



COMPANY PROFILE

2021

A CALIFORNIA BASED C-CORPORATION
CORPORATED OCTOBER 1996



www.soundsculptureinc.com

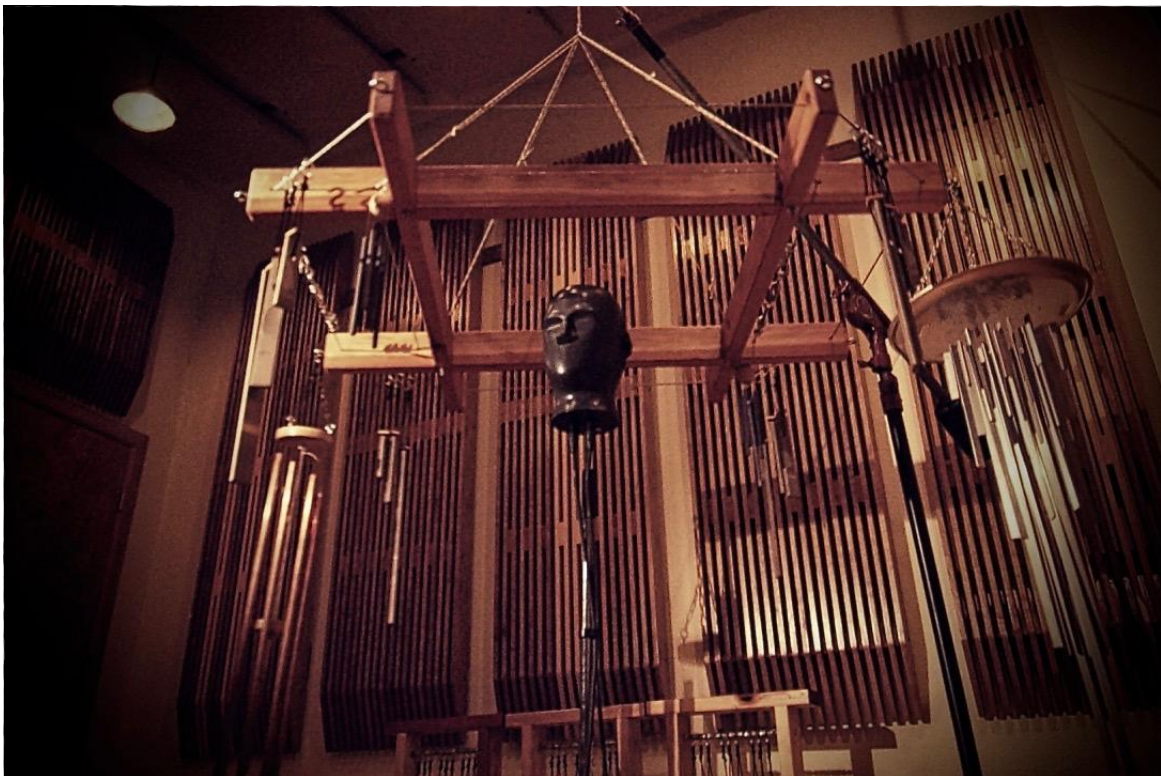
STATEMENT

SOUND SCULPTURE INC. (SSI) are sound artists focusing on conceptual development and sonic creation for the unique and the unusual — for creative challenges and for extraordinary circumstances.

Through commissioned projects and internal development, SSI explores how sounds articulate environments, shape perceptions, and influence emotions. SSI examines the roll of sound in storytelling, and pursues audio's unique ability to elevate compelling experiences.

SSI is inspired by the work of classic sound effect artists, and believes that their ingenuity and artistic vision remain tremendously relevant to contemporary work. SSI seeks to carry their legacy forward through the pairing of classic design techniques with modern and developing technologies.

Founded in 1996, and based in the greater Los Angeles area, SSI creates sound for exhibits, interactive experiences, film, and attractions. Every day, tens of thousands of people experience sounds built by SSI.



APPLICATION OF SSI WORK



Creating soundscapes which articulate environments and immerse guests within location based experiences.

Blending vintage sound effects artistry and classic design techniques with developing technologies.

Creating sounds for ride vehicles which authentically articulate story and motion.

Creating soundtracks for interactive attractions which emphasize story and gameplay objectives within active, chaotic environments.

Setting mood and tone through evocative sound design.

Prototyping, performing, and recording new instruments and sonic devices for film, television, and fixed installations.

Developing soundtracks which creatively address the logistical and technical challenges inherent to location based entertainment experiences.

Articulating story with sonic environments, sound effects, and audio textures.

Conceptual development for soundtrack strategies that will clearly convey story in the context of visceral ride experiences.

Mitigating isolation and acoustic challenges through the creative development of soundtracks.

Conceptual development and custom audio creation to showcase and demonstrate developing technologies.

Restoring and recreating classic sound effect devices.



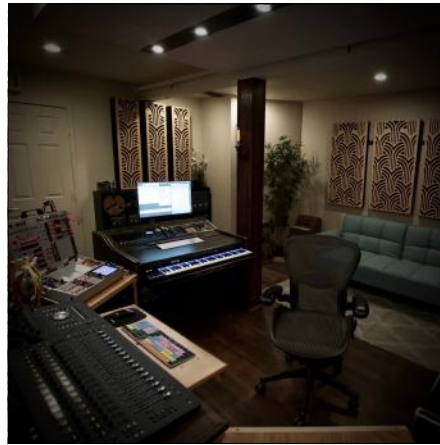
THE SHOP

The SSI facility, configured within 4000 square feet of space, has been built to streamline a workflow between classic sound effects techniques and modern sound design practices.



THE KEMPER ROOM

Sound design, tracking, pre-dub, and mixing.



THE HANLEY ROOM

Sound design, KYMA, and pre-dub.



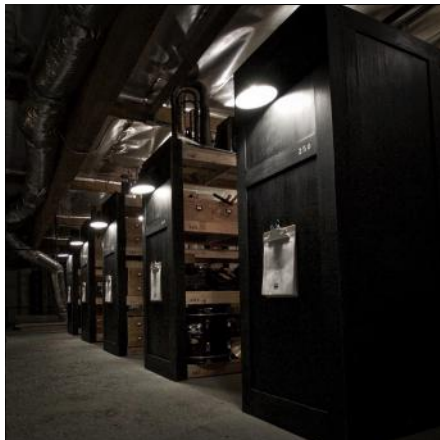
THE STAGE

FX recording, mock-ups, and sonic exploration.



THE LAB

Mock-ups, staging, and electronics.



PROP STOREROOM

FX props, instruments, and found sound.

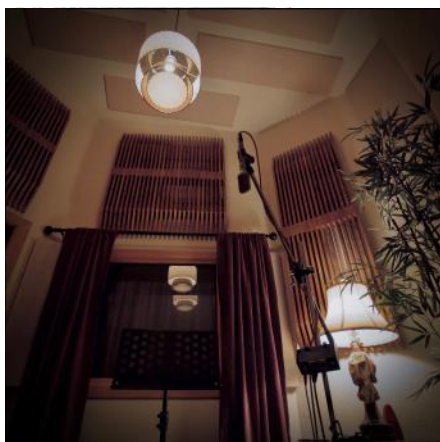


MANUAL FX STOREROOM

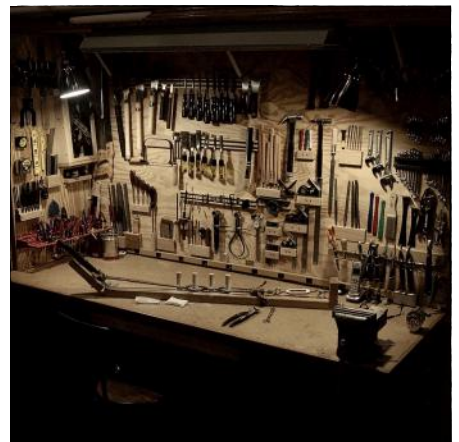
Hand built sonic devices. Sound effect contraptions.



LOBBY



RECORDING BOOTH



SHOP BENCH

THE ARTISTS



BEN HERRINGTON A sound artist with 25+ years of experience creating sound for area development soundscapes, exhibits, location based interactives, and Thea award winning attractions. He is the Founder, President, and Creative Director of Sound Sculpture, Inc.

Ben studied piano privately for 12 years and began to write and record music as a young teenager. At age 19, Ben formed his first business where he wrote music and created soundscapes for the “Le Mystere du Nautilus” attraction at Disneyland Paris and provided music and sound design services for the Walt Disney Imagineering Virtual Reality Studio. Two years later Ben founded SSI.

Ben’s work is heavily influenced by the techniques of early radio sound effect artists, musique concrete, and experimental musical instrument design. His approach to sound pairs classic sound effects techniques with modern sound design practices. He is a builder and instrument maker who tracks sawdust into the studio.

Ben’s audio textures, soundscapes, and sound effects are heard in places such as the Indiana Jones attraction (Disneyland / Tokyo DisneySea), The Tower of Terror (Walt Disney Studios Paris / Tokyo DisneySea), Mickey and Minnie’s Runaway Railway (Disney Studios), Mission: Space (EPCOT Center), and the environmental soundscapes of Adventure Isle (Shanghai Disneyland).

Specialties: Sound effects design. Concept development. Soundscapes and Audio Environments for physical spaces. Design and construction of manual sound effects and experimental musical instruments.

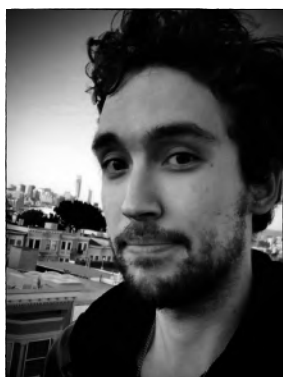


ROY HERRINGTON A sound artist specializing in physical, hand built sound devices and instruments for performance based sound effects design. He is a co-operator of Sound Sculpture, Inc.

Roy studied piano for five years before turning his focus towards drums and percussion. The more mechanically minded of the two brothers, he has been a builder and inventor since childhood. Roy grew up in his Dad’s shop, where he frequently made his own toys. At SSI he is responsible for prototyping, and figuring out the “how” of each build. Roy’s sounds pair this mechanical and physical approach with modern sound design practices.

Roy earned his Journeyman of Recording Engineering certificate from Musicians Institute in Hollywood in September 2002, and joined Sound Sculpture, Inc. in 2003. Roy develops physical, performance based sound devices for SSI projects, and is responsible for the ongoing development of a proprietary, performance based sound library. Roy’s hand built approach to sound effects design can be heard in every project SSI has undertaken since he joined the company.

Specialties: Sound effects design. Audio palette creation, acquisition, and development. Design and construction of manual sound effects and experimental musical instruments.



VINCENT DE LA TORRE Vincent De La Torre's passion for storytelling began at age twelve, creating comedic videos on YouTube which accumulated millions of views and launched a parody fanbase. Inspired by this early online success, he earned his Bachelor's degree in film and video from the University of Denver, CO in 2012 and an MFA in Film/Video from the California Institute of the Arts in 2019.

While at CalArts, Vincent's work expanded into the world of CG and Game Development, establishing himself as a creator, developer and successful team leader. He founded the CalArts Game Makers, producing 17 games in two years, with favorites showcased at Dreamhack, Expo, and others. Vincent initiated and developed long-lasting relationships with various indie to AAA companies ranging from thatgamecompany to Xbox.

Vincent joined Sound Sculpture in 2019 as a Technical Artist where he is responsible for creating innovative solutions for collaboration, ranging from evolving production workflow to pipeline and asset management.

COLLABORATORS



Greg Krueger is an award winning sound mixer specializing in special venue films and attractions. As Principle Sound Mixer for Walt Disney Imagineering he spent over 20 years recording, editing and mixing sound for every Disney Theme Park worldwide.

Greg has helped pioneer and refine the practice of performing the final audio mix on-site since 1992 with the audio restoration of Disneyland's *Enchanted Tiki Room* and most recently, EPCOT's *Awesome Planet* film this past 2020.

He has mixed such landmark films as *Soarin' Over California*, with its 80 foot 180-degree dome screen and the panoramic 3D *Mickey's PhilHarmagic*, the largest purpose-built 3D screen ever made. Also a music mixer, his credits include the music in *Olga's Cantina* in the Disney's *Star Wars: Galaxy's Edge*.

Selected Credits:

2020 *Awesome Planet*, Rerecording Mixer - EPCOT
 2019 *Olga's Cantina*, Music Mixer – Disneyland *
 2018 *The American Adventure*, Rerecording Mixer - EPCOT
 2017 *Pandora – The World of Avatar*, Rerecording Mixer - Disney's Animal Kingdom *
 2016 *Frozen Ever After*, Rerecording Mixer - EPCOT
 2005 *Mickey's PhilHarmagic*, Rerecording Mixer - Hong Kong Disneyland
 2002 *Mission: Space*, Music Mixer,- EPCOT *
 2002 *Cinemagique*, Rerecording Mixer - Disney Studios Paris *
 2001 *Stormrider*, Rerecording Mixer - Tokyo DisneySea *
 2001 *Magic Lamp Theater*, Rerecording Mixer - Tokyo DisneySea *
 2001 *It's Tough To Be A Bug*, Rerecording Mixer - Disney's California Adventure *
 2000 *Soarin' Over California*, Rerecording Mixer - Disney's California Adventure *
 1998 *It's Tough To Be A Bug*, Rerecording Mixer - Disney's Animal Kingdom *
 1994 *Honey, I Shrunk The Audience*, Rerecording Mixer – EPCOT *

* THEA Award (Outstanding Achievement in Themed Entertainment)



SSI CREDITS INCLUDE

ATTRACTIONS

2020 *Mickey & Minnie's Runaway Railway*
 Disney's Hollywood Studios
 Sound Effects Design

2019 *The Twilight Zone Tower of Terror - A New Dimension of Chills*
 Disney Studios, Paris
 Musical Textures, Sound Effects Design

2017 *Guardians of the Galaxy - Mission: BREAKOUT!*
 Disney California Adventure
 Sound Effects Design, In-field Sound Design

2017 *Guardians of the Galaxy - Monsters After Dark*
 Disney California Adventure
 Sound Effects Design,
 Additional In-field Sound Design

2016 *TRON Lightcycle Power Run*
 Shanghai Disneyland
 Sound Effects Design

2012 *Radiator Springs Racers*
 Disney California Adventure
 On Board Audio Sound Effects Design,
 Sound Effects Design

2012 *Test Track Presented by Chevrolet*
 EPCOT Center
 Sound Effects Design

2007 *Space Mountain 2007 Refurbishment*
 Tokyo Disneyland
 Sound Effects Design, In-field Mixing

2007 *The Twilight Zone Tower of Terror*
 Disney Studios, Paris
 Sound Effects Design

2006 *Expedition Everest*
 Disney's Animal Kingdom
 Sound Effects Design, In-field Mixing

2006 *The Tower of Terror*
 Tokyo Disney Seas
 Sound Effects Design, In-field Mixing

2005 *Lights, Motors, Action! Extreme Stunt Show*
 Disney Studios, Florida
 Sound Effects Design, In-field Mixing

2005 *Space Mountain*
 Hong Kong Disneyland
 Sound Effects Design, In-field Mixing

2005 *Space Mountain: Mission 2*
 Disneyland Paris
 Sound Effects Design, In-field Mixing

2004 *Stitch's Great Escape*
 Magic Kingdom, Florida
 Sound Effects Design, In-field Sound Design

ATTRACTIONS (Continued)

2004 *The Twilight Zone Tower of Terror*
 Disney California Adventure
 Sound Effects Design, In-field Mixing

2003 *Mission: Space*
 EPCOT Center
 Main Attraction Sound Effects Design,
 In-field Mixing

2002 *Armageddon Special Effects Spectacular*
 Disney Studios, Paris
 Sound Effects Design, In-field Mixing

2001 *Indiana Jones Adventure: Temple of the Crystal Skull*
 Tokyo Disney Seas
 Sound Effects Design, In-field Mixing

2000 *Pooh's Hunny Hunt*
 Tokyo Disneyland
 Sound Effects Design

1998 *Countdown to Extinction (aka Dinosaur)*
 Disney's Animal Kingdom
 Sound Effects Design, In-field Mixing

1998 *Test Track Presented by General Motors*
 EPCOT Center
 Sound Effects Design

1995 *Indiana Jones Adventure*
 Disneyland
 (as EMSD) - Sound Effects Design,
 In-field Mixing

AUDIO TEXTURES AND SOUNDSCAPES

2020 *Avengers Campus* Area Development Soundscapes
 Disney California Adventure
 Sound Effects Design, Audio Environments

2020 *Space 220 Restaurant*
 EPCOT Center
 Sound Effects Design, Audio Environments

2017 *Buena Vista Street* Halloween Overlay
 Disney California Adventure
 Sound Effects Design, Audio Environments

2017 *Cars Land* Halloween Overlay
 Disney California Adventure
 Sound Effects Design, Audio Environments

2017 *Discovery Island* Area Development Soundscapes
 Disney's Animal Kingdom
 Sound Effects Design, Audio Environments

SSI CREDITS INCLUDE

AUDIO TEXTURES AND SOUNDSCAPES (continued)

2017 *Pandora - the World of AVATAR*
Area Development Soundscapes
Disney's Animal Kingdom
Palette Adaption, Additional Sound Effects Design,
In-field Mixing

2017 *The Pool of Dreams* Soundscape
Disney Explorers Lodge, Hong Kong
Sound Effects Design, Audio Environments

2016 *Adventure Isle* Area Development Soundscape
Shanghai Disneyland
Soundscape Conceptual Development,
Sound Effects Design

2016 *Fantasyland* Area Development Soundscapes
Shanghai Disneyland
Soundscape Concept Development,
Sound Effects Design

2016 *Voyage of the Crystal Grotto*
Shanghai Disneyland
Sound Effects Design, Audio Environments

2015 *Power of Color, Colortopia Presented by Glidden*
Innoventions EPCOT Center:
Sound Effects Design, Audio Textures

2012 *Be Our Guest Restaurant*
Magic Kingdom, Florida
Audio Texture Design, Soundscape Assembly

2012 *Journey of The Little Mermaid* (Scene 1 Soundscape)
Magic Kingdom, Florida
Audio Texture Design, Soundscape Assembly

2012 *The Legend of Captain Jack Sparrow*
Disney Studios, Florida
Sound Effects Design, Soundscapes,
In-field Mixing

2010 *Cape Cod* Halloween Overlay
Tokyo Disney Seas
Sound Effects Design, Soundscapes

2001 *Mermaid Lagoon - Galleon Graveyard*
Tokyo Disney Seas
Music Composition, Audio Texture Design

2001 *Mysterious Island Caldera*
Tokyo Disney Seascapes
Sound Effects Design, Soundscapes

2001 *Redwood Creek Challenge Trail*
Area Development Soundscapes
Disney's California Adventure
Sound Effects Design, Audio Environments

1994 *Le Mystere du Nautilus*
Disneyland Paris
(as EMSD) - Music Composition, Audio Textures

INTERACTIVE ATTRACTIONS AND EXHIBITS

2020 *Web-Slingers: A Spider-Man Adventure*
Disney California Adventure
Sound Effects Design

2019 *Ant-Man and the Wasp: Nano Battle*
Hong Kong Disneyland
Sound Effects Design

2019 *NBA Experience*
Disney Springs, Florida
Sound Effects Design

2016 *Buzz Lightyear Planet Rescue*
Shanghai Disneyland
Sound Effects Design

2015 *Color Our World, Colortopia Presented by Glidden*
Innoventions EPCOT Center
Sound Effects Design

2014 *Seven Dwarves Mine Train* (Scene 1)
Magic Kingdom, Florida
Interactive Sound Effects Design

2013 *Family Treasures from the Kinsey Collection*
American Heritage Gallery, EPCOT Center
Sound Effects Design

2012 *Dumbo The Flying Elephant*
Magic Kingdom, Florida
Sound Effect Prop Prototypes Development

2012 *Journey of The Little Mermaid* (Scene 1)
Magic Kingdom, Florida
Interactive Sound Effects Design

2010 *Enchanted Art Adventure Games*
Disney Cruise Line Dream and Fantasy Ships
Sound Effects Design, In-field Mixing

2010 *Magic Playfloor*
Disney Cruise Line Dream and Fantasy Ship
Sound Effects Design, In-field Mixing

2008 *Toy Story Mania* (for Schell Games)
Disney Studios, Florida / Disney California
Adventure
Game Sound Effects Design

2007 *Monsters, Inc. Laugh Floor*
Magic Kingdom, Florida
Sound Effects Design, In-field Mixing

2007 *Spaceship Earth* (Post Show interactive exhibits)
EPCOT Center
Sound Effects Design

1998 *Aladdin's Magic Carpet Ride*
Disneyquest, Florida
Sound Effects Design

1998 *Hercules in the Underworld*
Disneyquest, Florida
Sound Effects Design, In-field Mixing



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