



PRESS RELEASE

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Halo3 Hits New Levels of Audio Realism with Waves

Waves audio processing implemented for the first time in real-time game audio rendering

Kirkland, Washington and Tel-Aviv, Israel - September 11, 2007 — Waves, the world's leading developer of professional audio signal processing tools, announced that Bungie's Halo 3 will be the first video game to utilize its audio signal processing technologies in real-time. This dramatic development marks a significant step forward in game audio.

"I have used Waves tools extensively in the sound design of earlier Halo titles, but using these tools real-time is an exciting new step for Halo 3 and the video game industry," said Marty O'Donnell, Audio Director of Bungie Studios. "These tools bring a higher level of audio realism and emotional immersion than has ever been possible before. I believe the use of Waves real-time signal processing tools represents the next major breakthrough in audio quality for the video game industry."

"Waves is pleased to be working with Bungie, adapting our products to real-time video game rendering," said Paul Bundschuh, vice president sales & marketing, Waves Semiconductor and OEM Licensing Division. "Several Waves technologies including the L360 Surround Limiter and Q10 Paraphoric Equalizer have been implemented in the Xbox 360 plug-in format for Halo 3 and other Xbox 360 game titles."

"Microsoft welcomes Waves as an Xbox 360 middleware provider," stated Brian Schmidt, Xbox program manager for Microsoft. "Waves has done a great job delivering their technologies and support for Halo 3. We're thrilled to have Waves audio processing available only for the Xbox

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360 platform, providing these highly requested professional audio technologies to our game developers.”

About Waves Audio Ltd.

Waves introduced the industry’s first audio plug-in 1992 and has become the world’s leading developer and provider of professional digital audio processing tools. Waves technologies are used to improve sound quality in the creation of hit records, major motion pictures, popular gaming and multimedia titles the world over.

For more information, visit www.waves.com.

About Maxx®

With more than a decade of leadership in the development of psychoacoustic algorithms, Waves now offers a variety of solutions under the Maxx® brand. Manufacturers of consumer electronics are dramatically improving performance and reducing system costs using Maxx technologies. These solutions include custom semiconductor devices and licensing Waves’ proprietary algorithms to DSP and computer platforms. Maxx solutions are rapidly being adopted by firms such as Sony, Sanyo, Toshiba, JVC, NEC, Microsoft, Delphi, Clarion, Altec Lansing and others.

For more information, visit www.maxx.com.

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