

CENTRE FOR SENSORY STUDIES

TALKING SENSE LECTURE SERIES



Immersive Audio Recording & Production

Jakob Gille

26 May 2026
3:00-4:00 PM Eastern
H-1120 Hall Building
Concordia University

This presentation explores immersive audio recording and production as both a technical and artistic practice. Focusing on Ambisonics, spatial capture, and multichannel workflows, Jakob Gille examines how emerging technologies enable new aesthetic approaches to composition, listening, and sonic storytelling. Particular attention is given to binaural rendering as an interpretive process that reshapes spatial experience. The talk highlights how immersive audio opens new possibilities for designing atmospheric and embodied listening environments.

Jakob Gille is a composer and researcher working in immersive and spatial audio. He studied composition and music theory at the Hochschule für Musik Carl Maria von Weber Dresden and recently completed his master's degree in Computer Music and Sound Art at the Institute for Electronic Music and Acoustics (IEM), University of Music and Performing Arts Graz. He is the driving force behind *Into Sound*, an initiative that has organized multiple concerts for 3D loudspeaker systems in Berlin since 2018. His work focuses on Ambisonics and immersive field recording, exploring the creative and perceptual possibilities of spatial sound.