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## **EVENTIDE REVERB2016 REVIVES HERITAGE OF LEGENDARY SP2016**

Tony Agnello, designer of the famed Eventide SP2016, recreates the legacy of the original sound with the new Eventide Reverb 2016 by Princeton Digital.

ANAHEIM, CALIFORNIA, January 16, 2003 – Empowering a new generation of audio professionals with the highly sought-after sound of Eventide’s legendary SP2016 reverb, Eventide today introduced the Reverb 2016, recreating the classic algorithms using modern technology. Designed by Princeton Digital founder and Eventide Chief Technology Officer, Tony Agnello, the creator of the first SP2016, the Reverb2016 stays true to its predecessor’s legacy, painstakingly replicating the original reverb algorithms and adding one new algorithm.

In building the Reverb 2016, Agnello duplicated every aspect of the original effects, including each detail of the user parameters. Agnello, however, took advantage of the advances in signal processing technology over the last two decades to build the new reverb on a contemporary platform, effectively creating a modern version of the 1980’s classic. “Signal processing technology and power have advanced dramatically over the last twenty years,” Agnello said. “Considering the number of requests we have received over the years for the original SP2016 reverb algorithms, the timing was right to bring these effects back to life in a new state-of-the-art form.”

The Princeton Digital Reverb 2016 features the original three effects – Stereo Room, Room Reverb, and High Density Plate – while introducing one new algorithm. According to Agnello, the new algorithm is an enhanced version of the originals, with more complex early reflections, higher density and finer

control of the parameters. "The new algorithm represents the natural evolution of the development work that maxed out the array processing of the SP2016," explained Agnello.

The Reverb2016's use-at-a-glance, menu-free interface is optimized for both studio and live sound applications, and includes dedicated controls for each of the effect's parameters. This purpose-built reverberator is built with the philosophy that providing our users the ability to tailor the reverb characteristics in real time, without searching through menus, significantly enhances performance of the user and thus lends itself to a wide variety of applications.

Rear-panel connections included 24 bit SPDIF digital I/O, while XLR and 1/4" jacks allow for balanced or unbalanced analog I/O, and 24 bit conversion. The Reverb2016 also includes MIDI in and out, software programmable footswitch, as well as a direct input for guitars and other high-impedance instruments. The Reverb2016 will be available in February 2003 and will be offered at \$1995 list price.

Since 1971, Eventide has been a leading developer and manufacturer of digital audio processing products for recording, broadcast and live performance, as well as avionics instrumentation, and digital communication products for public safety institutions. Headquartered in Little Ferry, NJ, Eventide created the very first multi-effects processor, the SP2016, in 1980. Visit Eventide on the Web at [www.eventide.com](http://www.eventide.com).

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