



iZotope Partners with Firelight Technologies to Develop Plug-ins for the FMOD® Engine

Audio research firm to demo available technologies at GDC 2011

GDC – San Francisco, CA, Booth 1445 (March 2, 2011) – iZotope, Inc., a research-driven audio signal processing company born out of MIT, is developing plug-ins designed to help game audio designers already using the FMOD® middleware engine integrate proaudio DSP effects into their game soundtracks.

“With the tools added to FMOD Studio, game sound designers will now have the kinds of features that movie and TV designers take for granted,” said Martin Wilkes, Sales and Business Manager for Firelight Technologies. “As part of those features, the platform supports pro audio effects from companies such as iZotope, bringing a higher level of expertise to the pro audio market for game development.”

Through the partnership, iZotope worked with Microsoft’s Turn 10 Studios to integrate new DSP effects into the upcoming release of *Forza Motorsport 4*. As a long-time industry leader and provider of studio effects, iZotope is a natural choice to provide game audio directors with the same tools professional mixers, sound designers and others in the entertainment industry have relied on for years. iZotope’s technology also allows for audio processing in real-time, therefore reducing storage requirements for audio assets while enhancing the game experience with dynamic and immersive soundscapes.

“iZotope has been working hard to build a game audio DSP catalog through direct interactions with the industry’s leading experts,” noted Alex Westner, Business Development Manager for iZotope. “The FMOD team is passionate about game audio and we’re proud to have their support when it comes to creating new audio tools for developers.”

iZotope will be on hand at booth 1445 to offer interactive demos of their available technologies for the entirety of GDC. Select technologies to be shown include:

Guitar Effects, Amp & Cabinet Models, Stomp Box Effects, Single & Multiband Distortions, and Dynamics Processors.

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About iZotope, Inc.

iZotope is a research-driven audio signal processing company based in Cambridge, Massachusetts. Its hardware products, software products, and audio technology are used by millions of people in over 50 countries, from hobbyist musicians to GRAMMY Award winners. iZotope focuses on developing innovative audio technology for professional and consumer applications. This core technology is presented to customers in its award-winning product line and through its extensive licensing program now including console video games and mobile platforms.

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