

Sound Particles Density



Sound Particles, the software company that has been changing the paradigm of 3D audio software, is releasing a new plugin – Density – an audio effect plugin that creates various layers of sounds based on the input. A voice turns into a choir, a violin turns into a string ensemble, and your project turns into magic. With great results in stereo and fantastic ones in immersive, this plugin allows artists to create outstanding ensembles and get incredible spatialization.

Nuno Fonseca, founder, and CEO of Sound Particles says: “The idea of simulating many voices is not new. For instance, ‘Chorus’ effects try to accomplish that using simple DSP techniques. But, with the computational power that we have now, much more interesting and realistic approaches can be obtained. That is what we have done with Density. It not only gives you great results in mono and stereo, but it can create amazing ensembles in 3D audio”.

Key features:

- 3 Modes of operation: From an easy-to-use basic mode to a more complex multipitch mode that allows you to create multiple groups of voices with multiple options.

- XY Pad: Control 2 parameters at the same time with the mouse, to give you the best way to express yourself.
- Formats: Density supports from mono, stereo, 5.1, 7.1, Ambisonics to binaural, Dolby Atmos, among others.
- Movement: Make grains move to bring more life to your sounds by choosing their movement and adapting it.
- 3D View: To help you have a better visual representation of your sound field.
- Flexibility: Separate control of input and generated voices allow you to easily automate the gain of the generated voices to control your music performance.
- Randomization: Uses the randomization tool to get multiple out-of-the-box results. Density is available starting May 25th on our website for a discounted price of \$99 (plus applicable taxes), and you can try it at the Sound Particles stand during The NAMM Show from June 3rd to the 5th. The discount is available until June 26th.

www.soundparticles.com