



*WIRED magazine considered Sound Particles as one of Europe's Hottest Startups in 2019*

## Who we are

Sound Particles creates **audio software** that brings the power of **computer graphics** to the **sound** world, allowing sound professionals to create breathtaking sounds that simply would not be possible to create in **any other way**. Based in Leiria, **Portugal**, founded by Nuno Fonseca, a former university professor, Sound Particles counts on a team of 16 people (15 in Portugal and 1 in the UK).

Sound Particles' unique software is used in all major **Hollywood** studios and top videogame companies, in productions like "**Game of Thrones**", "**Maleficent 2**", "**Aquaman**", "**Ready Player One**", among many others.

**Company Foundation:** Nov 2016

**CEO/Founder:** Nuno Fonseca, PhD

**HQ location:** Leiria, Portugal

**Team size:** 16

**Website:** [www.soundparticles.com](http://www.soundparticles.com)

**Press contact:** [media@soundparticles.com](mailto:media@soundparticles.com)

**Media Kit:** [www.soundparticles.com/files/mediakit.zip](http://www.soundparticles.com/files/mediakit.zip)

## Backstory

Around 2002 Nuno Fonseca, a former **university** professor, noticed that the most interesting visual effects seen on movies were using **particles systems**, a Computer Graphics (CG) technique that creates thousands, or even millions, of small objects to simulate fire, rain, sandstorms, dust, smoke and explosions. He thought it would be interesting to apply the same concept to sound, generating **thousands of sounds** that together could create fantastic soundscapes. But it was only an idea...

After finishing his **PhD** in 2012, Nuno started developing Sound Particles software. Two years later (2014), with only a prototype, Nuno Fonseca contacted some **Hollywood studios** to present the software and his vision. Within the following 6 months he was invited to give presentations in studios like **Skywalker Sound**, **Warner Bros**, **Universal**, **Fox**, **Sony**, **Paramount**, Pinewood, and later on in **Pixar**, and **Disney** studios.

In 2015 the first version of Sound Particles was launched through **Mac App Store**, and in 2016 Sound Particles **company** was created.

In the second half of 2018, Sound Particles received a **seed investment** of €400k from Indico Capital and REDAngels/BestHorizon, and in 2019 the prestigious **SME Instrument grant** from the European Innovation Council (EIC), an **European Union** (EU) initiative to help Europe's top innovative companies, with a project of €1.8M.

Sound Particles will continue to develop 3D software for sound artists working in **Cinema, TV, Videogames, Music** and **VR**.

### The "Sound Particles" Value

Sound Particles is a 3D CGI-like software for **audio post-production** (Cinema, TV, Videogames, Music, VR), that uses Computer Graphics techniques for sound (instead of image). One of its most interesting features is the ability to use particle systems to create **thousands of sounds** with only a few clicks.

For instance, if a sound designer wants to create the sound of a **battlefield**, the traditional approach would be using an audio editing software, and manually import each sound: one explosion here, another explosion there, a machine-gun here, etc., and after 2 days of work, probably 50 sounds would be played at the same time. With Sound Particles, in a few **minutes**, it is possible to create **10 000 particles** (sound sources), spread over a square mile, import 200 war-related sound files from the user's sound library, add random movement and random audio effects, and placing a moving microphone which will capture the epic sounds around it.

### The Founder

Sound Particles company was founded on November 2016 by Nuno Fonseca, a Portuguese university **professor** that was teaching Computer Science at the Polytechnic Institute of Leiria, and Music Technology at the Music School of Lisbon. With a **PhD** in Computer Audio (singing voice resynthesis), Nuno Fonseca is the **author** of the book "Introduction to Sound Engineering" (Introdução à Engenharia de Som), co-author of the book "iOS Development" (Desenvolvimento em iOS), and author of more than 20 papers on audio research topics.

Sound Particles was not his first audio software project. Starting in 2001, Nuno Fonseca created a **text-to-sing** software in which a virtual **symphonic choir** is able to sing the text written by musicians, resulting in "Voices of the Apocalypse Utility" and "WordBuilder", a text-to-sing tool that is part of **EASTWEST** current choir products, including "EW/QL Symphonic Choirs" and "Hollywood Choirs", and used by many Hollywood composers.



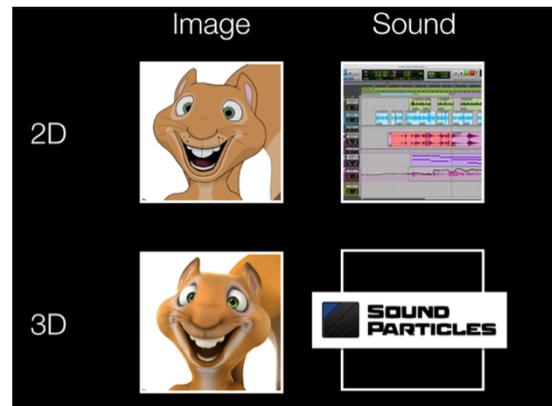
*Nuno Fonseca presenting Sound Particles at Web Summit 2019.*

## What makes us different

Image software is usually divided in 2D and 3D image software: **2D image** software (like Photoshop or any video editing software) works with pixels, layering images on top of images, whereas **3D image** software (like Maya or Blender) uses a virtual 3D space, placing and moving 3D objects on that space, and using virtual cameras to capture the final image.

But when it comes to sound, all existing audio software uses a 2D approach, by **mixing sounds** on top of sounds. And although audio software may have some “3D features”, they are limited (almost like using a “perspective” filter in Photoshop).

Sound Particles’ software changes this **paradigm** by creating a new type of audio software - a **native 3D software for sound** - a virtual 3D space, where sounds are positioned and animated, where moving virtual microphones (instead of virtual cameras) capture the sound of the virtual space.



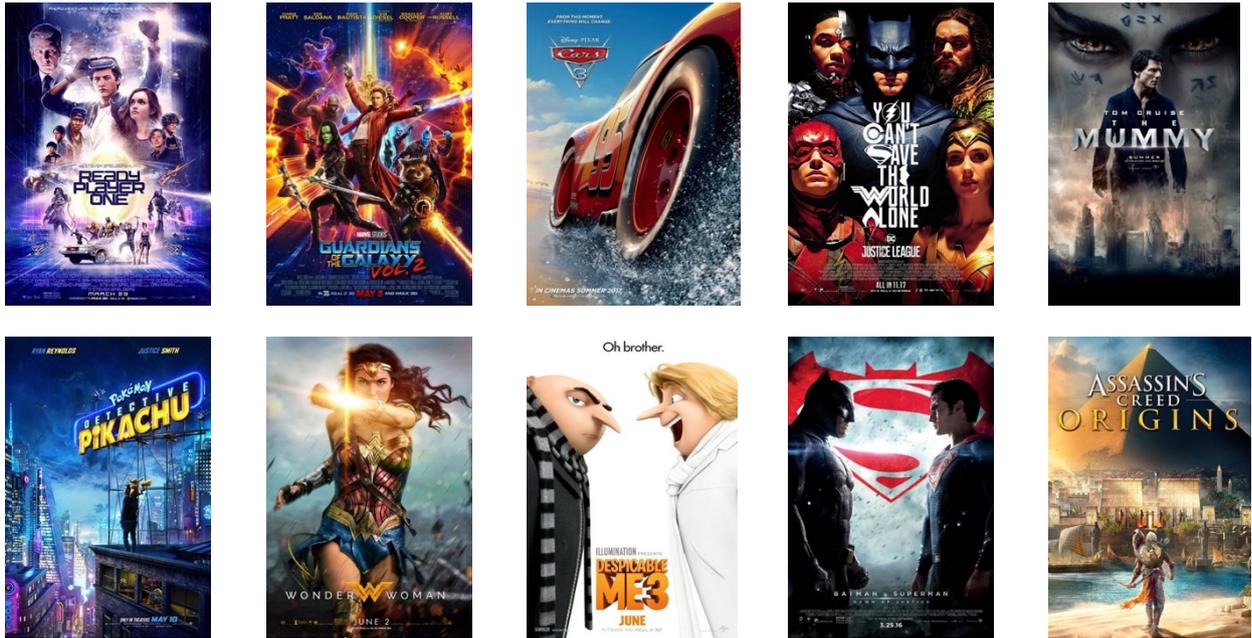
By doing this, Sound Particles opens a **whole new world** of features, such as **particle systems**, **CGI integration** and **agnostic formats**, unleashing the creativity of all sound artists.

Sound Particles’ inspiration is the combination of **art** and **science** to help the audio community around the world. By developing immersive 3D audio software, we want to help creators tell stories through sound.

## Who is using Sound Particles

Sound Particles has been used in several Hollywood **productions** (full list available at: <https://www.soundparticles.com/community/customers/>) including:





## Awards and Nominations

Over the last years, Sound Particles have received multiple awards and nominations. This is a partial list:

- **Award:** Technical Award 2019, by Portuguese **Movie Academy**.
- **Award:** **High Impact Startup** Award 2019, by the Association of Portuguese Business Angels, 2019.
- **Award:** **Best Startup** 2018, by the Association of Portuguese Business Angels.
- **Award:** **Best of Portugal Tech** 2017 – Software, by the leading IT magazine in Portugal (Exame Informática), to reward the best Portuguese software.
- **Award:** 2017 Afonso Lopes Vieira Trophy, by Região de Leiria newspaper.
- **Award:** Born from Knowledge Award 2017, by **National Innovation Agency**.
- **Nominated** for the Music Innovation Awards 2019, by Web Summit.
- **Runner-up** for the Scientific Awards of the Academy of Motion Pictures Arts and Sciences (**Oscars**), Los Angeles, 2018.
- **Nominated** for Outstanding Product in Post-Production 2018, by Cinema Audio Society, Los Angeles.
- **Nominated** for Outstanding Product in Post-Production 2016, by Cinema Audio Society, Los Angeles.