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### **MOTU SHIPS DIGITAL PERFORMER™ 2.1 WITH NATIVE AUDIO RECORDING, MIXING, EFFECTS AND AUDIO SEQUENCING INNOVATIONS**

**DIGITAL PERFORMER™ 2.1 AUDIO SEQUENCER PROVIDES COMPLETE AUDIO RECORDING, MIXING, AND REAL-TIME EFFECTS ON POWER MACINTOSH COMPUTERS WITHOUT EXTRA HARDWARE**

**MARK OF THE UNICORN ADDS SOUND MANAGER AUDIO RECORDING, DRAG AND DROP AUDIO TRANSFERS WITH SAMPLERS, AND PREMIERE PLUG-IN SUPPORT TO DIGITAL PERFORMER 2.1**

CAMBRIDGE, MA - JUNE, 1997. Mark of the Unicorn, Inc. (MOTU) announced that it is now shipping Digital Performer 2.1, a feature-packed update to MOTU's flagship MIDI sequencing and digital audio recording software.

#### **Sound Manager support: audio recording without extra hardware**

Digital Performer 2.1 now supports Apple Sound Manager, allowing users to record and play digital audio on a Power Macintosh without extra hardware installed in the computer. Digital Performer goes well beyond other audio sequencers, however, by providing an extensive virtual mixing environment, including an unlimited number of internal buses, aux tracks, automated master faders, effects inserts, and real-time audio effects plug-ins, including EQ, reverb, echo, dynamics processing (compression, limiting, etc.) and many others. Numerous effects presets are provided.

"This update is a major milestone for Digital Performer users because they can finally use DP's advanced audio recording and mixing features on a Power Mac without having to purchase thousands of dollars of extra audio hardware for their computer," said Jim Cooper, Mark of the Unicorn's Director of Marketing. "Digital Performer 2.1 now does much of what you could do with Version 2.0 running on a \$10,000 Digidesign Pro Tools III/TDM system, including 16 tracks or more of CD-quality audio, state-of-the-art virtual mixing, mix automation, and real time effects. We even surpass TDM's 24-bit fixed point effects processing with our PowerPC native 32-bit, floating-point DSP," Cooper added.

## **Open architecture for real time effects plug-ins**

All of the real time audio effects plug-ins shipped with Digital Performer 2.1 have been developed in-house at Mark of the Unicorn. In addition, Version 2.1 features an open plug-in architecture, allowing effects plug-ins to be developed by third-party plug-in developers.

## **MOTU Audio System hard disk recording engine**

In implementing Digital Performer's advanced native audio recording and mixing features, Mark of the Unicorn has developed a proprietary audio recording engine called the MOTU Audio System, which takes advantage of the speed and performance offered by today's current generation of Power Macintosh computers. On a medium-fast Power Mac (such as a 604e/150 MHz-based machine), Digital Performer users can play 16 to 24 tracks of audio. On a fast Power Mac (604e/225) equipped with SCSI acceleration, users can play as many as 40 tracks of audio. With Version 2.1's new Bounce to Disk feature (described later in this release), users can play a virtually unlimited number of audio tracks.

Digital Performer users can improve MOTU Audio System performance by taking advantage of rapid technological advancements in the personal computer industry, such as faster CPUs, better hard drive performance, SCSI acceleration hardware, and affordable RAM prices. "I'm looking forward to seeing how many audio tracks and real-time effects Digital Performer will play on the 300 and 400 MHz Power Macs slated to ship within the next year," commented Cooper. "The great thing for Digital Performer users," he continued, "is that they will never fall behind. Whenever they upgrade their computer hardware, whether it's a new hard drive or a faster computer altogether, they will be improving Digital Performer's audio recording capabilities, too. When you add it all up, native audio recording is clearly the most cost-effective way to go for Power Mac users, especially since they don't have to compromise on high-end audio sequencing features," Cooper explained further.

## **Drag and drop audio transfers between the Mac and Samplers**

Digital Performer 2.1 also introduces a significant audio sequencing innovation: the ability to transfer audio between a Macintosh and a sampler. Digital Performer users can now drag and drop samples and audio files between Digital Performer, the Macintosh desktop and any supported sampler connected to the Mac via SCSI. Lengthy transfers are handled by Digital Performer's background processing features, and audio data is automatically converted between the Sound Designer II audio file format on the Mac and the native sample format in the sampler. These new features unite the worlds of sampler-based audio, hard disk recording and MIDI sequencing. Users can, for example, transfer audio from their sampler into the Mac, edit the waveform graphically on screen, apply Digital Performer's advanced DSP features, and then transfer the audio back into the sampler with a simple drag and drop procedure. They

can then trigger the newly processed sample from a MIDI track. Users can also use drag and drop sample transfers to store their entire sampler sound libraries conveniently on their Mac hard drive. Popular samplers from AKAI, E-mu Systems, Kurzweil and Roland are supported.

### **Support for Adobe Premiere plug-ins**

Another significant addition to Digital Performer is support for the Adobe Premiere plug-ins, which are non-real time audio processing modules compatible with the Premiere plug-in specification established by Adobe Systems, Inc. Digital Performer now allows users to apply any third-party Premiere plug-in to their audio directly within Digital Performer. Digital Performer goes one step further than other programs that support Premiere plug-ins by allowing the processing to be performed in the background so that users don't have to stare at a progress bar during lengthy processing tasks. Instead, users can continue to record, play, mix and edit their MIDI and audio tracks while Premiere plug-in processing continues in the background.

### **Other new features**

Other new features in Digital Performer Version 2.1 include:

- Bounce to Disk. This feature allows users to mix down multiple tracks of audio to a single sound file or stereo pair of sound files. Original tracks are preserved, and new audio files created can be saved in 8, 16, or 24-bit resolution. All real time audio effects and mix automation are included in the mixdown. What users hear during playback is exactly what they will get when bouncing down. Bouncing allows users to play back many more tracks than physically allowed by their computer in real time. Bouncing is especially useful for creating a final mix of a project for CD mastering or exporting to multimedia or internet applications. Since bouncing occurs entirely in the digital realm, no sonic noise or degradation is introduced, regardless of the number of consecutive bounce-downs.
- Drag and drop import/export. This feature works hand in hand with Version 2.1's new sampler import/export features. Users can now import and export audio files and regions between the Macintosh desktop and Digital Performer by using standard Macintosh drag and drop techniques.
- Audio region layering. Version 2.1 provides a more intuitive, tape-based metaphor for recording and editing audio graphically. This features gives users more intuitive, graphic control of their audio tracks with familiar Move forward/backward and Move to front/back commands.
- Ramp automation of volume and pan. In earlier versions, audio volume and pan events functioned like MIDI volume and pan events in the sense that they created an immediate change from one event to the next. In Version 2.1, audio volume and pan events create a smooth change, calculated internally by either the Digidesign Audio Engine (DAE) or the MOTU Audio System. The

benefits of this new approach are that automation is smoother and requires less CPU overhead (making automation less taxing on the system as a whole).

- Numerous other enhancements. Version 2.1 has many other enhancements throughout the program, many of which were added as a direct result of end-user feedback.

MOTU is shipping Digital Performer 2.1 as a free update to all registered Digital Performer 2.0 users this month. List price is \$795.

Recently awarded the prestigious MacWorld World Class Award for 1997, Digital Performer combines state-of-the-art MIDI sequencing with hard disk-based digital audio recording, editing and mixing. Included is MOTU's ground-breaking PureDSP™ audio processing technology, which provides the ability to pitch-shift, time-scale and "gender-bend" digitally recorded audio. Digital Performer is well known for the quality of its audio processing and its well-crafted, seamless integration of audio and MIDI.

Digital Performer 2.1 provides a complete audio recording environment on Power Macintosh computers with no additional hardware. It also supports Digidesign hard disk recording systems on compatible PPC or 68K Macintosh computers, including Audiomedia II and III, Pro Tools, Pro Tools Project, and Pro Tools III with TDM (Nubus and PCI).

Mark of the Unicorn is a leading developer of computer based, music production tools, including the TEC Award and MacWorld World Class award-winning Performer Version 5.5 sequencer, Digital Performer, FreeStyle for Windows & Macintosh, UNISYN universal patch editor/librarian, MOSAIC notation publishing program, Digital Timepiece SMPTE/video/digital audio synchronizer and a complete line of MIDI interfaces, including the MIDI Timepiece AV.

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