



## Thinking Custom Tips for Your 3DME? Here's The Best Way to Ensure a Great Fit

Yes, 3DME works flawlessly with custom tips. Here's some insider advice from one of the world's top audiologists and ASI Audio x Sensaphonics co-founder, Dr. Michael Santucci.

First, to ensure the best fit for your custom tips (aka sleeves) for your ASI Audio 3DME In-Ear Monitor System, we strongly urge you to have fresh impressions taken each time you buy a new custom In Ear Product. This would also be a perfect time to get your annual hearing test.

Second, while relatively stable, custom ear impressions are, by their nature, temporary. Even the best professional impressions will shrink slightly over time, compromising earphone fit. In addition, the size and shape of a person's ear canals can change over time, especially with changes in body mass. On request, we will re-use impressions from previous ASI Audio or Sensaphonics products made within the past two years. Your custom earphones represent a significant investment. Don't waste time and money sending in poor-quality impressions.

### Making Good (Ear) Impressions

In the U.S., we require impressions from a licensed audiologist, preferably one who is experienced with in-ear monitors. We recommend our [Gold Circle™ audiologists](#), who are specifically trained in this area. When having your impressions made, please provide your audiologist with the following information:

#### Impression Requirements for ASI Audio x Sensaphonics Custom Products

- ASI Audio x Sensaphonics custom tips require a **full-shell impression**, including the helix portion of your ear. The impressions must go past the **second bend** of your ear canal.
- We require the use of a **high-viscosity** silicone impression material. We cannot accept impressions made from a liquid-and-powder mixture, which can distort easily and are prone to shrinkage.
- For your protection, we require the use of an otoblock. We recommend the use of a **foam otoblock** versus cotton.
- Impression material must be filled in all the way to the otoblock in the second bend and should not taper off before the otoblock.
- The edges of the helix portion of the impression should not taper off and should include the full helix lock.
- Avoid using a bite block. Instead, when making ear impressions, start with your jaw open. Once the material has been injected, move your jaw to replicate the facial movements you make while performing. While the material is setting, vocalists should sing, horn players should bring a mouthpiece and play, and drummers should stick out their tongues (or make whatever other interesting faces they do while playing!). Performers should move their head up and down, left and right... Anything you do on stage, do it while the impression material sets.



We are experts at facilitating the ear impression process, so please don't hesitate to contact Sensaphonics directly if you or your audiologist have any questions.

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