
Attenuate

Audio Production and Outsourcing Studio

Press-ready company overview for media, partners, publishers, event organizers and production teams.

Sound Design

Technical Audio

Implementation

Music Systems

Foley

Audio QA



PRESS CONTACT

info@attenuate.eu | attenuate.eu | Kortrijk, Belgium

Last updated: July 2026

Your Audio, Our Passion.

COMPANY OVERVIEW

What Attenuate does

Attenuate is a Belgium-based audio production and outsourcing studio for games, interactive media, linear content and branded experiences.

We help teams define, create, implement and polish the sound of their projects - from early audio direction to finished in-engine delivery.

Our work covers sound design, technical audio implementation, interactive music systems, foley and field recording, voice support, mixing, audio quality assurance and audio pipeline consultancy.

The studio works internationally with any game engine, through middleware such as FMOD and Wwise or directly in-engine through Unity, Unreal Engine and proprietary pipelines.

We are structured to join existing productions without forcing a new workflow. We can operate as a focused external audio department, a technical implementation partner, or a scalable production support team.

POSITIONING

Audio that feels designed, not just added. Built for teams that need creative identity, technical follow-through and production-ready delivery.

PRESS COPY

SHORT

Attenuate is a Belgium-based audio production and outsourcing studio creating sound design, implementation, music systems and audio support for games, interactive media and linear content.

MEDIUM

Attenuate helps studios build distinctive, scalable audio experiences. Based in Kortrijk, Belgium, the studio provides sound design, implementation, interactive music, foley, field recording, voice support, audio QA and consultancy across engines, middleware and custom pipelines.

Tagline: Your Audio, Our Passion.

FAST FACTS

At a glance

FOUNDED

2025
Kortrijk, Belgium

BASED IN

Kortrijk, Belgium

TAGLINE

**Your Audio,
Our Passion.**

COMPANY DETAILS

Website	attenuate.eu
Email	info@attenuate.eu
YouTube	youtube.com/@attenuate-eu
Instagram	instagram.com/attenuate.eu
LinkedIn	linkedin.com/company/106826652
Press kit	attenuate.eu/press-kit

SPECIALIZATION

- Sound design and custom sound libraries
- Technical audio implementation
- Interactive music and adaptive systems
- Foley, field recording and voice support
- Audio QA, consultancy and pipeline services
- VST and custom audio tool creation where relevant

PRESS ANGLES

YOUNG BELGIAN AUDIO STUDIO

A compact team from Kortrijk building international audio production capacity.

TECHNICAL SOUND FOCUS

A studio positioned between creative sound design and practical implementation.

SCALABLE NETWORK

Core team plus associate specialists for projects that need extra bandwidth.

Origin note: Attenuate began from 3 DAE Howest graduates and friends in Kortrijk, during an informal meeting at French Taco's. Keep it as a human detail, not the main headline.

CAPABILITIES

Services

The studio can be hired for a focused audio task, a complete asset batch, a technical implementation pass, or a broader end-to-end audio collaboration.

SOUND DESIGN

Gameplay, UI, weapons, creatures, ambience, cinematic moments, trailers and custom sound libraries.

TECHNICAL AUDIO IMPLEMENTATION

Playback, Systems, Scripts, Tools, and overall in-engine setup.

INTERACTIVE MUSIC

Adaptive music systems, stems, transitions, intensity layers and technical playback behavior.

FOLEY AND FIELD RECORDING

Custom recordings for grounded, project-specific material instead of generic asset drops.

VOICE AND DIALOGUE

Voice recording support, editing, cleanup, export preparation and implementation-ready organization.

AUDIO QA AND CONSULTANCY

Pipeline reviews, mix checks, technical validation, optimization and practical audio direction.

TOOL AND PIPELINE COMPATIBILITY

FMOD, Wwise, Unity, Unreal Engine, Godot, Cryengine, C++ & C#. Direct in-engine workflows and proprietary tools where documentation and access are available.



HOW WE WORK

A flexible audio partner

Attenuate is structured to plug into existing productions without forcing a new workflow. We can join early for audio direction, support production with asset creation and implementation, or step in late to polish, debug and stabilize an audio pipeline.

01**Scope**

Define needs, style, references, technical limits, delivery format and prioritize audio moments.

02**Create**

Design, record, edit, compose and assemble source-ready assets with clear naming and versioning.

03**Implement**

Integrate through FMOD, Wwise, Unity, Unreal, custom tools or direct engine-specific systems.

04**Validate**

Test in context, fix mix issues, optimize playback and prepare final handover material.

COMMON USE CASES

EARLY AUDIO DIRECTION

Define style, reference language, scope, implementation strategy and production priorities before the project locks final audio decisions.

PRODUCTION SUPPORT

Create asset batches, implementation passes, sound libraries, music systems and repeatable audio workflows.

LATE-STAGE RESCUE

Fix technical audio issues, improve mix clarity, clean up implementation and prepare final handover.

Engagements can be scoped as one-off tasks, defined asset batches, implementation passes, retained support or broader audio ownership depending on project needs.

SELECTED PUBLIC COLLABORATIONS

Project and partner experience

These are public-facing credits and collaborations suitable for press-kit use. Confidential work can be discussed privately only where allowed by client agreements.

GAME PROJECTS

Galactic Vault for Meep Meep Games.

We Build Below for Everheart.

Sine Fine for Vindematrix Collective.

SIMULATOR PROJECTS

Public collaboration on the military training simulator developed internally for the Belgian defense sector.

OTHER PROJECTS

Audio research over hyper realistic drone simulation.
Trailers, animations, cinematics for unannounced projects.

CONFIDENTIAL / NDA PROJECT

Multiple additional works under confidentiality. Details available only where cleared upon request.

WHAT WE CAN SHARE

Studio/company names, publicly approved collaborations, approved project references, general service categories and non-confidential production notes.

WHAT STAYS PRIVATE

Unreleased footage, raw assets, client documentation, contract terms, internal build material and any NDA-protected details.

Suggested phrasing: Attenuate is a Belgium-based audio production and outsourcing studio providing sound design, implementation, music systems, foley, voice support, audio QA and consultancy for games and media.

CORE TEAM

The people behind the sound

Attenuate combines technical implementation skill with hands-on sound design. The studio is small enough to stay direct and flexible, while using a wider associate network for specialist scaling when projects require it.



Gilles Perez

Technical Sound Designer

Audio engineer focused on technical sound design and audio implementation. Skilled at building layered sound effects and translating creative audio goals into clear, production-ready systems.

Known for: Playing Runescape while working,
Certified guitar shredder &
Fitness monster.



Patrick-Raul Babinsky

Technical Sound Designer

Sound designer with a strong creative instinct for foley, sound effects, music and implementation. Brings broad technical and creative range to interactive audio, trailers and media projects.

Known for: Chess aficionado,
Crystal collector &
Buhurt fighter.

ASSOCIATE NETWORK

When projects need extra bandwidth or specialist disciplines, Attenuate can collaborate with selected freelancers and production partners across audio, music, voice, video and game-development support.

Implementation

Layered SFX

Foley

Music

Technical audio

FOR PRESS AND PARTNERS

How to use this kit

RECOMMENDED USE

- Use the short or medium boilerplate when describing Attenuate in articles, event pages, partner pages and publisher outreach.
- Use public collaboration names only where the client or project owner has already approved public reference.
- For confidential projects, write "confidential project" or request approval from the studio.
- **For custom quotes, interviews or asset materials, contact the studio directly.**

CONTACT**Attenuate****Kortrijk, Belgium****info@attenuate.eu****attenuate.eu**

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WHY ATTENUATE

Built for teams that need audio to work

CREATIVE IDENTITY

We help shape a project's sonic personality instead of only filling an asset list.

TECHNICAL FOLLOW-THROUGH

We care about how the audio behaves in context, not only how it sounds in a DAW.

SCALABLE SUPPORT

Small direct team, expandable associate network and flexible collaboration models.

Your Audio, Our Passion.

Press kit assets: attenuate.eu/press-kit