

## PRESS RELEASE

### CRYTEK BECOMES LAUNCH PARTNER FOR GAME AUDIO TECHNOLOGY PROXIMITY

**IOSONO and Crytek team up for CRYENGINE integration – first title and Development Kit announced.**

*Erfurt/Frankfurt, Germany, August 4, 2014.* After introducing PROXIMITY at gamescom 2013, IOSONO, leading provider of 3D audio technologies, today announced a partnership with German game developer Crytek to launch its new game audio technology to the market. This technological cooperation will enable the integration of PROXIMITY into Crytek's acclaimed CRYENGINE. This will add a highly accurate localization of sound effects to titles created with the game engine. With an authentic sound reproduction, PROXIMITY raises the gaming experience to the next level of realism. Starting 2015, Crytek's self-published titles, including the eagerly awaited "Hunt: Horrors of the Gilded Age" will support the new audio technology.

"CRYENGINE is known for its outstanding graphics and with enabling the integration of the PROXIMITY plugin, we are making sure to offer our developers innovative audio technology. We are looking forward to creating immersive audio experiences for our games with PROXIMITY," says Carl Jones, Director of Business at Crytek. For a beta implementation of PROXIMITY, a level of "Crysis 3" had already been re-mixed at Crytek's Frankfurt studios in 2013.

In sync with the announcement of the Crytek partnership, IOSONO also introduces the PROXIMITY Development Kit. The package enables sound designers and game experts to experience PROXIMITY via headphones and create PROXIMITY enabled content using their regular sound creation environment. In addition to the integration of PROXIMITY into Audiokinetic's game audio middleware Wwise 2014.1, a special version of IOSONO's surround mixing plug-in Anymix Pro allows for PROXIMITY content creation with Steinberg's digital audio workstation Nuendo 6.5.

"PROXIMITY content is key for the introduction of PROXIMITY consumer products. The partnership with Crytek and the availability of content creation tools are big steps in establishing PROXIMITY in the market," says Olaf Stepputat, CEO of IOSONO. While the Development Kit differs from the planned consumer product in looks and components, the inherent technology is the one that will be integrated into future products. This guarantees an extraordinary listening experience throughout all stages of development. With the 7.1 PROXIMITY sound format, all content developed using the Development Kit will also work with PROXIMITY consumer products.

The Development Kit will be shipping in fall 2014. More information is available on [www.iosono-sound.com](http://www.iosono-sound.com). IOSONO will offer a first impression of the Development Kit at GDC Europe and gamescom. Both events take place in Cologne, Germany between August 11 and 17, 2014. To arrange a meeting, please contact Andrea Schmidt at [andrea.schmidt@iosono-sound.com](mailto:andrea.schmidt@iosono-sound.com).

#### About IOSONO

IOSONO is an innovative provider of 3D audio solutions for consumer electronics and professional audio. Based in Erfurt, Germany, IOSONO is the technology leader in the area of 3D Audio, following both a technically advanced and user friendly approach when designing its software and hardware products. We develop and use unique sound technologies that set us apart from the competition.

PROXIMITY is a new technology developed by IOSONO. It is based on years of development and experience with its patented IOSONO WFS (WaveField Synthesis) technology and its object-based sound reproduction. PROXIMITY goes beyond the approach of WFS by featuring IOSONO's latest developments. Thus, sound effects can be placed with unparalleled precision and intensity within the listening space. PROXIMITY makes it possible to experience a unique

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the future of spatial audio

sound environment directly at home. For more information, visit [www.iosono-sound.com](http://www.iosono-sound.com).

## **Press Contact IOSONO**

Katja Lehmann, Marketing Manager

phone: +49 361 51143-674, email: [katja.lehmann@iosono-sound.com](mailto:katja.lehmann@iosono-sound.com)

## **About Crytek**

Crytek is an independent company at the forefront of the interactive entertainment industry, and is dedicated to pushing the boundaries of gaming by creating stand out experiences for multiple devices using their cutting-edge 3D-Game-Technology, CRYENGINE®.

The company's headquarters are in Frankfurt am Main (Germany). Crytek also has studios in Kiev (Ukraine), Budapest (Hungary), Sofia (Bulgaria), Seoul (South Korea), Nottingham (UK), Shanghai (China), Istanbul (Turkey) and Austin (USA).

Since its foundation in 1999, Crytek has consistently been recognized for excellence in its field. Its multi-award winning games include Far Cry®, the Crysis® series, Ryse: Son of Rome and Warface. For more information, visit [www.crytek.com](http://www.crytek.com).

## **Press Contact Crytek**

Jens Schäfer, Head of Public Relations

phone: +49 69 21 977 6671, email: [jens@crytek.com](mailto:jens@crytek.com)