

SDX

COMPUTER
PERCUSSION
SYSTEM



SDX

The process of playing and recording drums has changed dramatically in recent years. Terms such as "sampling" and "triggering" are as much a part of the modern drummer's vocabulary as "sticks" and "shells".

This raises a number of important questions. "Is technology overlooking the traditional skills of the drummer?" "What is the future role of the drummer in competition with ever more sophisticated drum machines?"

At Simmons, we believe that drummers have a great future. We have dedicated ourselves to the cause: the future of the drummer through the development of high quality instruments.



The Console

Our greatest achievement is called the SDX. The SDX is the ultimate instrument for the recording and performing drummer. It combines real advances in the three key areas of musical technology — sound quality, player control and ease of operation.

Consider these features:

Zone Intelligence:

This is a new term in electronic drums. Previously, drum pads have been capable only of detecting the force with which the drum has been struck. Zone Intelligent pads sense both how hard and where the drum has been struck. This detailed information is used to control complex crossfades and filter envelopes to reproduce the subtle playability of acoustic drums. It's that simple. The sensitivity will amaze you.

Sampling:

Amongst other things, the SDX is a sophisticated, 16 voice sampler with 16 bit sample resolution. The sampling rate is variable, the maximum being 44.1KHz. This is the standard for compact disc, digital audio. The SDX has an expandable memory capacity — up to 8 megabytes of RAM, an integral disc drive and a "SCSI" port, providing access to bulk storage media. This means that the SDX can store up to 88 seconds of drum and cymbal samples at full frequency bandwidth — and that's a long time in drums.

Drum Building:

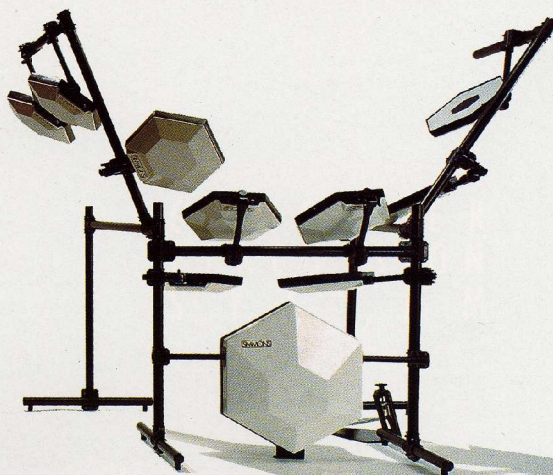
The drummer can now sample sounds, manipulate and combine them with other samples and play them from a choice of different "surfaces". A "surface" determines how the sound of the drum or cymbal responds to the player — how the sound changes as the Zone Intelligent pad is struck harder or softer, nearer the centre or nearer the rim. Ultimate control.

The Human Interface:

The integral VDU will tell you everything you need to know — and the tracker ball will move you around. Grab sounds — edit sounds. Increase values — decrease values. Help — ask the screen. The 16 dynamic key switches provide a variety of services — sound triggers — function switches — the screen will tell you.

The Sound Library:

Some of the World's leading drummers and producers have been commissioned to produce a library of "drum discs" for the SDX. We don't suggest that you can sound like your favourite drummer. We do know that you will be amazed by what your favourite drummer has created with an SDX.



The standard kit is a 10 piece — Bass • Snare • 4 toms • Hi-Hat • 3 cymbals

System Expansion:

Two system expansion packages are already under development for release later in 87.

The first is a digital recording package. Drum parts can be recorded in real time, called up onto the screen and edited at leisure. Later, the drum track can be synchronised or recorded music via SMPTE.

The second is a waveform analysis package. This allows advanced manipulation and editing of samples.

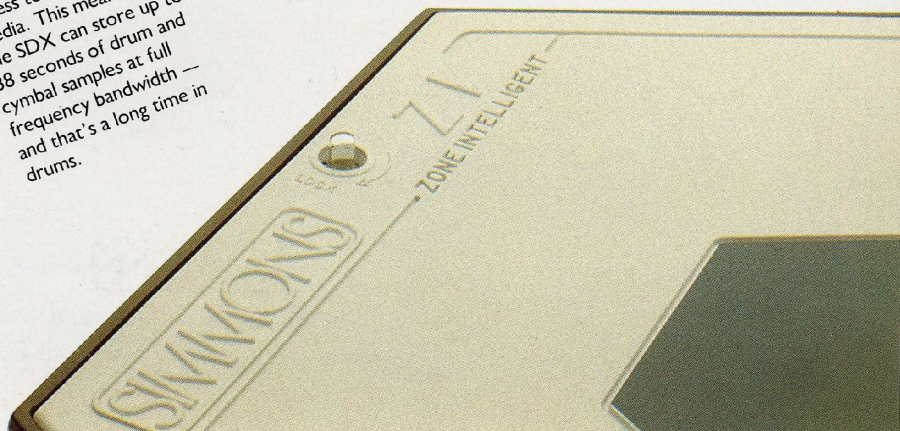
There's no need to hook up to a personal computer. SDX is a powerful computer with a built-in screen.

MIDI:

Of course.

The Pedigree:

The original name in electronic percussion. An international organisation of technical and customer service. Dedication to the drummer's art. Simmons.





SIMMONS

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