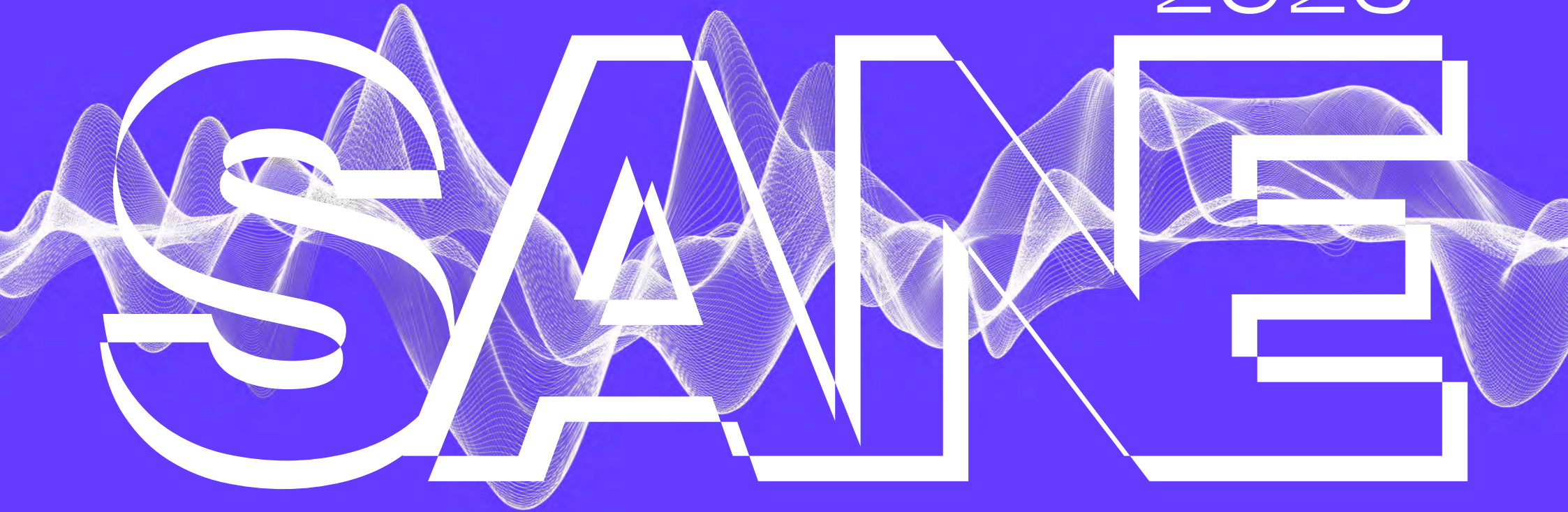


2026



spatial audio network *europe*

Connecting Europe's 3D Audio Venues, Artists & Innovators

What is SANE?

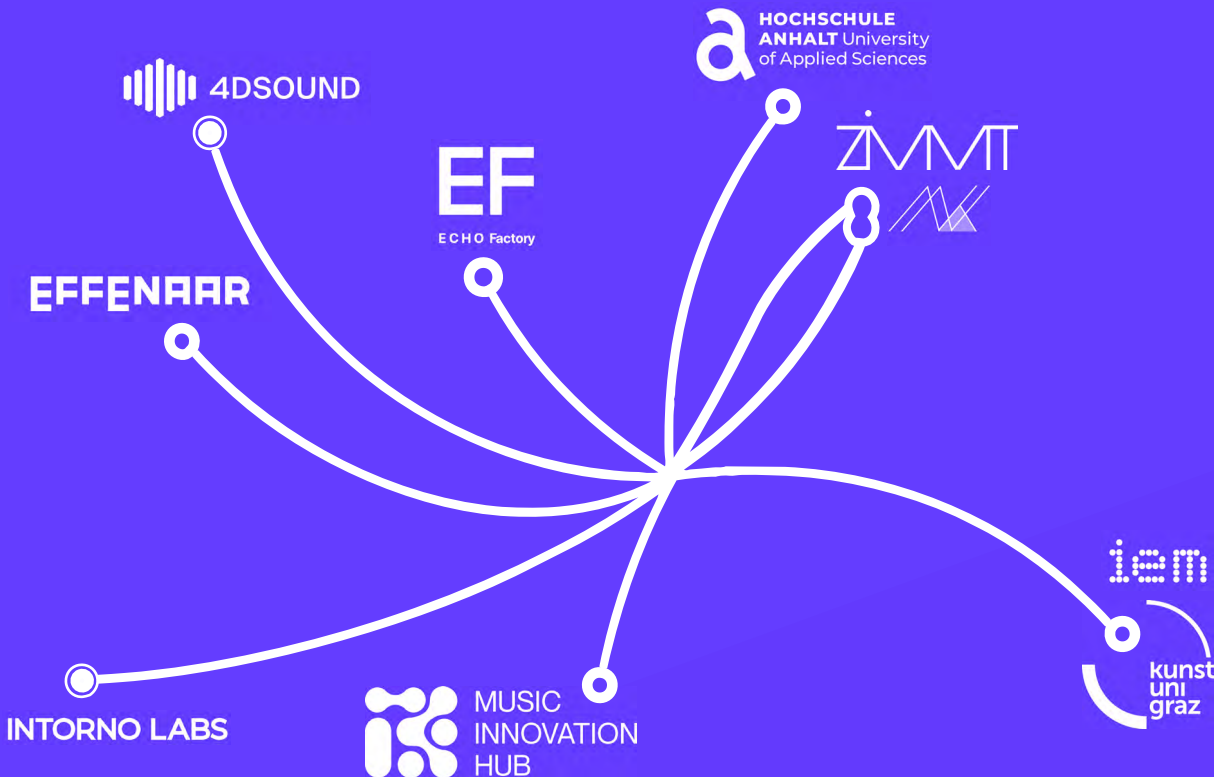
The Spatial Audio Network Europe (SANE) is a European platform connecting artists, immersive audio venues, research institutions, and technology innovators working with spatial (3D) sound. SANE supports artistic creation, technical innovation, and cross-border collaboration through research projects, residencies, touring formats, and the development of shared standards for immersive and multi-channel audio.

Initiated by ZiMMT, SANE originated in 2023 as SANG (Spatial Audio Network Germany), with artist residencies and think tanks in Berlin and Leipzig, bringing together artists, venues, and technologists to explore new 3D audio formats and collaborative workflows. Between 2024 and 2025, SANE evolved into a Europe-wide network, initiating research and development projects, artist residencies, and touring immersive works across partner venues, supported by European Cooperation project funding.

SANE history

Already on board...

Together, SANE is shaping a sustainable European ecosystem for immersive audio — connecting spaces, people, and technologies to create the future of spatial sound. → **Become part of this network and help shape what comes next!**



ZiMMT immersive media art, music & spatial audio venue
(Leipzig, Germany)

Echo Factory (EF) / Hellerau European Centre for the Arts
(Cologne/Hellerau, Germany)

Not a Number GmbH (NaN)
spatial audio software & research (Leipzig, Germany)

Anhalt University of Applied Sciences (HA)
R&D for multichannel streaming (Köthen, Germany)

Music Innovation Hub (MiH)
venue, residencies & social innovation (Milan, Italy)

Kunstuni Graz, IEM
research in spatial audio perception and technologies
(Graz, Austria)

Effenaar tech innovation venue & residency host
(Eindhoven, Netherlands)

4DSOUND spatial audio tech innovator
(Amsterdam, Netherlands)

Membership benefits

Increased Visibility – Be featured in a Europe-wide network of immersive and multi-channel audio venues; discoverable by artists, curators, festivals, and promoted via the SANE event calendar.

Collaboration & Project Development
Connect with venues, artists, production facilities, and tech partners to enable co-productions, touring, joint programming, and international projects.

Access to Expertise & Knowledge Sharing Exchange workflows, system knowledge and technical know-how through workshops, meetups and case studies with leading institutions.

Community & Advocacy – Strengthen the recognition of immersive audio, access shared communication channels, and promote spatial sound as a key artistic and institutional field across Europe and beyond.

Quarterly Meetups

Regular networking and knowledge exchange across the European spatial audio community.

Streaming Pipeline: Setup, Testing & Onboarding

Network-wide multichannel streaming infrastructure with partner support and onboarding.

Online Event Calendar

A shared platform to publish and promote immersive audio events across Europe.

Sound & Space Conference at ZiMMT (Sept 2026)

SANE's flagship event combining talks, workshops, and exchange on immersive audio.

SANE Website Update & Partner Onboarding

Relaunch of the platform with partner profiles, resources, and a central hub for visibility and connection.

Upcoming Activities & Programs



Join
now!

We look forward to your applications and to welcoming you on board and working together to grow and shape this community.

With best regards,
Felix Deufel & Jakob Gruhl
founders of SANE, Co-directors of ZiMMT



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