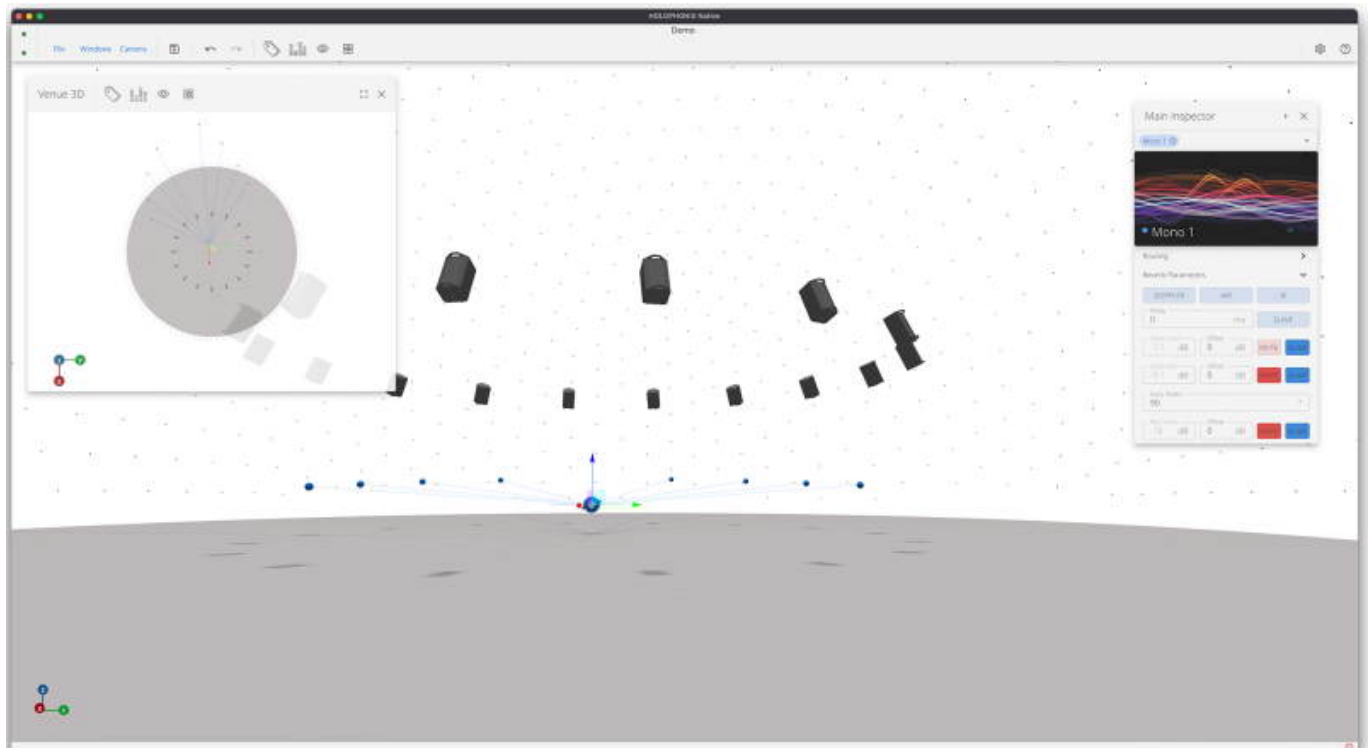


Amadeus HOLOPHONIX macOS App



Amadeus has announced a native macOS application version of the HOLOPHONIX immersive sound processor, opening the power of HOLOPHONIX to a completely new audience of music and sound creators. The price of the software App will be announced June 1, 2022, but is targeted to be less than €400 (\$425 USD) per license. The software App will be available for download starting June 1st, 2022 directly from the website below.

“As sound spatialization needs keep growing, the success met by the HOLOPHONIX solution led us to imagine other implementations, to support its democratization and its deployment,” explains Gaëtan Byk, CEO of the Amadeus company.

In its original version, the HOLOPHONIX spatialization processor handles a maximum of 128 speakers. It is already used by some of the largest theatrical,

musical and museum institutions, in France and other countries and international – e.g. Festival d'Avignon, Cour d'Honneur du Palais des Papes, Festival international d'Art Lyrique d'Aix-en-Provence, Panthéon (Paris), Comédie Française, Théâtre National de Chaillot, Scala (Paris), Centre Dramatique National de Normandie, Beijing Stadium, École Polytechnique Fédérale de Zurich (ETH), Hong Kong Academy for Performing Arts, Lee Seok Young New Media Library (South Korea), etc.

“The HOLOPHONIX Native software is primarily intended for composers, artists, sound engineers, and polymorphic creatives, who wish to produce, compose, and spatialize sound material for a small number of loudspeakers in the studio, live or listening to headphones in binaural,” explains Johan Lescure, Head of HOLOPHONIX Project Development at Amadeus.

HOLOPHONIX Native was designed by Amadeus in collaboration with the STMS (Sciences et Technologies de la Musique et du Son) – currently, the most important international laboratory dedicated to research on music and sound sciences, founded in 1995 and housed within the IRCAM (Institut de Recherche et Coordination Acoustique/Musique).

Optimized specifically for macOS 10.15 and subsequent versions and Intel 64/ARM processors, the HOLOPHONIX Native software includes all the spatialization techniques already available within the HOLOPHONIX 128 processor, including High-Order Ambisonics (2D, 3D) Vector-Base Intensity Panning (2D, 3D), Vector-Base Amplitude Panning (2D, 3D), Layer-Base Amplitude Panning, Wave Field Synthesis, Angular 2D, k-Nearest Neighbor, Stereo Panning, Stereo AB, Stereo XY, Native A-Format Ambisonics, Native-B Format Ambisonics, Binaural, Transaural.

“The performance level provided by the new hardware architectures designed by Apple, allows us to consider using HOLOPHONIX Native in live setups, very reliably and with minimal latency, with adapted audio devices,” says Adrien Zanni, Developer at Amadeus.

The software offers an almost unlimited number of spatialization buses and virtual sources. The only limitation is the number of physical output channels, limited to 16. Every parameter of the HOLOPHONIX processor parameter can be controlled via the Open Sound Control (OSC) protocol. In addition, a virtual audio driver called HOLOPHONIX Bridge is available free of charge, allowing inter-application routing without additional latency, and thus a direct connection with almost all DAW like Pro Tools, Nuendo, Ableton Live, Reaper, Logic, QLab, etc.

HOLOPHONIX Native will be presented during the Integrated Systems Europe exhibition, booth 7Q901, which takes place in Barcelona from 10 to 13 May 2022. The software will be available for download from June 1st, 2022 on the website below.

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www.holophonix.xyz

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