

QUASIMIDI

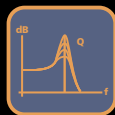


geared for success ...



synthesizer, sequencer,
drumcomputer, arpeggiator,
beat-recognition-system,
vocoder and effects:
This unique combination
make the SIRIUS an instrument
that will open up the next millenium ...

QUASIMIDI



Success comes through creativity

In the SIRIUS you find all important elements for modern music production integrated



If you want to make something, you need the right tool. If you want to make music, you need an instrument that inspires you and gives you an open canvas for experimentation - this is the only way to really reach your goal.

This is why creativity from the initial idea to the finished mix is right at the heart of the SIRIUS.

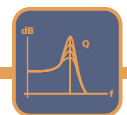
The user interface sets new standards and the large variety of knobs and buttons allow you to manipulate the sound directly - taking your music into your own hands!

You want your results to sound as professional as you are used to when listening to your favorite CD's. Now investment in expensive studio equipment is no longer required - in the SIRIUS you'll find all of the important elements of modern music making combined into one. The variety of features are impressive:

a dynamic synthesizer, an intuitive sequencer, a groovacious drum computer, an ingenious polyphonic arpeggiator, professional effects processing, a flexible mixer, Quasimidi's exclusive new Beat Recognition System, and a Vocoder that outperforms other stand alone devices. Make the SIRIUS the center of your creations.



The Synthesizer



The SIRIUS covers the complete sound spectrum from fat sub basses to lively acid lines, and airy pads to breathy Mellotron choirs: the combination of virtual analog oscillator models and 192 Mbit of sampled wave forms provide enormous sonic variety.

This power is available to all 28 voices of the SIRIUS' synthesizer, but to talk about only one synthesizer is in fact an understatement - the SIRIUS actually permits simultaneous access to seven different sounds.

But the synthesis is not just extended to the synth sounds, but also to all the drum sounds -with this and its twelve voiced

percussion sets, the SIRIUS is the most versatile drum synth on the market.

If you don't want to go into too much technical detail - don't worry! The SIRIUS has numerous macro functions at hand which make programming a doddle. For example you can transform a soft tremolo to a 70's wah-wah sound by just turning one dial, and an intelligent random function generates fantastic new and surprising sound programs at the touch of a button.

Every once in a while you can take a break and let the SIRIUS do the work for you!

Synthesis

2 tunable Oscillators,
Resonance Filter
getting down on it
(24dB and 12dB low pass
as well as 12dB high pass),
Filter-Overdrive, Glide,
3 fast ADSR envelope generators,
tempo synchronisable LFO's.





A **plethora of knobs and buttons** give direct access to all the important sound parameters. Long sound modulations can easily be recorded into either the internal sequencer of the SIRIUS or any other MIDI sequencer as standard MIDI controllers, and with filter sweeps, pitch bending snares or any other modulation, the **knob snap function** ensures smooth sound changes.

Up to 480 of your own sounds can be stored in the user memory slots, so you'll always know where a sound can be found, and by the way, saving is just as easy as programming - thanks to the **QUICK SAVE** function it's at the touch of a button - as simple as a car radio. And if your not in the mood to program your own sounds, just serve yourself from the extensive supply of 672 presets (sorted by sound category so they're easy to find!).

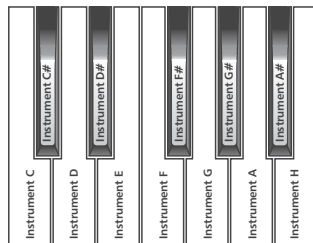
Another great feature is the **programmable modulation wheel**, and it's not just for live players. You can put up to five different sound parameters on the modulation wheel and let the SIRIUS morph between two completely different sounds, and even this function is easy to use: simply hold down the assign button and choose the desired parameter by turning the corresponding knob!

oscillator- and filter section



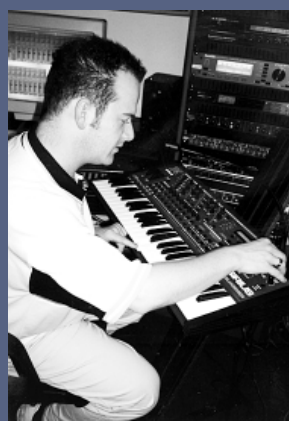
Percussion-Sets

The synthesis facilities, like filter envelopes and LFO's, apply not only on the synthesizer sounds, but also to the drum sounds of the SIRIUS. Besides 808 and 909 sounds, the drum sections offers an extensive selection of natural drum and percussion sounds.



The SIRIUS at work for ...

Wolfgang Flür,
YAMO, ex- "Kraftwerk"



Rick Stedler,
Producer for "Scooter"

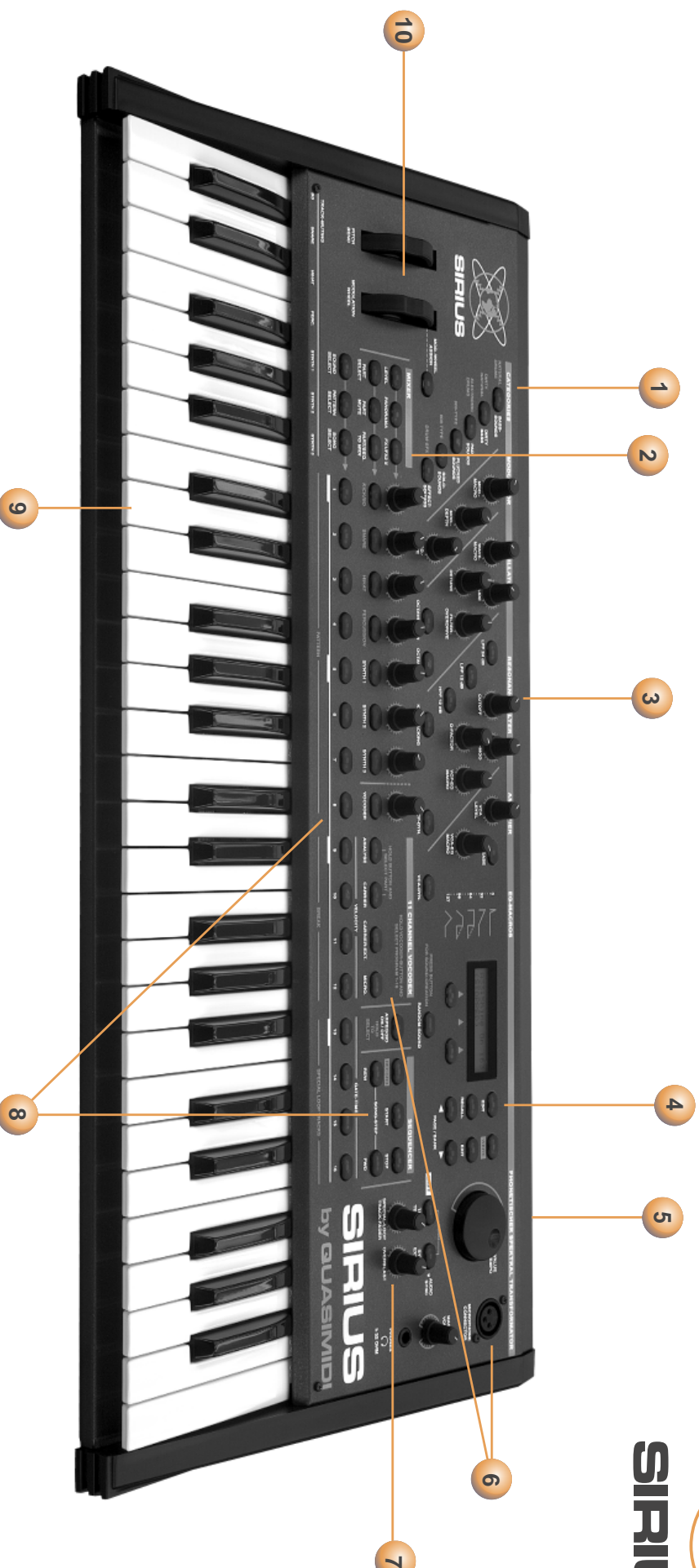
Klaus Schulze,
famous electronic musician



Handling of the SIRIUS: extraordinarily simple - simply extraordinary



SIRIUS



1 Selection of sound categories

Here you can select your sounds easily by sound category. So, if you need a pad sound, you only have to press the button 'PAD-sound'. More than 1000 different sounds can be managed comfortable this way.

2 Mixer section

This section does not only look like a mixing console, it offers all important functions of it: volume, panorama, effect send can be adjusted with the knobs, the buttons are for muting and external MIDI control.

3 Synthesizer section

This is heart of the SIRIUS. It was layouted similar to the old analog synths. We added macro knobs for LFOs, oscillators and envelope generators for quicker handling.

4 Edit area, value dial, display

This area serves the communication between you and the SIRIUS. Also the tempo can be controlled from here.

The RANDOMIZE-Function creates exciting new sounds with a special intelligent algorithm. The 'Write' is only one way for storing - the sounds can be stored directly for a few seconds (QUICK SAVE).

5 Audio inputs

Signals from Synth, compact-disc players, tapes, turntables can be fed into the vocoder via two audio inputs. As you see, the SIRIUS works also a complete stand-alone vocoder. Additionally, you can have the Beat-Recognition-System analyse the tempo of the audio input and run the SIRIUS synchronously.

6 XLR socket and Vocoder section

The XLR socket is for connecting goose neck microphones or others with symmetrical connection. Analysis and Carrier signal can be selected easily from the panel. The band volumes are set with the knobs of the MIXER section - intuitive and recordable.

7 Master section

With 'Tap-Tempo' you can set the tempo of the sequencer by hitting the button four times at the desired speed.

'Sync. extern' switches to the Beat-Recognition-System or external MIDI sync. Extra loops and grooves can be regulated with the SPECIAL-LOOP-TRACK Fader. At last, you give the SIRIUS bass the 'final impact' with the OVERBLAST knob.

8 Sequencer control

This area looks like a cassette recorder and it also works like one with the built-in sequencer: record, start, stop, rewind and fast forward. Sounds, patterns and songs can be selected with the number-buttons. Also, loops and breaks can be activated from here.

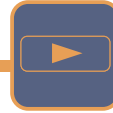
9 Keyboard

Beside the normal playing function, you can use the keyboard for muting single sequencer tracks or for the transposition of a whole pattern.

10 Pitch bend and modulation wheel

The modulation wheel can control up to five(!) sound parameters simultaneously. This way, you can even 'morph' sounds.

Sequencer



QUASIMIDI's unique sequencer concept has been enhanced once again for the SIRIUS - the polyphonic tracks enable you to construct comprehensive arrangements without using an external sequencer, and what's more, other MIDI instruments can also be easily driven from the internal sequencer.

The other features of the SIRIUS' sequencer are **totally comprehensive**.

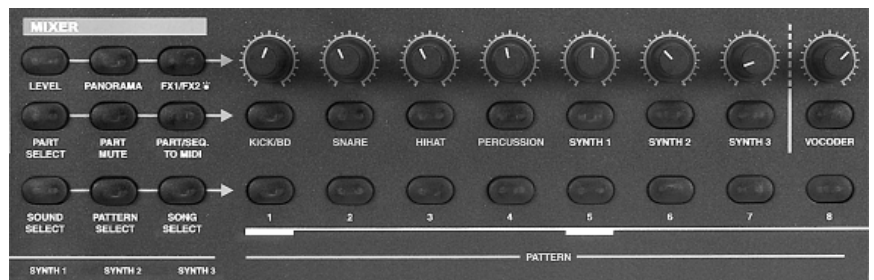
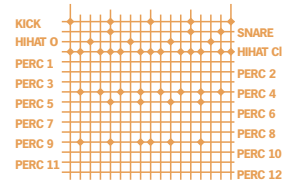
Whilst other instruments can only play back songs that have been previously created, the SIRIUS lets you slip in breaks, drum fills and loops during replay. Your tracks will really come to life when you remove or transpose tracks with the keyboard. In addition, you can be sure of **excellent timing and high reliability**, as one can only expect from a hardware sequencer.

The 7-track sequencer of the SIRIUS makes getting started a piece of cake: with 1600 pre-programmed melody and rhythm motifs you can draw from a huge pool of musical ideas. Your own songs, sequences and grooves can be

played in via the keyboard or be programmed in step time - whichever you prefer, and don't worry about memory - you'll find space for up to 6 hours of music (at 120 bpm) in the SIRIUS.

The **step editor** of the SIRIUS sequencer is great for programming interesting bass lines, whilst for drum grooves, use the legendary and intuitive **drum grid** just like on the original analog instruments, but with the comfort and control of a modern MIDI sequencer - there's even a **shuffle function** that recreates the original grooves of the analog drum classics.

Drumgrid in a new dimension:
You can choose different Drumgrid resolutions and use the Drumgrid for up to 8 bars.



Arpeggiator



A versatile arpeggiator cannot be left out of any modern music production station - but even here the SIRIUS is a little higher up the scale:

The arpeggiator is not only **polyphonic**, it is also **fully programmable**! When you create your own arpeggio patterns you can determine the number of notes, and even the dynamic for every step. By shifting the timing you give your arpeggios a completely different rhythmical feeling - this way you can interweave the synth sounds into a sonic landscape and create thrilling grooves from jungle drums to break beats with the touch of a hand.

Of course, with QUASIMIDI, the arpeggiator also has a **gater and a chord trigger** mode: you can chop pad sounds and fat filter sweeps with the groove of a sequence track of your choice -no need for separate noise gates and messy complicated patching!

Naturally you can record all arpeggio patterns into the SIRIUS' sequencer while you're playing. **New material can't be created more quickly or enjoyably than this!**

Due to the **built-in mixer** the control of the sequencer tracks is very comfortable. You can adjust volume, panorama and effect-sends with a knob for each track.

Synchronization

Would you like to be in full control of the tempo of your complete studio between 50 and 250 bpm? No problem, the synchronization possibilities of the SIRIUS have been unreachable up to now: Besides MIDI-synchronization you can use the tap button to change the tempo of the sequencer in realtime. You will reach the peak with the intelligent beat recognition system, which DJ's and remixer have long been waiting for ...

Audio-to-Tempo:
The Beat Recognition System offers realtime-remix in perfection, because turntable and SIRIUS run in exactly the same tempo.

Beat Recognition System



With the intelligent beat recognition system, perfect interfacing between your MIDI and audio equipment is no longer a dream. Whether it's a turntable, CD player or tape

machine that gives the groove, the beat recognition system analyses the tempo and makes the SIRIUS itself and any connected MIDI equipment **run exactly to the beat of the audio tracks.**

Stimmen zum SIRIUS

"... it should positively fly off the shelves, and could be the company's most successful product to date."
Sound On Sound, 10/98

"With headphones on and the mic you can stay easily 2 weeks with it, without any food - and without getting bored!
... Super: 8 out of 10 points"
VIVA, Berlin House 11/98

"The sound of the SIRIUS-Vocoder is convincing, flexible and offers a high potential for experiments"
Keys (GER) 4/98

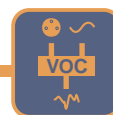
90%-rating and Platinum Award for the SIRIUS in *Future Music NL, 10/98.*

"much functionality for small price"
Keyboards (GER) 8/98

"It has the right combination of hands-on interface with killer sounds ..."
Future Music GB, 10/98



SIRIUS-Vocoder



The built in Vocoder is not just a simple simulation of the typical 70's effect as featured in some other synth's and effects processors on the market.

The SIRIUS gives you a **complete 11 band vocoder**, which far surpasses any conventional systems.

Thanks to the included gooseneck microphone and an easy mode with 16 basic programs the vocoder is ready for instant gratification. Even with the sequencer running, you can call up a **voice processor** at the touch of a button.

With the SIRIUS, not only are the popular techno robot voice and synthetic choir instantly part of your sonic arsenal, but also a huge range of other sounds with the aid of the SIRIUS' vast parameter sets.

Why should only vocal sounds be processed? By the seamless integration of the Vocoder into the production station concept the SIRIUS becomes a **playground for sonic experiments**, so at any time you can for example modulate a pad sound with a snare or hi-hat groove, or produce awesome lo-fi sounds with the help of the filter bank. The vocoder programs can be easily controlled in realtime with the knobs of the SIRIUS, and be automated by the sequencer.

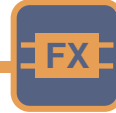
Thanks to the two audio inputs you can also use external audio signals as a source for the Vocoder, which means your imagination is the only limit - how would you like a ticking drum machine that modulates a short wave radio

Not only voices can be processed with the Vocoder: By the seamless integration of the Vocoder into the production station concept the SIRIUS becomes a **playground for sonic experiments.**

The Vocoder-presets

<i>fine for voice processing</i>	
1: RobotVoc	
2: ChoirVoc	
3: StrngVoc	
4: DuckVoc	with formant shift upwards
5: CrazyVoc	
6: FXVoc	
7: BADVoc	
<i>universal Vocoder</i>	
8: ThinVoc	Vocoder with emphasized treble
9: CutVocod	with limited bandwidth
<i>specially designed for drums</i>	
10: InverseV	
11: HighQVoc	with high filter emphasis
12: FrameVoc	
13: StereoV	with extreme stereo setting
<i>slow modulating Vocoder for pad sounds</i>	
14: SlowVoc	
<i>filter banks</i>	
15: Filtbank	
16: BBoostFB	emphasized low frequencies

Effects



To give your tunes that finishing touch, the SIRIUS has **two fully programmable effects processors**. These produce top quality reverb, delay, chorus, flanger and other effects.

Put individual sounds into dense reverb environments of varying dimensions; create bouncy delay grooves with the delay effects or thicken floating string sounds with swirling chorus. With the SIRIUS' mixer section you can adjust the effect sends and levels of all tracks as easily as with an external mixer, and with the added advantage of full automation from the sequencer.

One final touch - so that people not only hear your music, but also feel it in their gut, the SIRIUS features Quasimidi's exclusive **OVERBLAST** control for ultra beefy bass - rock the house!



Accessories

The SIRIUS comes complete with power supply, gooseneck microphone and two jack cables for immediate connection to your mixer or hi-fi.

A detailed manual with diagrams is also included which not only describes in detail the functions of the SIRIUS, but also has many real life examples with explanations of how the SIRIUS can be used with external MIDI equipment and software sequencers.

It's not easy to explain even the individual features of the SIRIUS in just a few words, so you can rest assured that the combination of these functions will catapult you into new sonic dimensions. The SIRIUS from Quasimidi - a new way of making music for the new millenium.



SIRIUS Technical Data

Concept:	Synthesizer with step and real-time sequencer, drumcomputer, vocoder with separate filter bank, beat recognition system, arpeggiator, 2 built-in independent effect processors, OVERBLAST.
Polyphony:	28 voices, 7 channel multi-mode.
Sound Generation:	DTE-Synthesis, based on spectral waveform generation. 192Mb-waveform memory. Subtractive synthesis with 2 oscillators per voice. 3 envelope generators for VCA, VCF and pitch. MIDI-Clock- and sequencer-synchronisable LFOs. Key-Tracking. Glide. Makro access for rapid sound creation, Filter: 24db lowpass, 12db-lowpass, 12 db-highpass with resonance to self-oscillation and overdrive.
Fast-edit macros:	For filters, amplitude envelope, modulation routing, oscillator-tuning and waveform-sets.
Random-sound-creation:	At the touch of a button.
Sound storage:	Instant storage in categories by single touch button. Fast sound selection via random-select function. 672 ROM locations, 480 USER locations for new sounds (96 each for KICK, SNARE, HIHAT and PERCUSSION, 96 for SYNTH 1-3). 20 drumset, 256 drum- and percussion-instruments.
Keyboard:	49 Keys, 4 octaves, velocity.
Vocoder:	11 channels (1 lowpass, 9 Bandpass, 1 highpass), 16 vocoding presets including i.e.: cross modulated, formant shift, robot voice. Changing channel volume in realtime. internal and external vocoder-sources usable. All parameters can be saved. Gooseneck microphone included.
Sequencer:	7 tracks (Kick, Snare, Hihat, Percussion and 3 polyphonic sequencer tracks) for internal and/ or MIDI. 1600 motifs for many, many pattern-combinations, 142 ROM-groove-pattern, 100 USER-groove-pattern, 16 songs: more than 6 hours of musik at 120 bpm. Drum programming like the 309, stepsequencer (with 4 levels of accent and Glide per step), Realtime recording for all tracks. Tempo: 51-250 bpm with Tap-function. 8-stage groove quantize. Synchronisation with Midi-Clock and song-position-pointer. Synchronization with external audio (i.e. turntables,, CD-players etc.) with intelligent beat recognition system.
Arpeggiator:	16 polyphonic und monophonic motifs, programmable motion-loops with up to 32 steps and groove-programming, synchronisation, etc. Chord-Trigger und Gater-Funktion.
Effects:	2 effect processors for reverb, echo, flanger, chorus etc. OVERBLAST for frequency-shift.
User Controls:	22 realtime-controls, 1 OVERBLAST knob, 1 volume knob, 1 microphone gain, 70 lighted touch switches, Pitch Bend, Modulation wheel (fully programmable for morphing), 1 Alpha-Dial.
Display:	2x16 character display with backlighting.
Connections:	4 x 1/4 inch jacks (stereo out and 2 inputs). 1/4 inch jack for footswitch. 1 MIDI-In, 1 MIDI-Out, 1 MIDI-Thru. Balanced XLR for microphone. 18 Bit AD/DA-converters. 2 jack cables with jack-cinch-connector included.
Power:	External Power Supply 10,5 VOLT DC 1,5 AMPS.
Dimensions:	73,5 cm wide x 37,5 cm deep x 11,5 cm high.



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