

## **Waves Nx now available on ARM-based platforms**

**LAS VEGAS – January 3<sup>rd</sup>**, - Waves Audio's award-winning virtual reality (VR) audio solution is now available on platforms based on ARM® Cortex®-A processors. Integrating the Waves Nx processor into Cortex-A based Android devices will enable end users to experience surround, 360° and VR audio content with unprecedented sound quality – using any set of regular headphones.

Fully optimized to the Cortex-A platform, Waves Nx utilizes the core's extensive instruction sets and advanced capabilities.

Waves Nx is an advanced spatial audio framework that supports all multichannel configurations. It is even capable of tracking the user's head position in order to create a realistic 3D audio experience.

"ARM Cortex-A based devices with Waves Nx can turn any set of headphones into the audio equivalent of virtual reality goggles," said Tomer Elbaz, EVP and GM, Consumer Electronics Division of Waves Audio. "It replicates the rich sonic environment we experience in the real world, enabling listeners to completely immerse themselves into the virtual soundscape, experiencing surround sound and 3D content using hardware they already own."

"Enjoying rich new content is best when it is truly a multisensory experience and that is what Waves Nx delivers with its surround sound capabilities," said Laurence Bryant, vice president of personal mobile compute, ARM. "ARM-based mobile devices are already the primary browsing, listening and viewing means for many and adding new dynamic sound can make all of these experiences even more memorable."

Waves Audio will offering demonstrations of Waves Nx on a variety of consumer electronic devices at [PEPCOM 2017], to schedule a meeting please contact Waves Audio at: [consumer@waves.com](mailto:consumer@waves.com)

**ENDS**