



**PRESS RELEASE**

**FOR IMMEDIATE RELEASE**

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## **Carve Out Your Tone with Eventide Sculpt**

Multi-Band Distortion Now Available for H9 Harmonizer

Little Ferry, NJ — June 22, 2016 — Eventide will be unveiling their latest algorithm for their award-winning H9 Harmonizer® stompbox at the 2016 Summer NAMM show in Nashville. Sculpt is a multiband distortion algorithm that provides musicians with a degree of control that would otherwise require 3 or 4 pedals or complex plug-ins. Sculpt is the second overdrive/distortion based effect created for the Eventide H9 platform, following the critically acclaimed CrushStation launched last year.

Where CrushStation introduced a new breed of overdrive effect capable of dynamic distortion tones as well as eclectic and unique effects, Sculpt gives players precise control over their gain structure. It does this by carving the audio signal into high and low frequency bands and then allowing different levels of gain and filtering for each. This multiband approach has been used by professionals in the studio and on stage for many years and now we're making it available to anyone with an H9.

Eventide engineer Russell Wedelich shared the thinking behind Sculpt: "While researching analog distortion pedals we realized that, to a large degree, each pedal's unique character is the result of the particular voicing both before and after the circuit elements that produce the gain. This explains, in part, why there are so many distortion and overdrive effects out there, since each is voiced differently. In our digital playground we can do a lot more, including applying gain control to high and low bands separately as well as providing pre/post filters and compressors that respond to a player's dynamics. We think it sounds great on guitar but we're also having a blast using it with vocals, bass, keyboards and just about everything else we've thrown at it."

### **Features:**

- Adjustable crossover frequency (where the low and high bands are split).
- Separate drive controls for low and high band signals.
- Apply compression before or after distortion.
- Compression ratio, attack and release are automatically adjusted to keep overall volume consistent.
- Follows a player's style and compliments their playing with tunable peaking filters.
- Filters can be placed before or after distortion.
- Supports single or dual amp setups. Stereo out mode features unique spectral panning effects that spread the high and low bands out into the left and right channels.

- Boost a group of frequencies before the gain circuit and cut it afterward. (Or vice versa.)
- Unique view in H9 Control that allows you to visualize and control the parameters of the effect in real-time.
- 21 Factory & Artist presets and include: Chisel, Dissect, Sculpt da Bass and more.

Eventide will be demoing Sculpt at their booth #323. Customers can demo the algorithm and its presets by downloading the latest version of the H9 Control app for Mac, PC and iOS device. Sculpt is priced at \$19.99 for owners of H9 and H9 Core and is free for owners of H9 Max.

# SCULPT



## Links:

H9 Product Page: <https://www.eventideaudio.com/h9>

Sculpt Page: <https://www.eventideaudio.com/sculpt>

H9 Control App: <https://www.eventideaudio.com/h9control>

Videos: <https://goo.gl/W7bXgY>

## About Eventide:

For over 40 years Eventide has remained at the forefront of recording technology. In 1975 they revolutionized the audio industry by creating the world's first commercially available digital audio effects unit. Since then their legendary studio processors, stompboxes and plug-ins have been heard on countless hit records.

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