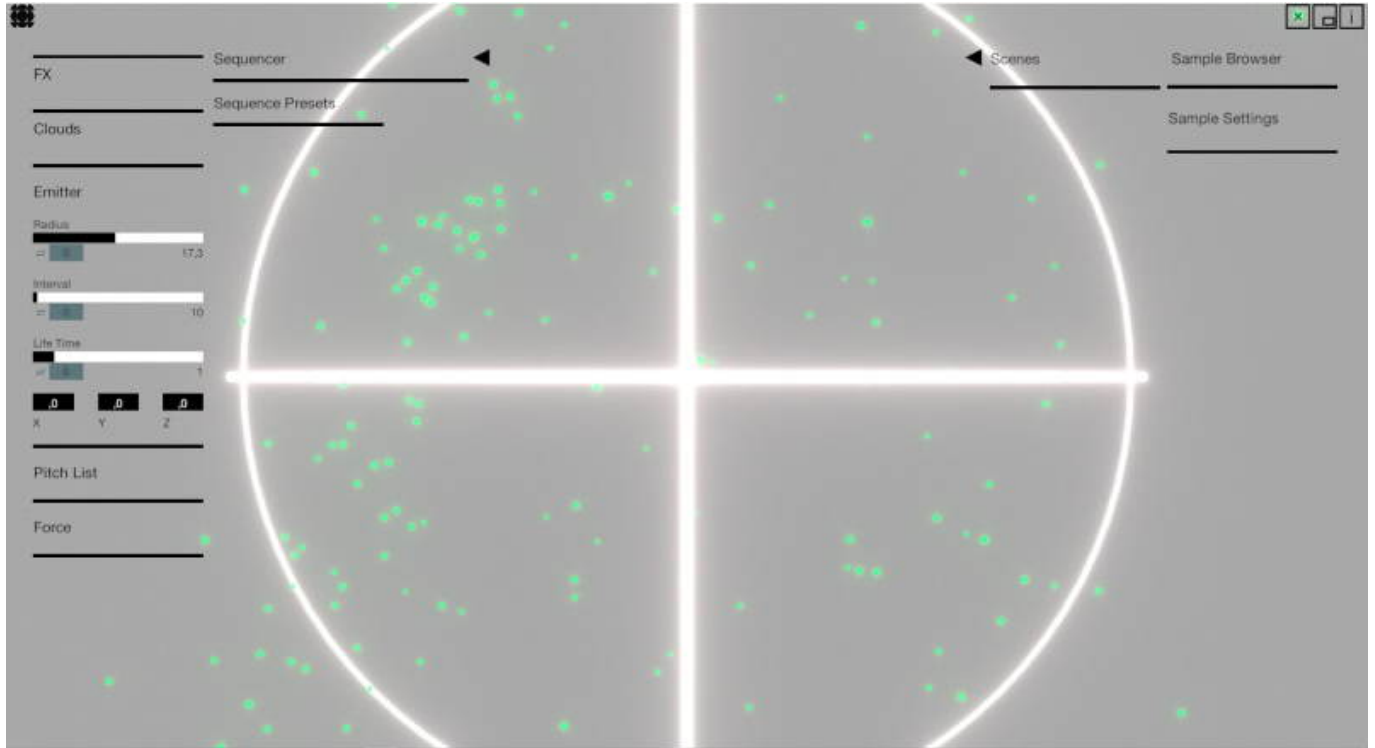


Project Fracture introduces Fracture Space2.0.1 beta, a particle-based 3D instrument



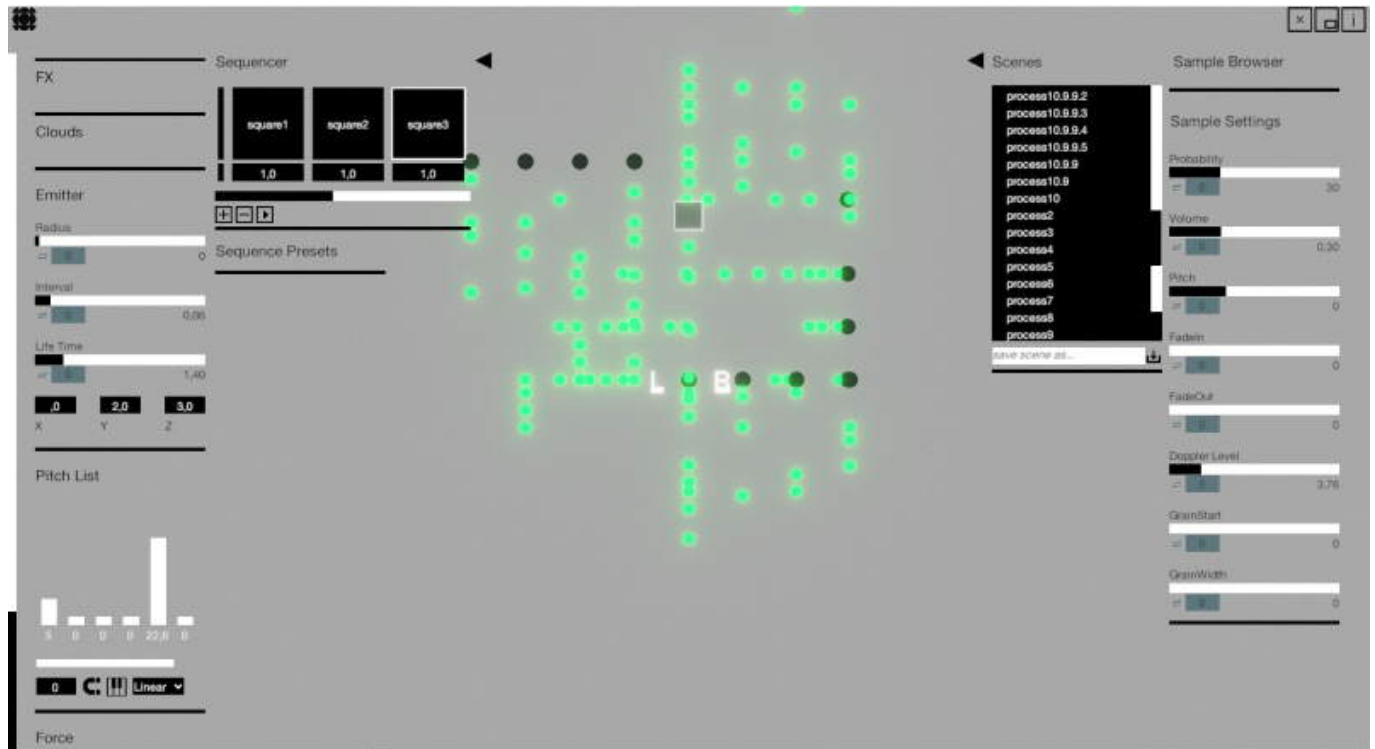
Fracture Space is an instrument that creates clusters of large amounts of 3D audio objects in a 3D environment, each object individually equipped with psychoacoustic and physical attributes, featuring a sequencer, a preset, and a sample library, multichannel outputs and midi input.

Project Fracture presents Fracture Space, a 3D software instrument designed for composers, artists, and sound designers who are looking for new and experimental production methods.

The Fracture Space synthesis engine is based on systems of 3D sound objects that can be parameterized and stochastically distributed in a virtual acoustic environment. A very short fragment of an audio sample gets assigned to each of

these objects. These signals are then recorded by virtual microphones and decoded for various speaker systems. The manipulation and control over the sound source properties are carried out via physically-inspired parameters in real-time.

Extended by 3D effects, a sequencer, and a free presets section, which includes more than 100 factory samples, scenes, and sequencer preset, Fracture Space makes an innovative and versatile instrument for immersive sound production and live performance.



Fracture Space 2.0.1 beta is available for a launching deal of 18 Euro from the 19th of May on Mac and Windows. System Requirements: Mac macOS 10.9 or later (32 & 64-bit), 2GB RAM (4GB recommended) Windows Windows 7, 8, 10 (32 & 64-bit), 2 GB RAM (4 GB recommended).

www.fracture.space