



Sound Sculpture Inc. (SSI) creates performance based sound effects, audio textures, & soundscapes. Since 1996, SSI has created sound for exhibits, interactives, film, music, and attractions worldwide. Each day, tens of thousands of people are exposed to sounds built by SSI.

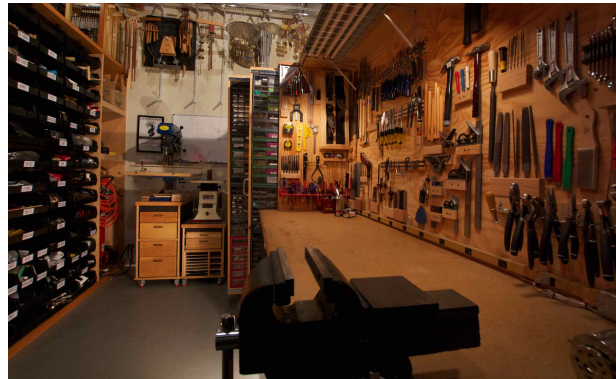
SSI methods draw from the techniques of early radio sound effect artists, musique concrète, and experimental musical instrument design. These techniques provide an exponential increase in flexibility and precision when coupled with modern sound design tools and developing technologies.

Through **commissioned projects and internal development**, SSI explores how sounds shape our experience, articulate our environments, and influence our emotions. SSI examines the role sound plays in storytelling, and how effective audio contributes to compelling experiences.

The SSI Facility is designed to streamline and cultivate the process of combining handcrafted sound devices with modern sound design techniques.



STORE ROOM



SHOP



STAGE



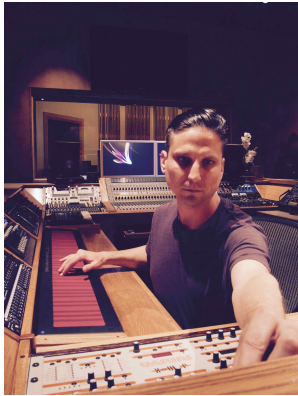
STUDIO

The Store Room provides immediate access to an expanding physical sound library. This library includes sound effect props, variations of classic sound effect devices, contraption based manual sound effects, found objects, and musical (repurposed, modified, hand-built and experimental) instruments.

The Shop facilitates design and construction of instruments and sound effects. It houses an inventory of the building materials, jigs, fixtures, and supplies conducive to the development of new sonic devices. It also supports any adjustments required for a device that is being tracked or developed on the Stage.

The Stage consists of two recording spaces and facilitates physical sound design. These areas provide a place to explore the musicality and tonality of objects, a place to experiment with setups and assemblies, and a place to develop microphone and performance techniques specific to new sound sources.

The Studio is an analog / digital hybrid design suite with a strong emphasis on performance based sound design. The room also supports music composition, sound editing, tracking, and pre-dubbing.



Ben Herrington is a sound designer with over 20 years of experience developing custom audio material for E-Ticket attractions, exhibits, film, soundscapes, and location based interactives. He is the President and Creative Director of Sound Sculpture Inc.

Ben founded a sole proprietorship at age 19, where he created musical textures and soundscapes for the Le Mystere du Nautilus attraction at Disneyland Paris, built sound effects and participated in the in-field mix for the Indiana Jones attraction at Disneyland, and provided sound design and music composition services for the Walt Disney Imagineering VR Studio. In the autumn of 1996, Ben filed for the incorporation of Sound Sculpture Inc. where he has created the sound effects for attractions such as Tower of Terror (Tokyo Disney Seas), Indiana Jones Adventure: Temple of the Crystal Skull (Tokyo Disney Seas), Mission: Space (EPCOT Center), and TRON Lightcycle Power Run (Shanghai Disney Resort).

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 is a sound designer specializing in hand built sound devices and instruments for performance based sound effects design. He is a co-operator of Sound Sculpture Inc., where he is responsible for the ongoing development of a proprietary, performance based sound library.

Roy has a background in music and is proficient with percussion. He earned his Journeyman of Recording Engineering certificate from Musicians Institute in Hollywood in September 2002, and joined Sound Sculpture, Inc. in 2003. He has developed manual sound effect prototypes for playground fabricators and created found object instrument kits for composers. Roy's hand built approach to sound effects design can be heard in places such as the Disney Cruise Line (Enchanted Art and Magic Playfloor: "Dream" and "Fantasy" Ships), Toy Story Mania (Disney California Adventure, Disney Hollywood Studios), Test Track (EPCOT Center), and within the creature sounds and area development soundscapes of Adventure Isle (Shanghai Disney Resort).

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



Greg Krueger is an award winning mixer and editor with extensive motion picture and television credits. As Principal Sound Mixer for Walt Disney Imagineering he spent 14 years recording, editing and mixing sound for every Disney Theme Park worldwide. He was instrumental in the creation of Disneyland Paris, Disney's Animal Kingdom, Disney's California Adventure, Tokyo DisneySea, Disney Studios Paris and Hong Kong Disneyland, mixing landmark films and attractions such as Alien Encounter, Honey I Shrunk The Audience, It's Tough To Be A Bug and the 80 foot screen OmniMax film Soarin' Over California. One of his highlights at Imagineering was recording Bill Clinton in the White House library for the former President's speech as an audio-animatronic figure in Walt Disney World's Hall of Presidents.

An accomplished guitar, dobro and mandolin player; Greg has also produced, engineered and performed on hundreds of independent music projects. He is a graduate of The American School in Switzerland and the University of Michigan.

Specialties: Post production sound. Film Re-recording Mixer and Music Mixer. Protocols expert. 18 years experience with the Walt Disney Co.