



intimate control for computer music

The Soundplane is a computer music controller with the feel of an acoustic instrument. It detects a wide range of touches on its walnut playing surface, from a light tickle to a very firm press. The Soundplane can be configured as either a 150-note keyboard with position and pressure sensing on each key, or as one continuous surface. With its sensing rate of 975 samples per second, the Soundplane lets you move beyond the ADSR envelope model of synthesis and articulate each note individually.

We want the Soundplane to be an instrument you will play for years and years. So we made it sensitive, to pick up your nuances of touch as you learn to express with it. We made it durable, with sturdy walnut keys and a case milled from a single block of Washington alder. And we made it sustainably, for the health of our environment. The Soundplane is designed to reward a long-term engagement. Not just a controller, an instrument worth learning.



specifications:

- true pressure sensitivity: play with fingers, mallets or any object
- walnut playing surface
- x, y, z sensitive to over 10 simultaneous touches
- made in Seattle from FSC-Certified local hardwoods
- pressure data: 12 bits × 8 rows × 64 columns
- sampling rate: 975 Hz
- USB bus-powered: one-cable operation
- weight: 4.6 pounds (2.1 kg)
- size: 29" × 8" × 1.25" (74 × 20 × 3 cm)
- playing surface area: 22" by 5.5" (56 × 14 cm)

software:

- translates raw Soundplane data to OSC / MIDI
- provides touch centroids or continuous 3D output
- free and quantized pitch modes
- includes Aalto for Soundplane, a patchable, signal-based software synthesizer
- includes Max/MSP objects
- client software is free, open-source
- Mac OS 10.5 or higher required
- Linux and Windows software coming soon

All specifications subject to change. Contact us at madrone.com for pricing and availability.