

Based on the 3D audio engine used in all major Hollywood studios

Sound Particles releases “Doppler + Air” plugins

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Sound Particles today introduced “Doppler + Air” plugins, two plugins that simulate the physical behavior of sound moving through air.

‘**Doppler**’ simulates the behavior of objects moving through air, providing audio with highly accurate characteristics of sounds passing-by. With control of all parameters that affect the pitch, level and EQ experienced in a real world situations, **Doppler** gives you the most natural sounding emulation for your work.

‘**Air**’ simulates the natural dampening that happens to higher frequencies from sounds as they travel through air, providing perfectly simulated frequency responses to dialogue or effects that you want to sound naturally distant.

“After millions of years of evolution, the human brain recognises the difference between natural sounds and artificially created effects” - said Nuno Fonseca, CEO at Sound Particles – “As such, if you want to reproduce these situations in post-production, you need highly accurate simulation tools, or the brain can detect it as fake”, “using algorithms with precise control over the relevant parameters **Doppler** and **Air** are designed to perfectly simulate sound travelling through air, in a real time plugin”.

Both plugins use technology applied in the existing Sound Particles application, 3D CGI-like software currently in use by all major Hollywood studios, on movies such as “Cars 3”, “Ghost in the Shell”, “Batman v Superman”, “Ready Player One”, and many others.

Pricing & Availability:

“Doppler + Air” is available now through the Sound Particles store and authorized resellers for a suggested retail price of \$199/€166/£144 (taxes not included) and supports AAX (native), VST, VST3, AU, AUv3. Full system requirements can be found at www.soundparticles.com.

About Sound Particles

Sound Particles is an audio software company focused on native 3D applications for Audio Post Production. Creators of the Sound Particles software application, a 3D CGI-like software being used by all major Hollywood studios, on movies such as “Cars 3”, “Despicable Me 3”, “Batman v Superman”, “Wonder Woman”, “Spider-Man: Homecoming”, “Guardians of the Galaxy 2”, “Justice League”, “Ready Player One”, among many others.

Media Kit: www.soundparticles.com/press/SpDopplerAirMediaKit.zip

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