



Eventide Charts Unexplored Space with Blackhole® and MicroPitch Immersive plug-ins

— The plug-ins are the first of the new Immersive series, expanding the capabilities of two of Eventide’s most relied-upon effects into three-dimensional space —

New York, NY, October 25, 2023 – Eventide Audio is charting new spatial territory with the introduction of immersive audio versions of two distinctly Eventide plug-ins: Blackhole Immersive and MicroPitch Immersive. Debuted today during the AES NY 2023 Convention (booth 622), the two plug-ins are designed from the ground up for surround and immersive, workflows, including Dolby Atmos®. Blackhole Immersive expands the signature sound of the stereo version of Eventide’s otherworldly reverb across an entire immersive mix. Eventide’s iconic MicroPitch panned pitch and delay effect is relied upon by legions of engineers for the creation of beautiful and wide stereo sound fields. Now, with MicroPitch Immersive, the proven power of strategically decorrelated sound is pushed into three dimensions.

The clean and intuitive interface of the Eventide Immersive plug-ins seamlessly fits into production, whether the project is mixing music, post-production for film, or sound design for games. With Blackhole Immersive, the enhanced workflow gives full control over the reverb across channels, for an evolving immersive experience – from subtle to radical. MicroPitch Immersive users can spread, tilt and dynamically morph the effect across the width, depth and height of an immersive mix. With both plug-ins, the Front, Top and Rear speakers can be EQ’d separately, and users can morph between two distinct settings smoothly and seamlessly – ideal for sound design.

“Blackhole Immersive,” says engineer, producer, and multi-instrumentalist, Scott Michael Smith (*The Walking Dead, The Handmaid’s Tale, The Revenant*), “provides a way to design infinitely vast soundscapes while maintaining precise multichannel control. Instantly musical and absolutely gorgeous sounding. I love this plugin!”

Used as a send or insert, Blackhole Immersive remains respectful yet reactive to track positioning. Blackhole Immersive’s Gravity, Size and Feedback parameters allow fast, easy tailoring of the reverb to an immersive space while the crossfeed control lets users blend the reverb between speakers – a mono source can become truly immersive with one simple gesture. “Blackhole Immersive takes my favorite reverb ever and makes it even more vast and otherworldly,” says composer/producer Matt Lange. “An absolute must-have for immersive mixing and production.”

“MicroPitch Immersive,” says producer/engineer Andrew Scheps (Red Hot Chili Peppers, Adele, Jay-Z), “is an invaluable tool for spreading sources around in ways from subtle to in your face. You might think it isn’t doing much until you turn it off; then you get sad.”

With up to 12 channels of spatialized, detuned delays, plus modulation, EQ and crossfeed controls, MicroPitch Immersive excels in creating both real and unreal immersive realities with boundaries that reflect, move, diffuse, and dissolve. Tilting the Left/Right, Front/Back and Top/Main Detune parameters allow quick and easy asymmetrical detuning and space fine tuning. The plug-in’s enhanced delay and