



## FOR IMMEDIATE RELEASE

**MakeMusic, Inc. Contact:**

Carol Spenillo  
Marketing Manager  
MakeMusic, Inc.  
(952) 906 • 3670  
[cspenillo@makemusic.com](mailto:cspenillo@makemusic.com)

**Plogue Art et Technologie, Inc. Contact:**

David Viens  
President  
Plogue Art et Technologie, Inc.  
[davidv@plogue.com](mailto:davidv@plogue.com)

### MAKEMUSIC AND PLOGUE ANNOUNCE LICENSING AGREEMENT

**Minneapolis – December 3, 2013** – MakeMusic, Inc. and Plogue Art et Technologie, Inc. today announced an agreement where MakeMusic has licensed Plogue’s digital audio technology to strengthen and enhance the audio playback engine in Finale, MakeMusic’s world standard music notation software.

Finale has included Plogue’s ARIA Player since the release of Finale 2009. The ARIA Player was developed in collaboration between Plogue and virtual instrument creator Garritan Corporation, which was purchased by MakeMusic in 2011. While MakeMusic and Plogue have worked together for years on the development of new audio technologies to support ARIA and additional Garritan sound libraries, today’s announcement refers to the inclusion of a new audio engine in the recently released Finale 2014.

“We are investing heavily in our core technologies,” said Beth Sorensen, VP of Products at MakeMusic, Inc. “The new audio hosting engine improves Finale’s compatibility with the rapidly growing world of sampled instrument libraries and provides a solid foundation for new audio feature development. Plogue is a strong partner and their engine is a perfect fit for our long-term needs.”

“We have a great working relationship with everyone at MakeMusic,” said David Viens, president at Plogue. “Finale is a recognized world leader and their development is very focused to the future. We are delighted to expand our relationship with the release of Finale 2014.”

Finale 2014 is available today at [www.finalemusic.com](http://www.finalemusic.com), offering product download and information about additional enhancements. MakeMusic’s Finale and Garritan products are

exclusively distributed through [Alfred Music](#) in North America, India, Australia and New Zealand, and are available through music resellers worldwide.

Follow Finale from our [Community](#) page, which offers access to the Finale [Blog](#), [Forum](#) and links to Finale's presence on [Facebook](#), [Twitter](#) and [YouTube](#).

**About MakeMusic, Inc.**

MakeMusic<sup>®</sup>, Inc. is a world leader in music technology whose mission is to develop and market solutions that transform how music is composed, taught, learned, and performed. For 25 years, **Finale<sup>®</sup>** has been the industry standard in music notation software, enabling musicians worldwide to create, edit, audition, print, and publish musical scores. MakeMusic's **SmartMusic<sup>®</sup>** interactive music learning software transforms the way students practice. With an online library of thousands of band, orchestra, and vocal pieces, students practice with background accompaniment and receive immediate feedback on their performance. Teachers leverage SmartMusic to individualize instruction and document the progress of every student. MakeMusic mobile apps include **Finale Songbook<sup>™</sup>** and **SmartMusic on iPad<sup>®</sup>**. MakeMusic is also the creator of **Garritan<sup>®</sup>** sound libraries, providing state-of-the-art virtual instruments with the playback quality of a live performance, and **MusicXML<sup>™</sup>**, the internet-friendly way to publish musical scores, distribute interactive sheet music, and share music notation with a wide variety of software programs. Additional information about this Minnesota company can be found at [www.makemusic.com](http://www.makemusic.com).

**About Plogue Art et Technologie, Inc.**

Plogue Art et Technologie, Inc is an independent audio software company based in Montreal, Quebec, Canada. Its main products are:

- ARIA Engine: A 64-bit and multi platform instrument engine based on the open SFZ format.
- Bidule: A modular audio and plugin routing environment that is a reference for many composers.
- chipsounds: A software synthesizer that emulates 8-bit sound chips and circuits.
- chipcrusher: A software effect that emulates early digital audio converters and speakers.

Additional information can be found at [www.plogue.com](http://www.plogue.com)

####