



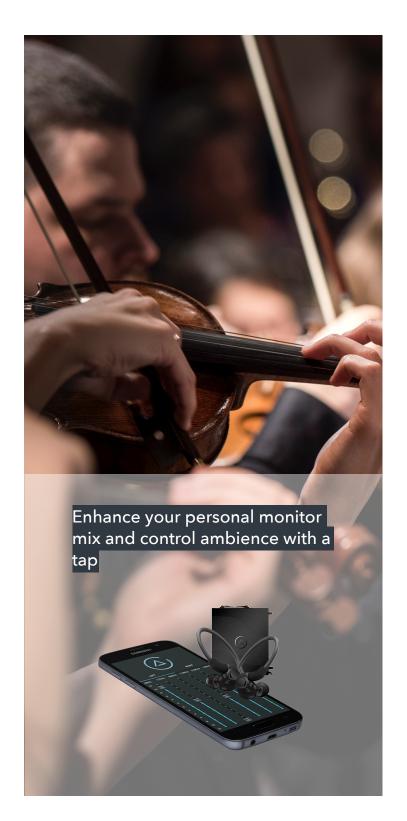
State of the art hearing protection and enhancement

For over a decade, many of the world's greatest artists have used state-of-the-art in-ear monitors (IEMs) with 3D active ambient technology developed by Sensaphonics. Soon, this same technology will be available to orchestral musicians as tunable, natural-sounding hearing protection and enhancement. Respected audiologist Dr. Michael Santucci of Sensaphonics and Jim Harris, founder of Think-A-Move, LTD., developers of innovative speech recognition and headset products for high volume environments have developed the ASI Audio 3DME to bring active ambient audio technology for professional musicians and singers at an accessible price point.

Enhanced audio intimacy with the natural ambience of the room

The 3D-ME uses patented microphone technology to mimic the natural sound of the open ear canal. Via smartphone app, musicians can discretely make changes to their environments without compromise to sound quality. Now orchestral musicians can protect, amplify, and EQ sound into the perfect personal monitor mix.

3D-ME leads orchestral hearing wellness into the future with clear, uncompromising sound and protection for the most important asset of any musician: the ears.





Three Dimensional Music Enhancement

Hear the room, the orchestra, and the audience as never before

The first IEM with patented active ambient technology that brings Three Dimensional Music Enhancement (3D ME) to include room ambiance in a performer's monitor mix.

Wired, state-of-the-art isolating IEM enhances live audio, allows ambient room mix, and provides hearing protection in a single device.

Discreet and personal: musicians can personally customize their own audio enhancement characteristics for their personal needs



ASI Audio app puts control of enhancement into the hands of the musician. Once set during rehearsal, leave the phone behind.



Custom ambience, sound limiting, and music enhancement settings for each ear.



Works in acoustic and amplified performances.

