

Sound Particles Releases Energy Panner

Plugin Uses Sound Intensity to Automatically Control Panning

LEIRIA, PORTUGAL - Sound Particles, the software company that has been changing the paradigm of 3D audio software, is introducing a different approach to panning with the release of a new plugin – the Energy Panner. The plugin uses the intensity of a sound to control its movement automatically, providing any sound professional with a tool that combines dynamics with spatial definition, to modify and enhance mix elements, sound effects and many more.

From traditional stereo to Ambisonics, from 5.1 to binaural, this plugin enables artists to add automatic movement to their content without any effort or manual automation.

“Most people associate Sound Particles software with audio post production, but we’ve wanted to create music tools for some time now”, says Nuno Fonseca, founder and CEO of Sound Particles. “Space is still one dimension that is not fully explored by musicians, and we hope that Energy Panner can help everyone (both music and audio post professionals) to make things more interesting in this field. And this is only the first step on a very interesting roadmap that we have set in this area.”

Key features:

- Stereo, Surround, Ambisonics, Immersive and Binaural Outputs – Use several output options based on virtual microphones technology
- Dynamic Movement – Easily set how the sounds move, from custom points, speaker positions or to specific directions
- Sidechain – Use external signals to control the effect of the plugin, instead of using the track’s sound
- Visualization Dome – Track every movement the sounds are making through the main component of the plugin’s UI
- Randomization – The randomize option outputs new results each time you click it
- Absolute Control – Energy Panner brings you all the options you need to have complete control over how the sounds are moving in a panoramic field
- Timing – Use attack and release timings to control how fast you want the movement to happen

Energy Panner is available starting January 12th through the Sound Particles store and authorized resellers for a discounted price of \$39 (plus applicable taxes) until January 31st, and supports AAX (native), VST, VST3, AU, AUv3. Full system requirements and additional product information can be found at

<https://soundparticles.com/products/energypanner>

About Sound Particles Company

With a vision to use the power of computer graphics applied to sound, Sound Particles creates unique software used by top videogame companies and all major Hollywood studios in productions such as Game of Thrones, Frozen II or Star Wars 9.

For more information on Sound Particles, please visit www.soundparticles.com or find us at our socials @soundparticles.

Media kit available at: <https://soundparticles.com/press/resources/mediakit-energy-panner.zip>

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