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accSone releases crusher-X 6 during Superbooth 17

New Features – New Website – New Licenses – New Patches – Special price until 1st May 17

Munich, Germany- accSone proudly releases the version 6 of the granular synthesizer plug-in crusher-X during the upcoming synthesizer trade show Superbooth 17 in Berlin (20-22 April 17)

crusher-X version 6 will again present a couple of features that are unique in the world of granular synthesis: Besides the grain processing innovations "X-Crush" and "Overdrive" the new "Diffuse" processor will generate up to 10 independent reverbs inside the grains. The "reverb memory" will be taken from one grain to another and diffuses the grain content but not the grain output. This unique process will generate laser sharp grain edges while a warm sound environment is created at the same time. The reworked "Sweep" processor allows spline- and step-modulated grain-pitch runs.

In version 6 grain generators can now be modulated with the new "Spread" parameter that modulates with different frequency offsets for each generator. This leads to very intensive, pulsing, diverge and converge grain modulations. In addition, new modulation types like "Random Sync", "Sample & Hold" as well as "Follow Pitch" are provided. All modulations can be synced to the host beat and besides the spline-editor as a new step-editor is introduced.

The new "Autotune" feature generates pitch aggregations and compensations via the grain engine while forcing tuning towards specific scales. The unique autotune modus "Force to Base Tone" steers the grain-engine so that the output pitch is nailed down to a single tone independent from the input signal pitch.

The UI is reworked and a new vapor modulation overview shows all modulations in parallel. More than 130 included patches are ready to be used by sound-designers, film score composers, DJs and experimental guitarists.

The free crusher-X DEMO can be downloaded on the new website <u>www.crusher-x.com</u>. The site provides additional resources around granular synthesis and offers free crusher-X video tutorials. The legacy platform dependent licenses crusherX-Mac! and crusherX-Studio! are now replaced by the common platform independent license crusher-X: So one license purchase allows to use crusher-X on both platforms.

crusher-X VST/AU plug-ins for Windows (32/64bit) and macOS (64bit)

Free demo download:	www.crusher-x.com
Price full version:	148,- € (without VAT) until 1st May 17 (afterwards 168,- €)
Price upgrade / crossgrade :	74,- € (without VAT) until 1st May 17 (afterwards 84,- €)
accSone @ Superbooth 17:	www.superbooth.com/en/accsone.html
crusher-X 6 Video:	www.youtube.com/watch?v=KN9ncOHfEDU
Shop und Vendor website:	www.accsone.com

About crusher-X

crusher-X is a granular synthesizer and granulize effect plug-in for Windows and macOS. Its powerful algorithm creates very complex sounds, drones and outstanding multichannel effects. crusher-X does distill and transform per-recorded or live-audio input quite radically. crusher-X is a trademark that is known since 1999 as "the" granular effect standard that allows a very deep control of grains and layered grain-streams in real-time. crusher-X is in use by famous sound-designers, composers, musicians and film-makers all over the world. The professional, open-minded and curious "crusher-X community" creates outstanding, unique, multi-dimensional sonic pieces and thrilled their enthuses audience in great live-shows. It's more than sound... it's more than music ... it's the crusher!

About accSone

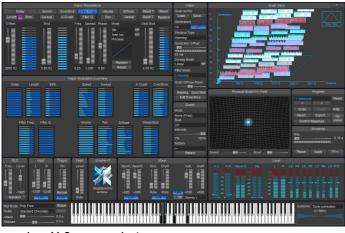
accSone developments focuses on software technologies providing sound designers, musicians and video artists with special and unusual tools for their outstanding projects. accSone was founded in 1997 and is located in Munich/Germany. The accSone flagship product crusher-X was born 1999 and raised up to the "most sophisticated" tool for granular synthesis in the market.



accSone crusher-X 6



crusher-X 6 arrives at Superbooth 17 in Berlin / Germany (20-22 April 17)



crusher-X 6 screenshot