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FOR IMMEDIATE RELEASE:

MOTU UNVEILS DIGITAL PERFORMER 3.0

MOTU DIGITAL PERFORMER 3.0 INCLUDES COMPLETE REDESIGN, SURROUND, AND NEW PLUG-INS

NAMM, ANAHEIM, CA - January 18, 2001. MOTU, Inc. ([www.motu.com](http://www.motu.com)) today unveiled Digital Performer 3.0 (DP3), a major upgrade of their award-winning audio workstation and MIDI sequencer software for Power Macintosh. DP3 includes a redesigned user interface, complete surround production features for all current surround formats (including 10.2), a new Sequence Editor window for editing MIDI and audio along a single timeline, fifteen new plug-ins, numerous editing enhancements, a new tool bar, enhanced QuickScribe™ notation engine, new musical symbol palettes, and many other new features.

"When you look at the whole picture - software, audio hardware, MIDI interfaces, and industry-wide compatibility - MOTU offers the most complete music and audio production system currently available," said Jim Cooper, Director of Marketing at MOTU. "As the core component of the system, DP3 is another major leap forward in desktop music production that places MOTU right at the fore-front of audio workstation and MIDI system technology. DP3 users can do it all under one roof: music composing, MIDI sequencing, surround mixing, album production, ADR, foley, sound effects, mastering - you name it and DP3 users can do it."

Here are just a few of DP3's new features:

## **Productivity Enhancements**

- Completely new look and feel - DP3's user interface has been completely redesigned from the ground up, taking on a more streamlined, visually efficient look and feel based on Apple Computer's forthcoming OSX "Aqua" appearance. DP3 emphasizes important elements in a project, such as MIDI and audio data, while guiding the user's eye via subtle framework elements such as window borders and time rulers.

- Apple G4 Multi-processor support - On a dual-processor G4 Power Macintosh, DP3 effectively doubles the available processing power for plug-ins running across multiple tracks. DP3 dynamically manages CPU load across multiple processors, including third-party plug-in processing bandwidth, so that all existing MAS-compatible plug-ins can immediately take advantage of DP3's multi-processor support.
- Multiple plug-in windows - Users can open multiple plug-in windows and surround panners simultaneously.
- Expanded customizable keyboard shortcuts - DP's 'Remote Controls' feature has been greatly expanded into the new 'Commands' window, which lets users assign computer keystrokes and MIDI remote control triggers to virtually any function in Digital Performer. The Commands window allows users to completely customize their computer keyboard interaction with the software. In addition, users can save and load entire sets of commands. DP3 will ship with command sets for Opcode Studio Vision and other audio sequencers and workstation software products, giving users who have switched from these programs a familiar set of keystrokes.
- Audio CD import previewing - Digital Performer users have long been able to import audio CDs by simply popping the disc into their Mac and dragging the desired track into Digital Performer. Now, DP3 users can preview and import any portion of an audio CD track, from a few seconds to the entire track. For example, if they only want to import a small portion of a song, they can save time by previewing the source track and only importing the section they want.
- Pro Tools™ import/export - DP3 can now import (as well as export) entire multitrack projects from (and to) Digidesign Pro Tools (or any other OMF compliant system) via DigiTranslator™ and OMF. For example, DP3 users can import a Pro Tools session, work on it in DP3, and then deliver it again as a Pro Tools session, with all tracks, regions, crossfades, and time-stamps in tact.
- Stationary play head - DP3's new "Continuous Scrolling" preference causes the playback wiper to stay anchored to the center of the window while the data in the window scrolls behind it. Users can opt to view a moving wiper as in previous versions, if they wish.
- Wiper-centered zooming - DP3's playback wiper now serves as the anchor point for zooming (in and out). Users can quickly zoom in to a specific location and then zoom back out, and the focus point always remains in view. This makes zooming much faster and more convenient, even during playback and recording.

### **Audio post production enhancements**

- VocAlign™ support - VocAlign™, the ground-breaking ADR (Automatic Dialog Replacement) tool from SynchroArts, allows DP3 users to conform new dialog in seconds. The user selects the original dialog, presses a key, selects the new dialog, and presses another key. VocAlign then automatically time-stretches the new dialog to exactly fit the timing of the original dialog and replaces the original audio file in the track. Together, DP3 and VocAlign can reduce hours of ADR work to minutes.

- QuickTime spotting - DP3's QuickTime movie window now scrubs during edits. For example, the movie window will scrub frame by frame as the user trims the edge of a soundbite or moves an automation control point. If a soundbite has a cue point somewhere in the middle, the QuickTime movie window scrubs to the location of the cue point, making it easy to place sound effects, for example, that have a reference point that is not at the very beginning. If the soundbite doesn't have a cue point, DP3's movie window scrubs with the beginning of the soundbite.
- Movie track - this feature is covered later in this press release.

### **Surround sound recording, mixing and mastering**

DP3 provides a complete environment for creating surround recordings, start to finish. Surround feature highlights include:

- Open architecture for surround - DP3 supports mono, stereo, quad, LCRS, 5.1, 6.1, 7.1 and 10.2 surround formats. New formats (n.n) can be supported in future versions, as they become available.
- Support for independent surround panners per track - DP3 allows users to choose any panner they want for any track, including third-party panners. Users can mix and match panners across a multitrack project as desired. For example, they might choose a localizer panner for a sound effect track and a stereo panner for a stereo musical instrument track. Regardless of which panner they choose, they can control it with the surround panning dish directly in the track's channel strip in DP3's Mixing Board window. Panners can also be opened as separate windows (just like a plug-in) by clicking a button in the track strip next to the track's surround dish, but they remained linked to the surround dish in the Mixing Board track strip. Therefore, users can choose any panner they want for a track, and then control it from one of two places: the panner window or the panner dish in the Mixing Board window itself.
- Four advanced panners included - DP3 includes four panner plug-ins that go well beyond basic surround panning.

ArcPanner<sup>™</sup> - provides a large, hi-resolution surround panning dish.

n-Panner<sup>™</sup> - provides customary surround panning via Cartesian coordinates.

TriPan<sup>™</sup> - provides three-knob positional panning with sophisticated, graphic three-way divergence control. TriPan allows users to make precise panning maneuvers along a diagonal path, for example, with complete control over the degree to which the sound bleeds into any speaker.

Auralizer<sup>™</sup> - localizes sound in space within any surround matrix using perceptual proximity cues such as the doppler effect and early reflections.

- Intelligent stereo surround panning - DP3 users can choose from several panning modes (mirror, parallel, asymmetric, balance and mono) to steer stereo signals in a surround matrix with a single automation pass.
- Audio bundles window - DP3's new Audio Bundles window allows users to create preset "bundles" of inputs, outputs and busses. For each bundle, the user chooses a name and a set of physical inputs or outputs on their audio interface, or a series of busses within DP3's virtual mixing environment. Then the bundle appears by name

throughout DP3 wherever I/O or bus assignments are made. Bundles allow users to quickly rewire the internal routings of their project with a few mouse clicks, regardless of how many surround formats or other routing scenarios they use. Users can create multiple output setups – from a simple, tape-deck-style 'direct line out' mode to advanced surround configurations.

- MacOS Input Sprockets™ support - DP3 supports the standard MacOS Input Sprocket protocol. This allows DP3 users to connect a compatible USB joystick to their Power Macintosh and then use it to control any MOTU or third-party surround panner.

### **Editing enhancements**

- Tools for inserting and editing audio automation and MIDI controllers - DP3 provides the following new tools for inserting and modifying audio automation data and MIDI continuous controller data: flat line, straight line, parabola curve, spline (with adjustable control point), free and random, as well as the following periodic waveform tools: sine, triangle, sawtooth, and square. Users simply choose the desired tool and drag across the track in any graphic editor. Hot keys provide on-the-fly adjustment of period, amplitude, phase and other waveform parameters. These tools are ideal for creating automation effects, controlling synthesizer parameters in real time and other tasks.
- Tool palette - new tools include: arrow cursor, pencil, waveform tool, waveform selector, rhythm brush (for painting percussive patterns in the Drum Editor), magnifying glass, loop insert, and scrub. These tools now operate consistently across all applicable windows. If a tool does not apply to the currently active window, it grays out.
- Multiple MIDI tracks can be edited and displayed in one window - a new preference allows users to display and edit multiple MIDI tracks in one Graphic Editor window. The notes for each track are displayed in the track's color. A track selector list is provided along the left edge of the window to show/hide tracks as desired. Users can also choose to view each track in a separate Graphic Editor window (as in previous versions).
- New MIDI controller editing modes - DP3 now offers three ways to view and edit MIDI CC data: 1) DP's classic 'points' mode, 2) 'Vision-style' colored bars, and 3) audio-style break-point automation lines. DP3 intelligently interpolates new streams of CC data when you work with break-point automation lines. Users can freely switch between CC edit modes at a any time, and they can choose the desired mode independently for each MIDI track.
- MIDI controller modifying tools - scale, limit and otherwise modify midi CC data graphically with many convenient tools: straight line, curve, sine wave, square wave, triangle wave, sawtooth, random and free. For example, a user could add 20% to an existing stream of controller data shaped like a sine wave. The same hot keys mentioned earlier provide on-the-fly control of period, amplitude and other parameters.

## **New Sequence Editor window**

- Side-by-side display of MIDI and audio tracks – The Sequence Editor window provides combined viewing and editing of MIDI notes, audio soundbites, audio automation and MIDI controller data in one window along a single timeline.
- Independent vertical zooming – Both MIDI and audio tracks can be independently resized vertically. Many zoom shortcuts are provided, including the ability to enlarge one track and automatically scale all other tracks to fit in the window.
- Movie track – DP3's Sequence Editor includes a QuickTime movie track that displays movie frames side by side with MIDI and audio data. DP3 intelligently displays more frames as the user zooms in and fewer frames when the user zooms out, so that frames are never obscured by overlapping one another.
- Complete MIDI graphic editing – The Sequence Editor provides complete MIDI graphic editing in the same window with audio tracks. Users can scale the vertical resolution and track height of each MIDI track on a per-track basis. For consistency, users can choose the break-point display of MIDI controller data to match the breakpoint automation in adjacent audio tracks.
- Complete multitrack audio editing – The new sequence editor inherits all of the powerful audio workstation features from DP's earlier Audio Graphic Editor. In addition, users can scale individual audio track size, and even adjust the waveform height within each track.

## **New Plug-ins**

DP3 ships with fifteen new plug-ins. Here are a few plug-in highlights:

- Surround speaker calibration – Users can calibrate their listening environment for accurate, reliable surround sound monitoring.
- Bass Manager™ – DP3's Bass Manager plug-in allows users to redirect and extend the frequency response to and from the LFE channel. This ensures that the user has full awareness of the low-frequency content of their surround mix, so that it can be faithfully reproduced when decoded and played back on a surround playback device such as a home theater receiver.
- Parametric EQ Surround Edition – Provides n-channel parametric EQ for surround mastering.
- MasterWorks™ Limiter Surround Edition – A flexible, integrated n-channel limiter designed specifically for mastering surround mixes. Includes completely independent LFE limiting and an assignable detector path, which allows the user to feed any single n-speaker channel to the limiter detector path, resulting in an entire mix that is limited based on that individual channel. For example, the center channel could be fed to the limiter's detector path to duck the entire surround mix for dialog on that channel. Users can also choose to limit the entire mix based on all n-speaker channels.

- Feedback Delay Surround Edition - The surround Feedback Delay plug-in provides detailed control over every channel in a DP3 user's surround matrix. Users can graphically draw the path that delay taps will take as they bounce around a surround speaker matrix. All surround formats, from LCRS to 10.2 are supported. DP3's surround feedback delay plug-in is capable of producing a hundred discrete feedback paths. A panic button is provided so that users can experiment freely and quickly mute the entire plug-in if feedback gets out of control.
- MasterWorks™ Gate - The third plug-in in MOTU's premium 64-bit MasterWorks™ plug-in series, the MasterWorks Gate includes real time, look-ahead gating, which opens the gate before the signal crosses the threshold. The look-ahead amount (in milliseconds) can be set by the user. The MasterWorks Gate can also be triggered by MIDI note data. For example, the user could create a drum pattern in the Drum Editor and then feed that pattern during playback to the MasterWorks Gate, which in turn could be applied to a continuous sound (such as a synth pad). The result would be a percussive rhythm made up of brief snippets of the continuous sound.
- Trigger™ - This plug-in can convert audio waveform peaks in an audio track into MIDI notes, perfect for replacing drum sounds, doubling audio percussion parts with MIDI percussion, and other tasks.
- Plate™ - An entirely new MAS plug-in that simulates vintage plate reverbs.
- Quan Jr™ - Provides dithering and noiseshaping in a simple, low-bandwidth plug-in. Quan Jr can also be used for 'lo-fi' effects.
- MS Decoder™ - Decodes a 'mid-side' mic matrix without external hardware. Includes adjustable stereo width control. Detailed information about this micing technique is included on the DP3 installer disc.

### **QuickScribe™ notation enhancements**

DP3's QuickScribe notation window provides multi-staff notation transcription of MIDI tracks for viewing, editing and WYSIWYG printing. DP3 adds many new features to this window, including variable on-screen zooming (with enlargement up to 700%), paging buttons to page through the score, new dynamic symbol palettes that include hairpin crescendos and decrescendos, context sensitive note spelling, and dynamic hand splitting during real-time notation transcription. Also new is the switch staff feature, which allows users to click a note on a piano (grand) staff and send it to the opposite clef for proper hand positioning.

### **DP3 Availability**

DP3 is expected to ship during Q2, 2001. List price is \$795. Competitive cross-grades are available, as are upgrades from previous version of Performer and Digital Performer.

Mark of the Unicorn (MOTU) is a leading developer of music and audio recording technology for personal computers.

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