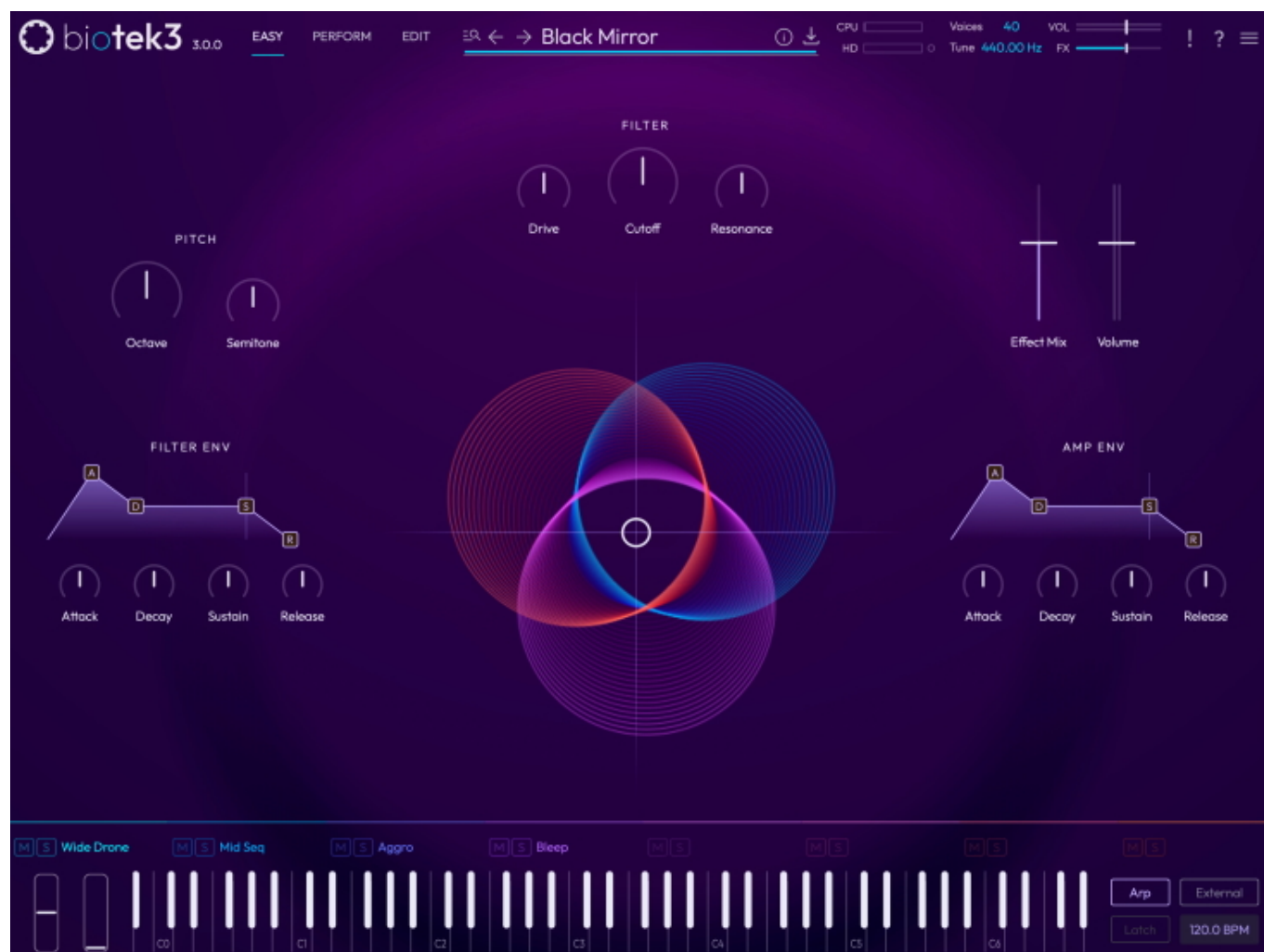


Tracktion BioTek 3



Tracktion Corporation unveils BioTek 3, an evolution of their deepest synth to date. In a world full of virtual instruments, BioTek was designed to be different from the ground up and V3 represents a true evolution of Tracktion's deepest, most creative synthesizer to date. Both seasoned BioTek users and newbies alike will experience a revolutionized workflow with extensive upgrades to the UI, UX, and audio engine, designed to accelerate the creative process and simplify sound design. The breathtaking new 'Easy' page places all essential controls at your fingertips, while the dynamic visual XY pad offers tactile mastery over sounds that evolve and morph on demand.

Explore a world of sound with over 300 exceptional, new presets from renowned sound designers Miclop, Mode Audio, Databroth, Spektralisk Hydratek and Alessandro Cardinale. Taking the total number of factory sounds to over 800 you'll find: dark cinematic atmospheres, evolving ambient textures, lush pads, otherworldly keys, deep basses, warped percussion and much more. Detailed preset tagging makes it quick and simple to find exactly what you need in the browser -

keeping your creativity flowing without interruption.

BioTek 3's wide range of oscillators are a sound designer's dream. Beyond the standard waveforms and noises, BioTek 3 offers a sampler, granular engine and the innovative Spinal Saw oscillator which provides up to 44 oscillators per voice. Combine that with the unison of up to 16 voices and a nearly unlimited number of layers you can – in theory – play 11264 oscillators with one note! This is where the power of BioTek 3 becomes truly apparent and whether you are crafting intricate soundscapes or pushing the boundaries of electronic music, BioTek 3 delivers the tools you need to bring your vision to life.

BioTek 3 is available now and is currently part of Tracktion's huge, site-wide 50% off holiday sale. Usually retailing for \$179, BioTek 3 can be purchased right now for just \$89.

www.tracktion.com