

What is GPU Audio

GPU Audio is the world's first and only GPU-based audio processing technology. By offloading DSP onto a computer's local or remote GPU, it dramatically increases performance by allowing real-time parallel audio processing – making complex audio processing a breeze



Growing an Ecosystem

Next gen audio plugins

Standalone software

Web based audio

And so much more...

Who It Impacts?



Audio producers



Media enterprises



Technology companies



Audio developers / companies

The GPU Audio Advantage



40X power over CPU-based DSP



Real-Time Audio Processing



Upgradability & Scalability



Affordability



Cloud-Ready Processing

March-April 2022: EARLY ACCESS

Try it now



Early Access Powered by NVIDIA GPUs



And More Coming Up Real Soon

Mid 2022

Mid 2022

Late '22 – Early '23

2023



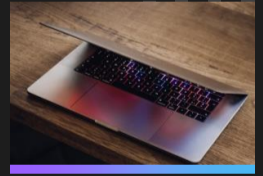
AMD GPU support



Full Beta Suite



New DAW



Mac OS support

Our Partners



Mach 1

Press & Users' Feedback



"We are excited by the work of GPU AUDIO's team developing technology that harnesses the processing power of graphic processing units to power audio plugins"



"Running audio algorithms using your computer's GPU. You have all that processing power available there, so why not use it? This is what the folks from GPU Audio want to achieve"



"BRAINGINES SA develops fast audio production middleware benefiting from GPUs' excess processing power"

Join the GPU Community!

