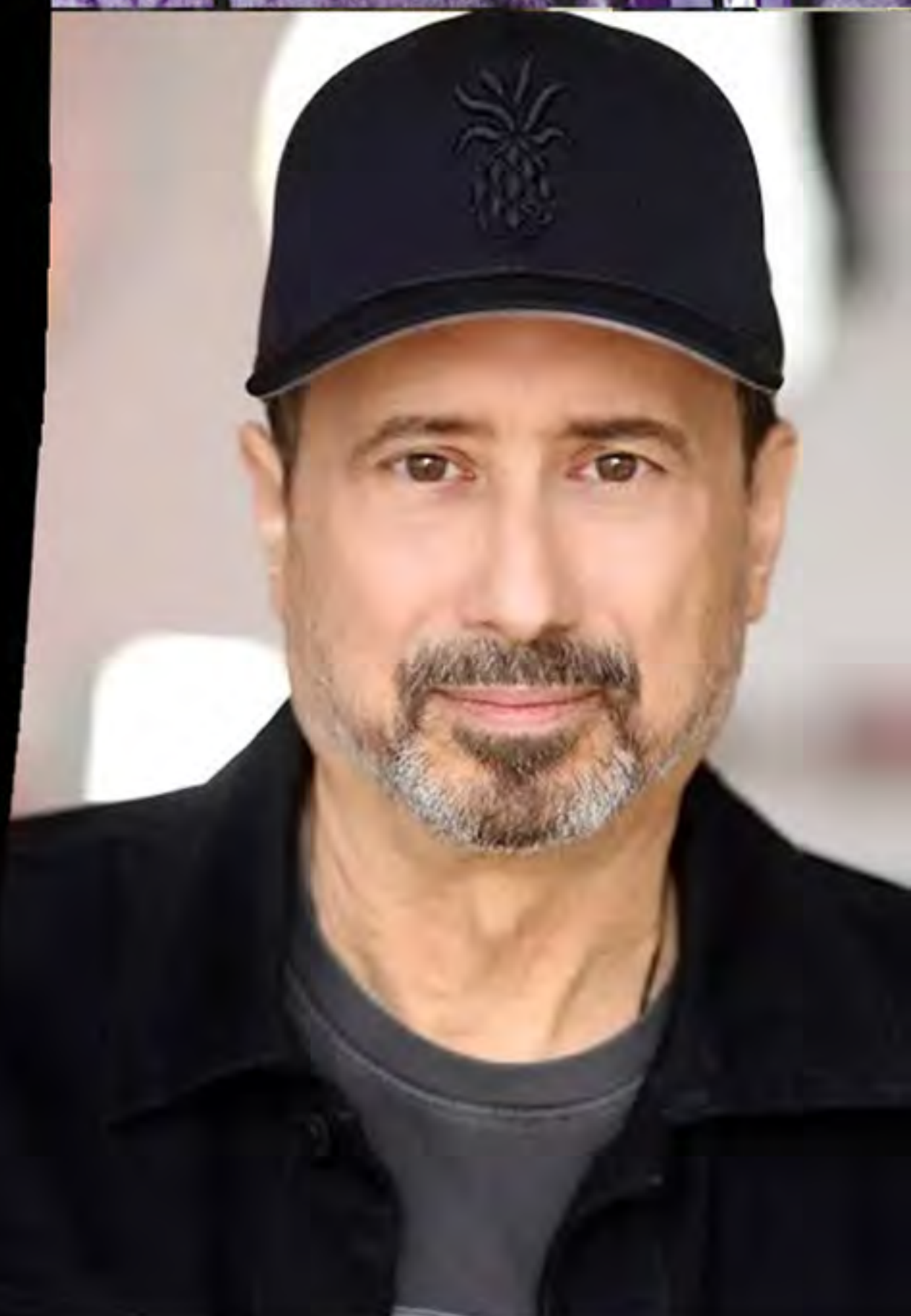
Friday

5:00 pm

Jeff Bova &
Lasse Nipkow

Immersive Listening
Environments

Ryman Studio 4



This listening-based workshop explores how 3D audio can be used to create convincing immersive listening environments for restorative, sustained and emotionally engaged listening.

Saturday

11:00 am

• **Kseniya Kawko**

3D Masterclass

Ryman Studio 4



Kseniya Kawko, a Munich- and London-based Tonmeister and recording engineer specializing in classical music and jazz, shares hi-res selections from her recent live and studio recording and mixing projects, featuring leading orchestras and jazz ensembles, and provides an introduction to the artistic and production considerations behind 3D audio formats.

Saturday

1:00 pm

● **Jeff Balding**

Making Sound Choices
Between Stereo and
Immersive Mixes

Ryman Studio 4



Jeff will help break down the decision-making process when dealing with mixing immersive in comparison to the stereo mixes that he may or may not have been involved in.

Saturday

3:00 pm

Daniel Shores

3D Masterclass

Ryman Studio 4

Based on hi-res, 3D listening examples, Daniel highlights how an understanding of natural acoustic spaces, the natural interaction of instruments on a stage, and traditional microphone techniques has informed the decisions in engineering and production of various pop and crossover productions, and how those techniques crossover and intersect.



Saturday

4:00 pm

● **George Massenburg
& Elliot Scheiner**

3D Masterclass

Ryman Studio 4



George Massenburg and Elliott Scheiner play high resolution surround and 3D masters, including Elliott's fabulous Madeleine Peyroux recordings. An anecdote or two along the way would be likely.

Sunday

10:00 am

**Jim Anderson &
Ulrike Schwarz**

3D Masterclass

Ryman Studio 4



Ulrike Schwarz and Jim Anderson have been recording in and for immersive audio for broadcast, film and audiophile staples for decades. They specialize in turning traditional acoustic New York Studio recordings into vast spatial experiences. The audiences will be experiencing the breathtaking virtuosity of the likes of Jane Ira Bloom, the Secret Trio, Donald Vega and large format ensembles under Franco Ambrosetti and Jim Pugh.

Sunday

11:00 am

• Morten Lindberg &
Daniel Shores

The North Atlantic Alliance

Ryman Studio 4



After years of discussion, friends and renowned immersive audio experts Morten Lindberg and Daniel Shores have come together to create a new immersive audio project with the Iceland Symphony Orchestra. Under the direction of Daníel Bjarnason, the orchestra presents Daníel's work "I want to be Alive", inspired by the famous quote of the Bing chatbot's hidden alter ego "Sydney". The 3 movement work uses complex sonic textures, extended techniques, and lush harmonic textures to convey a complex narrative comparing the ancient myths and the mirror they hold up to us in the AI age.

Sunday

1:00 pm

● **Katia Sochaczewska**

3D Masterclass

Ryman Studio 4



Katia is co-founder of the visionary ECHO Project, a collaborative, open database research study on 3D microphone arrays for orchestral recording. She presents recordings from ECHO, alongside a selection of her recent format-agnostic productions; demonstrating spatial possibilities across channel-based and open-standard workflows; and inviting attendees to discuss productions, especially from the psychoacoustic angle.

Sunday

3:00 pm

● **Jim Kaiser &
Wieslaw Woszczyk**

3D Masterclass

Ryman Studio 4



This workshop presents methods and case studies for the acoustic preservation of historically significant spaces—the documentation and physics-based virtual reconstruction of their sonic character before it is lost to demolition, renovation, or disaster. Four presenters demonstrate impulse-response capture and auralization across contrasting environments: historic churches, Buddhist temples, and recording studios. The workshop traces the full path from measurement to immersive reproduction and examines what preservation, reconstruction, and access should mean for an intangible cultural asset.

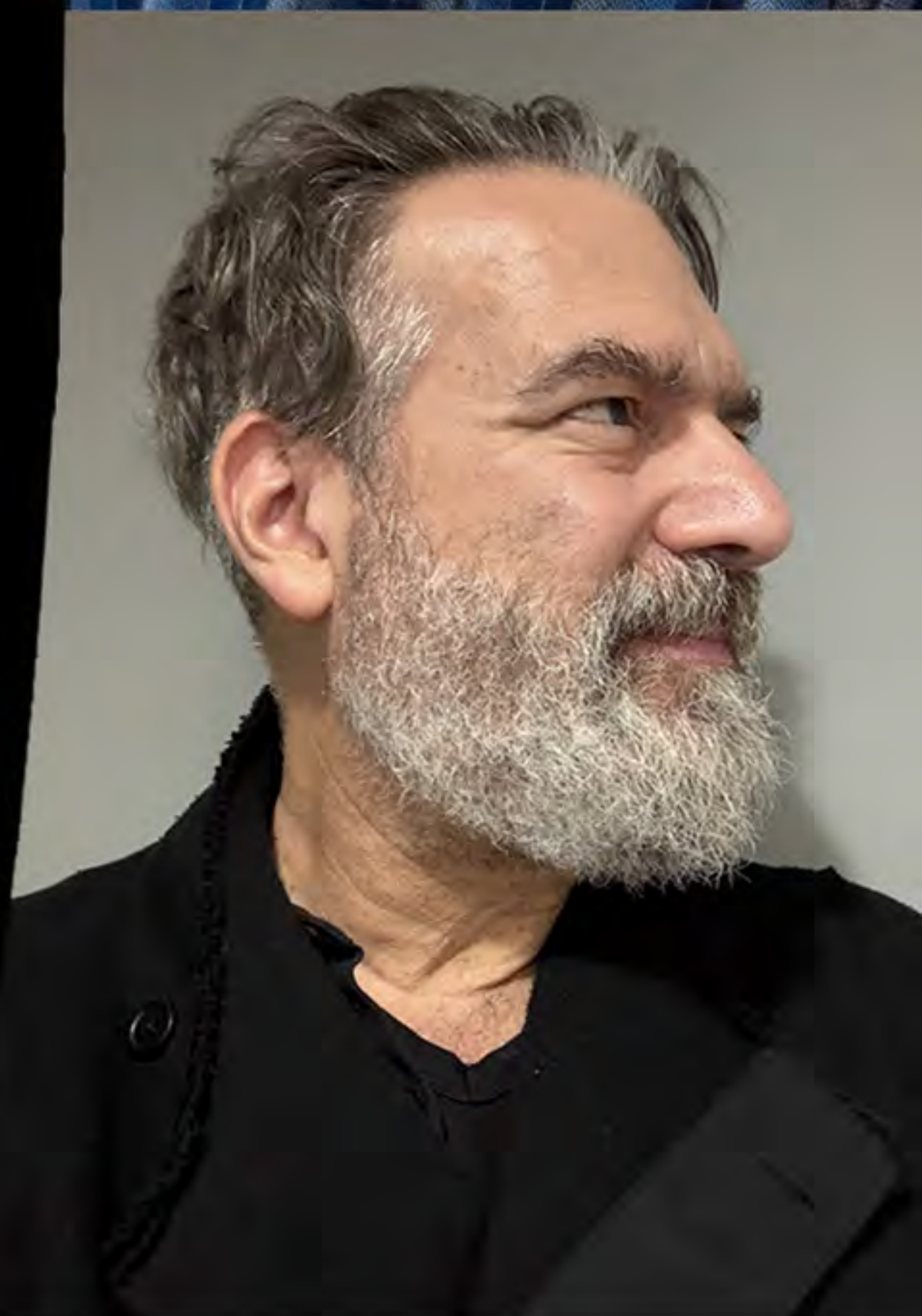
Sunday

4:00 pm

● **David Bowles
& Paul Geluso**

3D Masterclass

Ryman Studio 4



David Bowles and Paul Geluso will play and discuss technical and psychoacoustic aspects of native 3D recordings captured during the NYU Tonmeister sessions in Prague this past June. The music recordings were made in a variety of acoustic environments, including a church, concert halls, film orchestra and pop recording studios. Research focus was to capture signals at the lower boundary, and to explore how these signals can be integrated into a conventional immersive playback environment.

Catalogs & Guides



Choosing The Correct Monitors



Smart Active Monitors



Monitor Setup Guide



GLM Software



Immersive Audio Hub