27 May 2019

For Immediate Release

Gamechanger Audio Motor Synth available for exclusive pre-order round on Indiegogo

Motor Synth is an analogue, electro-mechanical synthesizer that uses a system of electromotors as its main sound source.

Motor Synth represents a new method of analogue audio signal generation since digitally controlled electromotors have never been used as the principal sound source for a commercial musical instrument — indeed, nothing like it has ever been built before!

The exclusive preorder campaign starts on the 28th of May at 4 PM GMT, which is 12 PM noon in New York, 9 AM in Los Angeles, 17:00 in London, and 18:00 in Berlin.

The launch will be supplemented with a **Live Demo and Q&A Session** on Facebook and Youtube starting at the same time.

The exclusive Indiegogo campaign will only be open for 30 days at prices from 749 to 949 USD. The Motor Synth will then be available for online and in-store purchase at USD 1299 around December 2019.

*“Nowadays we can find so many synthesizers on the market more or less based on the same system, I’ve been really blown away by MOTOR Synth by Gamechanger Audio. It’s an analogue, electro-mechanical synthesizer. The little discs all turn. It’s very cool — very nice and very different from a visual point of view. And, of course, the sound is quite extraordinary.”*

*Jean-Michel Jarre*

**How it works?**

Motor Synth produces sounds by accelerating and decelerating eight **electromotors to precise rpm (revolutions per minute)** that correspond with specific musical notes. The instrument’s eight-electromotor configuration makes it a four-note true polyphonic synth with two voices per key played.

Digging deeper, the Motor Synth has two ways of producing its core sound.

Firstly, **magnetic pickups** are placed on each of its eight electromotors; the spinning coils result in a very industrial-sounding, over-the-top analogue tone. Think eight harmonious revving engines pumping out an intimidating noise!

Secondly, specially designed **reflective optical disks** have been attached to the shafts of each electromotor. Each disk contains a graphical representation of three standard audio wave-shapes. As the electromotors spin, the disks are set into circular motion, and each wave-shape is read by a dedicated set of infrared sensors, then converted into an audio signal. Thus, the wave-shapes on the reflective optical disks become precise musical notes, corresponding to the speed of the electromotors.

*“It’s really one of the most unique synthesizers I’ve seen in a long time. It’s like a playground of really fun, interactive function controls — a really unique way of playing pitches and morphing the envelopes. The entire system has this really interesting, organic sound to it. The interface is super-easy to get around — the arpeggiator and sequencer. On the first day of not even seeing the manual, I was able to fumble around and get into some interesting, strange things. I’ve got to say, it really surprised me — really, really interesting, and I want to get one! I love mechanical things. I love things that are actually mechanical in nature — especially when you mix it up with electronics. I love its mechanical machine aspect; my music already kind of sounds like that, so it spoke to my heart, instantly. I just love stuff that looks cool, that’s interactive with sound. So the mechanics and the architecture of this synth — everything about the aesthetics, all the way up to the sound, just blew me away on every level!*

*Richard Devine*

Additional Features

Motor Synth features familiar **analogue envelopes and filters** alongside arpeggiation, cross modulation, LFO, sequencing, and multiple polyphonic mode facilities, as well as an innovative looping system that allows to layer rhythm and melodies, just like when using a loop station.

Motor Synth can be played out of the box via eight built-in control keys and four floating tuning/frequency knobs. Performers and composers can **connect any MIDI controller**, like a keyboard or DAW.

Motor Synth is also **capable of tracking** a monophonic audio signal, such as guitar or bass, via its 1/4-inch mono input. Motor Synth can be configured to act as a harmonizer for electric guitars or other melodic instruments, recognizing the pitch of a musical tone and instantly generating a complimentary tone by operating an electromotor at a matching frequency. Furthermore, users can create intervals and chords based on the frequency of the incoming signal with no need for a MIDI controller or inputting preprogrammed musical information.

Whatever way anyone chooses to play Motor Synth, a **stunning visual experience** is guaranteed. Motor Synth’s see-through protective glass cover above its core sound system of eight electromotors enables users to receive visual feedback from the instrument itself by being able to see those spinning electromotors in action. But better still, the visual experience is enhanced by the visible set of reflective optical disks attached to the electromotors’ shafts being coupled to a set of eight mini strobe lights, so those spinning disks themselves turn into a hypnotic light show, courtesy of the strobe effect!

As an instrument that uses electromotors as its main sound source, Motor Synth inherently possesses many unique sound traits that will surely appeal to many musicians that favour analogue electronic instruments and synthesizers in particular. Put it this way: with its unusual tonal and timbral qualities, unlimited microtonal pitch adjustment and modulation abilities, and note attack and decay properties influenced by the acceleration and deceleration curves of electromotors, Motor Synth works well across a wide range of musical styles.

Motor Synth will be available in an exclusive Indiegogo campaign which will only be open for 30 days at prices from 749 to 949 USD. The Motor Synth will then be available for online and in-store purchase at USD 1299 around December 2019.

Synth functions overview video <https://youtu.be/sru4f4AJ0zI>
Testimonials from Jean-Michel Jarre, Richard Devine and Girts Ozolins <https://youtu.be/1YTAYIjbwxo>

The link to campaign <https://www.indiegogo.com/projects/motor-synth>

The link to product page <https://www.gamechangeraudio.com/motor-synth>

Come meet us and try it out:
Live Demo and Q&A Session on Facebook and Youtube starting 28 May, 4 PM GMT (12 PM noon New York)

In New York 8 to 9 June at Brooklyn Stompbox and Synth exhibit

In Nashville 18 to 20 July at Summer NAMM

This will be the second crowdfunding campaign for the company which earlier crowdfunded the Plasma Pedal unique distortion pedal <http://www.indiegogo.com/at/plasma-pedal>

**About the company**

Gamechanger Audio was founded by four friends committed to exploring the uncharted territories music electronics, to create devices that provide real value while stretching the imagination of both musicians and engineers.

The company has been praised for innovation in creating its inaugural PLUS Pedal, the world’s first sustain and sostenuto pedal for all melodic instruments, based around a proprietary audio algorithm that lets users capture and sample small parts of the connected instrument’s signal in real time and loop them into a seamless, warm, and responsive sustained tone; and its PLASMA Pedal follow-up, forming the basis of a unique approach within the realm of overdrive and distortion by transforming the connected instrument’s live signal into a series of continuous high-voltage discharges within a xenon-filled tube. The latter has since been applied to a 19” Rack format and Eurorack modular format.

The company intends to continue this path with it’s next product, Motor Synth, the world’s first electro-mechanical desktop synthesizer.

Contact:

Matiss Tazans

Marketing & PR Manager

matiss@gamechangeraudio.com

EU: +37126533193

US: +12024079741

Ilja Krumins

Chief Guitar Officer

ilja@gamechangeraudio.com

EU: +37128377919

US: +12024079741

[https://www.gamechangeraudio.com](https://www.gamechangeraudio.com/)

Facebook: @GamechangerAudio

Instagram: @gamechanger\_audio

Twitter: @GamechangerA

PHOTOS and VIDEOS:

<https://www.gamechangeraudio.com/press-materials/>

<https://www.gamechangeraudio.com/motor-synth>