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125th AES Activities for Sonic Studio

Company Set to Launch, Demo & Preview New Professional Solutions

Marin County, CA – September 16, 2008 — After a two year hiatus, San Francisco’s Moscone Convention Center will be the renewed focus of all things audio. Sonic Studio, LLC will be there. Sonic Studio will be launching new products, demonstrating current wares, and providing a glimpse at future technologies of note.

The company will stage the first public showing of several new items. A brief look at the convention highlights include:

- the release of the new, low cost NoNOISE FixIt option
- shipment of the new DSD Converter option
- the release of a new version 5 of Sonic Console
- on-site & off-site demonstrations of new & current products including the latest versions of PreMaster CD, soundBlade and the new v5 Console for Series 300 I/O Processors with 2d DSP expansion
- technology demonstrations of partner hardware & software products

A significant new product will be released, a restoration option exclusively for soundBlade and PreMaster CD. NoNOISE FixIt™ combines elements of Manual DeClick™, Manual DeCrackle™, Broadband DeNoise™ and Sonic EQ™, all in a single, low cost bundle. Unlike other inexpensive restoration tools on the market, FixIt uses the same high fidelity NoNOISE II engine found in each stand-alone option, while providing a simplified user interface and entry level price. NoNOISE FixIt enables any studio, large or small, to add high quality restoration to their service mix.

With the addition of low cost, DSD-native recorders to the audio engineer’s toolkit, there has not been a professional yet cost effective solution to the problem of DSD to PCM conversion and distribution. In response to that need, Sonic Studio is shipping a new option, DSD Converter™, for soundBlade and PreMaster CD. This bidirectional processor converts either DSD or LPCM data in the background, preserving all the nuance of the original recording.

For customers who own Sonic Studio’s exclusive Series 300™ line of DSP I/O processors, a new, radically improved Sonic Console is available. Taking full advantage of Metric Halo’s 2d hardware capabilities, the v5 Console boasts a new user interface with simplified routing and factory templates for common tasks, plus new +DSP modules for reverberation and Character. Borrowing the euphonic distortion found in “classic” analog gear, Character integrates many flavors of tasty distortion directly into the Series 300 hardware. Every channel in a 2d mixer, including all bus masters, has a wide range of tube, transformer and FET Characters available.

As part of Sonic Studio’s presence at the show, they will be holding demonstrations of their products at a great local facility near Moscone. To learn more about any of the items mentioned and book a personal demo, stop by booth 1339 in the Moscone Center from October 2nd through the 5th, call them at 1-415-460-1201, or e-mail Sonic Studio at <info@sonicstudio.com>.

About Sonic Studio

Sonic Studio, LLC is the premier manufacturer of ultra-fidelity PCM and DSD content creation systems. Sonic Studio's Emmy award-winning NoNOISE II suite is the leading audio restoration toolset for archivists, record labels, videographers and forensic investigators while their product lines for Red and Scarlet Book premastering define the state of the art. Sonic Studio's digital audio workstations and software are in use at major studios, record labels, broadcast and post production facilities worldwide. Based in Marin County, California, Sonic Studio has an international network of distributors and channel partners who share their commitment to quality and service.

soundBlade, PreMaster CD, Series 300, NoNOISE II, NoNOISE FixIt, Manual DeClick, Manual DeCrackle, Broadband DeNoise, Sonic EQ, sonicstudio.com and the Sonic Studio logo and type are trademarks of Sonic Studio, LLC in the United States and other countries. All other trademarks, trade names, service marks, and logos referenced herein belong to their respective companies.