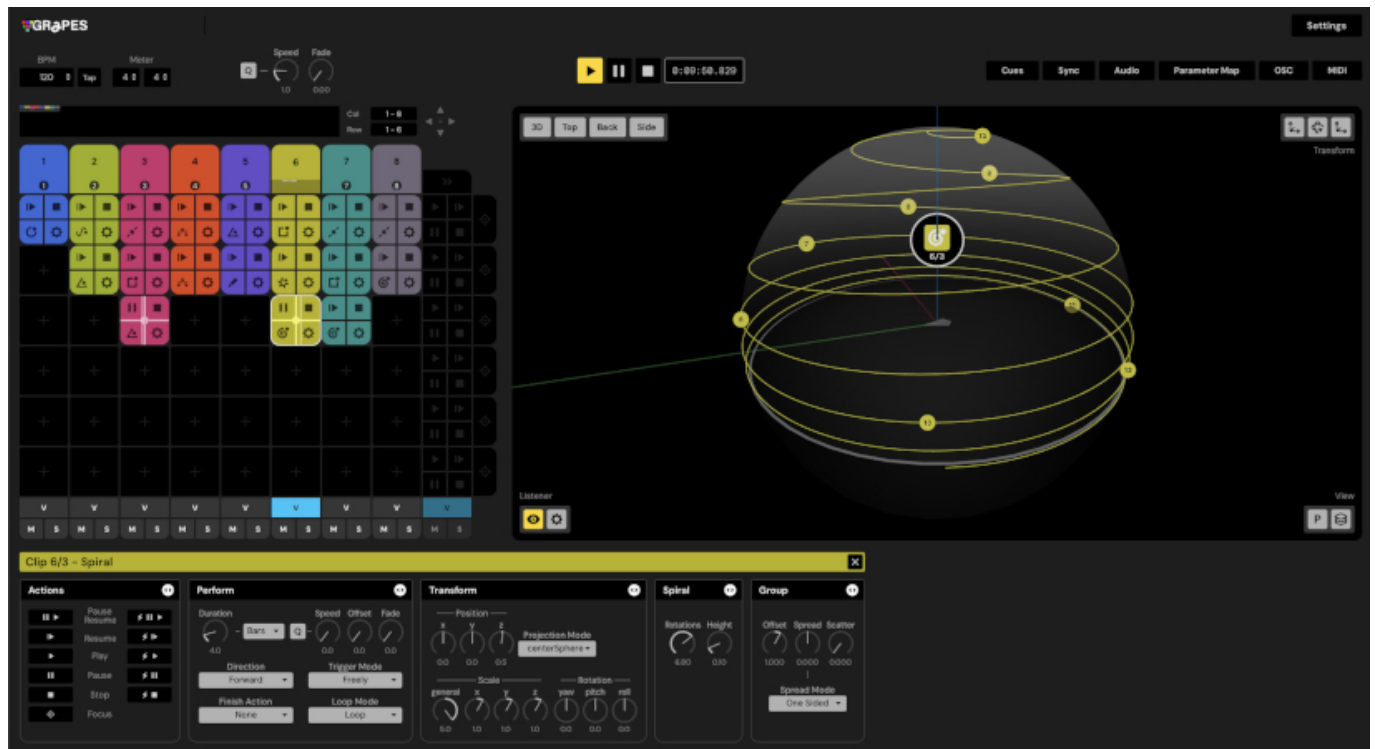


Grapes 3D Audio Control 2.0



Grapes 3D Audio Control 2.0 will be released on 15 October 2026. With it, Not a Number Studio presents the most comprehensive version to date of its cross-platform software for spatial sound design. The update brings fundamental changes for live use, installations and production workflows, and positions Grapes as the central control instance for professional 3D audio setups. At the heart of version 2.0 are the new 3D Canvas, extended real-time interactions, further synchronisation options, and full system integration over open control protocols.

With the new 3D Canvas, Grapes introduces a fully three-dimensional working environment for the first time. Where classic top-view representations previously demanded a high degree of spatial abstraction from users, sound objects can now be seen, positioned and choreographed directly in virtual space. This makes controlling spatial audio mixes considerably more intuitive: movements, depth staging and positions are no longer grasped only through abstract parameters or two-dimensional views, but are shown visually and immediately. This addition changes the workflow fundamentally and turns the spatial mixing, control and choreography of sound objects for 3D audio processors into a markedly more intuitive, faster and more creative process.

A central feature of version 2.0 is Audio Reactivity: audio signals can be used as control data in real time to influence movements, parameters and spatial dynamics directly. Combined with the new Behaviours, this creates adaptive systems in which sound structures organise themselves or react to external impulses. That is a decisive step towards generative and performative audio environments.

Grapes 2.0 expands its role as a control centre substantially:

- Fully OSC-controllable (all parameters addressable)
- Extended OSC integration of presets including mute and solo control
- Support for LTC and MTC timecode
- Seamless integration into lighting, media and show control systems

Grapes thereby becomes the connecting layer between audio engines, DAWs and show infrastructures.

Grapes 3D Audio Control now controls more than 15 professional 3D audio engines, with officially confirmed collaborations with leading manufacturers and research institutions. The approach: one interface, many rendering systems. Adamson FletcherMachine, ADM, Amadeus Acoustics, Astro Spatial Audio, d&b Soundscape, Fohhn Gallery, ICST AmbiEncoder, IEM MultiEncoder, Pan Immerse 4D Audio, Panoramix, SIAP AVA Spatial, SpatGRIS, Spatial Audio Designer, Spat Revolution, TiMax2 and Vivace. Additionally compatible with the Dolby Atmos DAW Panner. This allows productions to work independently of specific hardware or software setups and to transfer content flexibly.

Ahead of the release, Not a Number Studio will present Grapes 2.0 on 23 and 24 September 2026 at the Raum & Klang conference at ZiMMT Leipzig. Press and industry visitors can experience the 3D Canvas and Audio Reactivity running live. We welcome press enquiries for on-site appointments from today.

With version 2.0, Grapes introduces a subscription model with an updated price structure. The aim is to offer scalable access to sound engineers, artists and institutions alike, from studio workflows through to complex installations and temporary touring setups. "With Grapes 2.0 we shift the focus from tool to system. We see that immersive audio is long since no longer thought of in isolation, but as part of complex, connected media environments. That is exactly where Grapes comes in." Felix Deufel, founder and CEO of Not a Number GmbH

Grapes 3D Audio Control is used worldwide in:

- Live shows and concerts
- Spatial audio production for music, film and games
- Theatre and opera
- Museums and exhibitions
- Immersive installations for showrooms and trade fairs
- Research and teaching

Grapes 3D Audio Control 2.0 is available from 15 October 2026.

www.grapes-3d.com