

Sound Particles SkyDust 3D 1.1 Update



After making history with the release of SkyDust 3D, a spatial synthesizer at The NAMM Show in April, Sound Particles is raising the bar once again with updates that bring a host of new features and functionality to SkyDust users. SkyDust 3D is a virtual instrument with full 3D audio support – you play a note and get instant spatial audio. By fully integrating Sound Particles 3D engine with a polyphonic synthesizer, you will be able to achieve ground-breaking results in more than 30 output formats, including stereo, 5.1, 7.1, 7.1.2 (Dolby Atmos), 9.1.6, Ambisonics (up to 6th order), Binaural (3D sound over headphones), among many others.

SkyDust 3D v1.1 is now available and brings full MPE support, more unique and musical presets as well as performance enhancements designed to streamline the user experience. MIDI Polyphonic Expression (MPE) is a new MIDI protocol that allows users to be more expressive and spontaneous in their performance. SkyDust 3D implements MPE in the spatial realm to bring even more creative possibilities for artists and composers. A host of new presets in version 1.1 is designed to take advantage of MPE and its expanding list of compatible hardware.

Version 1.5 of SkyDust 3D, scheduled for release this summer, will bring even more

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updates and additions such as the ability to import samples - which opens up the platform to endless sound possibilities when paired with SkyDust's powerful spatial audio engine, more oscillator waveforms, more waveform modifiers, more effects as well as workflow improvements like program change control, copy/paste between oscillators, and the ability to link oscillators.

"We are very proud of how amazingly SkyDust 3D was received by the market." says Nuno Fonseca, founder and CEO of Sound Particles. "However, now is not the time to rest as we have many more ideas for spatial audio in the creative space, the first of which we are releasing with SkyDust 3D v1.1 and v1.5. We are hard at work to bring users the best spatial audio experience possible and have more to come!"

SkyDust 3D v1.1 Updates:

- MPE Support
- More Presets
- Performance Improvements

SkyDust 3D v1.5 Updates:

- Ability to import samples (instead of regular oscillators)
- More oscillator waveforms
- More waveform modifiers (wave shapers)
- More Effects
- More EGs
- Program change control
- MIDI Learn list
- Copy/paste between oscillators
- Link Oscillators
- Ring and Amplitude Modulations
- Preset search
- New Presets

SkyDust 3D is available on our website for a launch discounted price of \$299 for the spatial version and \$149 for the stereo-only license. Version 1.5 will be released this summer and, like v1.1, will be a free update for existing SkyDust users.

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