



Professional Synthesizer

reality™

and Sampler Software

For Windows® 95/98/ME and all DirectSound™ audio cards.

"...gorgeous sounds...I wasn't expecting love at first sound, but that's what happened."

Martin Walker, *Sound On Sound*

"When you hear Reality through a digital out, the richness of the sound it generates is just amazing."

Rob Arbittier, Producer/Composer

"If you're searching for fresh sounds, you'll appreciate the new types of synthesis and wealth of modulation routings."

Jim Aikin, *Keyboard*

"Because of Reality's extreme flexibility, designing sounds... ..is far easier than with any external hardware device that I've ever used."

Dennis Miller, *Electronic Musician*

"The filters are really responsive...I've been able to get really enormous bass sounds."

Ethan Eves, Performer/Studio Musician

"Reality is a groundbreaking product. I'll definitely be recommending it to anyone who will listen to me rant!"

Craig Anderton, Author/Musician

It sounds like fantasy: An advanced, fully-programmable, synthesizer and sample player with studio-quality sound at a fraction of the cost of comparable hardware. But that's exactly what **Reality** is.

Reality turns your PC into a flexible synthesizer powerhouse with five types of synthesis: sample-based, virtual analog, FM, modal, and numerous physical models. With ultra-quick, real-time response, you can play **Reality** just as you would any other real musical instrument. *Because it is a real musical instrument.* Create your own sounds or choose from the hundreds of multi-sampled instruments and fat synthesized textures included on the CD-ROM.

Reality is 16-part multitimbral with up to 128-note polyphony. It can be run concurrently with your favorite sequencing software to create a self-contained music workstation on your computer for live performance, sequencing, composition, sound effects, or sound design.

Reality uses Microsoft® DirectSound™ for compatibility with the widest range of audio cards possible, with more added every month. SoundFont™ 2.0 support gives you access to literally thousands of great sampled sounds. The new MIDI Sequence Player allows you to import and play standard MIDI files and save them along with your sounds. **Reality** is a powerful, upgradeable addition to any MIDI system for far less than you'd pay for a new keyboard or sound module.

High-quality, low-bandwidth Internet audio!

**Seer
MUSIC™**

Compose with Reality and your favorite sequencer, and then broadcast CD-quality streaming music with lightning-fast downloads anywhere in the world with new SeerMusic™ (included).



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System Requirements

Supported Processors:

Intel® Pentium® II
(highly recommended)
Intel® Pentium® Pro
Intel® Pentium® MMX
Intel® Pentium®
Intel® Celeron™
AMD K6-2™
AMD K6™
AMD K5™
CYRIX MII
IDT WinChip C6

Minimum Processor Speed:

133 MHz
200 MHz required for
Capture function
Higher speed = greater
polyphony (i.e., more notes).
Intel chips have best
performance, followed by
AMD.

Memory:

40 MB,
64 MB recommended

Hard Drive:

Faster is better,
SCSI is better

CD-ROM Drive:

Any speed is fine.

Audio Output:

Any audio card or laptop with
DirectSound™ drivers.

Operating System:

Windows® 95 or
Windows® 98/ME

Laptop compatibility:

Earlier Laptops (P3 500 or less)
work well with up to 60 voices.

Features

SeerMusic™ Authoring: Create high-quality, interactive audio for the Internet.

Increased Soundcard Support: Reality now supports audio cards and laptops with DirectSound™ drivers.

Sample Playback: CD-quality playback with up to 128 key zones, four filters, and four velocity-switched layers per zone.

Virtual Analog: Four oscillators, four multimode filters, four LFOs, and four envelopes with a huge modulation matrix.

Advanced FM: Samples can be used as carriers and modulators for unheard-of timbres with resonant filters.

Physical Models: Delta String, Bowed String.

Physical Models: Simple Mallet, Nylon Guitar, Distorted Guitar, Tonal, Bowed Bass, Clarinet, Flute-like, Plucked, Impulse, Coupled String, Modal, Marimba, Tibet Bells, Wind Chimes, Tubular Bells, Double Pluck, Percussion, Vibes.

Modal Synthesis: Coupled-mode synthesis for realistic bell-like, mallet, and clangorous timbres.

Combined Synthesis: Combine up to 16 programs using different synthesis methods with layers, key splits, and velocity switching.

Sound Library: Hundreds of sampled and synthesized sounds.

Increased Polyphony: Up to 128 notes (P3 800 or better).

SeerMusic™ Bankset: New multi-sampled acoustic and electric instruments and drums for super-fast Internet downloads.

SoundFont™ 2.0 Support: Import thousands of sounds available in SoundFont format.

Flexible Filtering: Low-pass, high-pass, band-pass, notch, and resonator filters with selectable slopes from 2- to 16-pole.

MIDI Sequence Player: Import and play Standard MIDI Files and store them with your patches and banks.

No Hardware Copy Protection

Sequencer Friendly: Compatible with all popular Windows MIDI sequencers.

Full-Duplex Capability: Record audio and play Reality simultaneously on full-duplex audio cards.

Built-In Effects: Flexible digital reverb and programmable chorus/flanger/echo.

Enhanced Capture Utility: Record Reality's output direct-to-disk.

MIDI Page: Monitor MIDI activity and edit your multitimbral setup.

Absurdly High Dynamic Range: 80-bit floating point internal processing.

Digital Audio Output: S/PDIF output available on selected soundcards.

Drag and Drop: Add sequences and waves to your banksets by dragging the files onto Reality.

Seer
MUSIC

Seer
Systems™

ELECTRONIC
MUSICIAN
1998
EDITORS'
CHOICE