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**PRESS RELEASE**

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**FOR IMMEDIATE RELEASE**

**Waves Audio expands Immersive Wrapper to support VST3 plugins by diverse brands**

*Knoxville, TN, September 17, 2025* — [Waves Audio](http://www.waves.com/), the world’s leading developer of professional audio signal processing technologies and plugins, is proud to announce a major update to its [Immersive Wrapper](http://www.waves.com/plugins/immersive-wrapper). This innovative tool, which until now enabled any Waves mono-compatible plugin to function as an immersive processor for multichannel and object-based mixing in Dolby Atmos® and other immersive formats, now supports VST3 plugins from a wide range of third-party developers.

With this expanded compatibility, Immersive Wrapper enables audio professionals to seamlessly integrate their favorite VST3 tools, by Waves and other plugin manufacturers, into immersive workflows, unlocking new creative possibilities across music, film, television, and gaming production. Engineers are now empowered to fully leverage their plugin toolbox when crafting an immersive mix.

This tool addresses a longstanding limitation in immersive mixing: facilitating mix-wide bus processing with mono plugins across multichannel and object-based formats like Atmos. Now, users can create immersive bus processing setups in multichannel / object-based mixes using their favorite VST3 mono plugins, complete with a shared internal sidechain system for mix-wide dynamics processing.

Waves Immersive Wrapper brings the benefits of dedicated bus processing to Atmos mixes, addressing a key challenge for immersive mixers who have longed for the ability to shape the overall sound and character of an immersive mix with bus compression, EQ, or saturation just as they are accustomed to applying on a stereo master bus when mixing in two-channel stereo. While the immersive mix is still outputted to the renderer as separate beds and objects, it works in a control-linked multi-mono configuration to deliver output channel cohesion and a unified feel to mixes from mono up to 9.1.6 channel configurations.

**Immersive Wrapper features:**

* Supports VST3 plugins by Waves + other brands (NEW!)
* Supports all track types, from mono to 7.1.2 to 9.1.6
* Create advanced multi-mono configurations
* Flexible linking and relative parameter control
* Cross-track “Global Group” linking over entire Atmos mix
* Comprehensive shared internal sidechain system

Waves Immersive Wrapper has been added to the [Waves Ultimate plugin subscription](https://www.waves.com/subscriptions/ultimate), which includes the comprehensive Waves plugin catalog (over 240 plugins) as monthly or annual subscriptions. It is also available for purchase (perpetual license) as a single plugin.

Video: “How to Glue Your Mixes in ATMOS – Immersive Wrapper Tutorial”: <https://www.youtube.com/watch?v=H7dBbWlMTac>

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Photo file 1: ImmersiveWrapper\_Update.JPG

Photo caption 1: Waves Immersive Wrapper now supports VST3 plugins from a wide range of third-party developers

About Waves Audio Ltd.:

Waves is the world’s leading developer of audio DSP solutions for music production, recording, mixing, mastering, sound design, post-production, live sound, broadcast, commercial and consumer electronics audio markets. Since its start in the early ‘90s, Waves has developed a comprehensive line of over 240 audio plugins and numerous hardware devices. For its accomplishments, Waves received a Technical GRAMMY® Award in 2011; an Engineering, Science & Technology Emmy® Award for its Waves Clarity Vx Pro plugin in 2023; and a 2024 NAMM Technical Excellence & Creativity Award for its Clarity Vx DeReverb Pro plugin. Additionally, its early flagship plugin, the Q10 equalizer, was selected as an inductee into the TECnology Hall of Fame.

Increasingly leveraging pioneering techniques in artificial intelligence, neural networks and machine learning, as well as the company’s three decades of accumulated expertise in psychoacoustics, Waves technologies are being used to improve sound quality in a growing number of market sectors. Around the world, Waves’ award-winning plugins are utilized in the creation of hit records, major motion pictures, and top-selling video games. Additionally, Waves now offers hardware-plus-software solutions (including the revolutionary eMotion LV1 Classic live mixing console) for professional audio markets. The company’s WavesLive division is a leader in the live sound sector, spearheading the development of solutions for all live platforms. Products from Waves Commercial Audio enable A/V system integrators and installers to deliver superior sound quality for corporate, commercial, government, educational, entertainment, sports and house-of-worship applications. Under its Maxx brand, Waves offers semiconductor and licensable algorithms for consumer electronics applications, used in laptops, smartphones, smart speakers, gaming headsets, TVs and more from industry leaders such as Dell, Google, Fitbit, Acer, Asus, Hisense and others.

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