



Spectrasonics Company Background

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Founded in 1994 by Los Angeles composer and producer Eric Persing, Spectrasonics quickly became a leading developer of world-class sampled sound libraries. As Chief Sound Designer for Roland Corporation since 1984, Eric was already well-known in the music industry for creating many of the most popular sounds in Roland's classic instruments, including the ground breaking D-50. He infused years of expertise into his new company and it has since set the standard for quality sounds in the industry.

Spectrasonics has innovated right from the beginning: it was the first to guarantee its products 100% "Copyright Clean." It introduced the unique and musical Chromazones™ system of chromatically sampled phrases on the *Bass Legends* sample library, and also originated the now standard sampling technique of dynamic string bending on *Hans Zimmer Guitars*. The following year the company broke new ground with its *Distorted Reality* series, widely regarded as the best selling and most extensively used sample libraries of all time. Between 1997-98, Spectrasonics released the award-winning *Symphony of Voices* and *Vocal Planet*—which remain unsurpassed as the world's largest compilation of vocal samples. Throughout its history, Spectrasonics has also been involved in licensing deals with Roland Corporation Japan to create unique sounds for numerous Roland synthesizers, expansion boards, and their award-winning "V-Drums" system.

In 1999, Spectrasonics, with its US distributor ILIO Entertainments, co-developed Groove Control®, a revolutionary method of sound development for rhythmic samples. Groove Control offers complete control over the elements of tempo, pitch, pattern and feel, all while guaranteeing the highest quality audio playback. Many of the top composers and recording artists now rely on Groove Control activated products in their work. Spectrasonics Groove Control activated sample libraries include *Backbeat*, *Retro Funk*, *Metamorphosis*, *Vocal Planet*, *Bizarre Guitar* and the hugely popular *Liquid Grooves*.

At the January 2002 NAMM show, Spectrasonics launched the next era of the company with three exciting new software-based, 'Virtual Instruments.' The potential of combining powerful

software with the world's finest sounds has infused the company with new product development strengths, along with a much broader market reach for its products. Spectrasonics has since become a major player in the virtual instrument business with the “Stylus” Vinyl Groove Module, quite possibly the world’s best-selling virtual instrument plug-in. The company’s “Trilogy” Total Bass Module was the first and only virtual bass instrument on the market dedicated to acoustic, electric and synth basses, and the sonically amazing “Atmosphere” Dream Synth Module is widely regarded as an essential instrument in every professional composer’s toolkit.

Spectrasonics users include the world’s foremost recording artists, producers, session players, remixers, multi-media developers and film & TV composers. The company’s products can be heard in hundreds of hit records, top-selling games, popular television shows and major motion pictures such as *Lord of the Rings*, *Gladiator*, *The Matrix*, and *Finding Nemo* to name a few. Every Spectrasonics virtual instrument and sample library has been given a top industry award and garnered rave reviews on the Web and in leading publications such as Keyboard, Electronic Musician, Downbeat, Billboard, The New York Times, Recording, EQ, Mix, and Sound on Sound.

A new era in the company’s history begins in 2004 with the introduction of its own S.A.G.E.[™] technology (Spectrasonics Advanced Groove Engine). S.A.G.E. is an underlying core technology that allows extensive real-time control, creation and manipulation of grooves while retaining state-of-the-art sound quality. S.A.G.E. allows the full potential of Groove Control to be realized, all in real-time; with dozens of unique features like the remarkable Chaos Designer[™], which allows loops to infinitely improvise and remix themselves in musical ways.

With its own development team in place and the introduction of *Stylus RMX*—the first S.A.G.E. powered virtual instrument—the company has emerged as a major new music software developer. Spectrasonics plans to utilize S.A.G.E. technology as the basis for many future products.

After ten years of accomplishments, Spectrasonics’ success is still the result of its original philosophy: create simple yet powerful products that are unique, integrating premium quality sounds, and make them available to everyone at a reasonable price.

For more information visit <http://www.spectrasonics.net>

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