

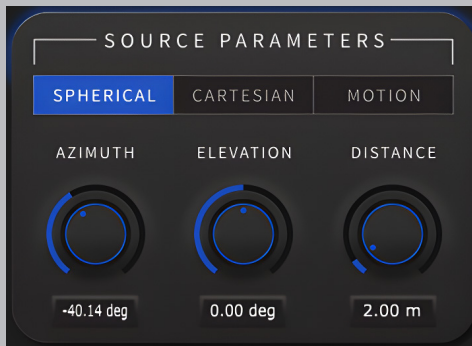
THX Spatial Creator is an immersive audio plugin for DAWs (Digital Audio Workstation) that provides positional audio rendering tools to transform conventional stereo into unbelievable binaural 360-degree sound. Based on THX Spatial Audio technology, it uses advanced signal processing to place instruments and sound objects “out of the head,” and adds in-room reflections and reverb to simulate “live” acoustic spaces. Mixes rendered with THX Spatial Creator give you the creative power to elevate your mixes and provide your audience an authentic, immersive audio experience.

## BENEFITS

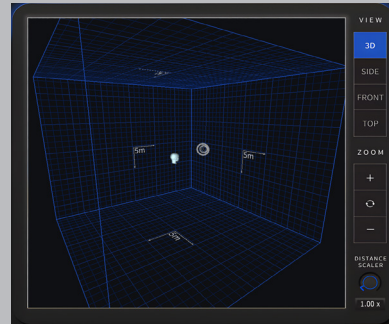
- + Bring 3D immersion to music, sound design, video content production, and podcast production
- + Support for all major DAWs using VST3, AU, and AAX formats
- + Complete control of your mix and get creative with customizable binaural and room simulation effects
- + Outputs standard stereo audio which is device and ecosystem agnostic; experience immersive audio over any headphones

## KEY FEATURES

- + Advanced HRTF (Head Related Transfer Function) binaural rendering of object-based sound sources
- + Exceptional sonic fidelity for accuracy and precision in your mixes powered by a physics-based engine based on real-world reflection processing
- + Unique “Motion” feature provides quick access for moving your audio tracks in 3D space without the need for automation
- + 3D camera-view UI window for easier positioning and viewing of acoustic spaces
- + Intuitive, easy-to-use user interface
- + Acoustic presets for many realistic virtual spaces



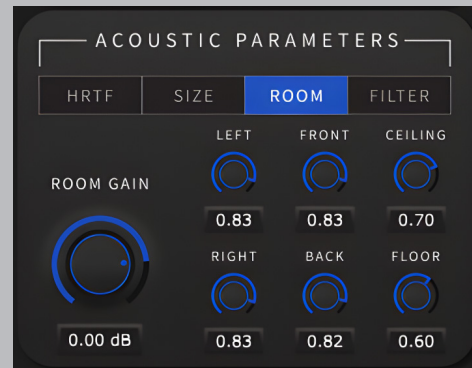
Control your sound source in either Spherical or Cartesian coordinates, or use Motion feature to choose simple movement patterns for the sound source, like circling your head.



The main camera view controls display the sound source and listener position in both 3D and 2D modes for accurate positioning and visualizing the acoustic room dimensions.



Adjust the characteristics of the virtual acoustic environment with controls for HRTF parameters, room size and dimensions, the strength of wall reflections, and filter controls for tonal adjustments.



## USE CASES

- + Create unique and immersive mixes for music
  - Simulate your mix as a live performance in a virtual acoustic space
  - Create movement effects with vocals or instruments flying around your head
  - Add extra width or dimension for various instruments
- + For Speech, Podcast, or Audiobook production
  - Adds natural realism to the human voice
  - Makes the listener feel like they're in the room with the speaker
  - Less listening fatigue over long listening sessions
- + Audio production for video content: Music videos, Trailers, Commercials, Streaming films
  - Excellent spatialization of sound design and environmental beds
  - Place your voice over speech in virtual rooms that match the visual space on screen
  - Enhances localization of positional sounds in your mix that accurately match screen-space position