

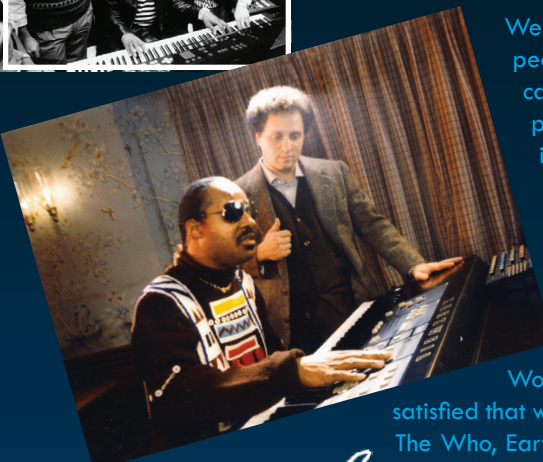


## PC3K8 NON-OBSOLESCENCE BY DESIGN

Stevie Wonder was our first customer for the Kurzweil Reading Machine (the first print-to-speech reading machine) in 1976. We became friends and had many conversations about technology as applied to both disabilities and music. In 1982, while giving me a tour of his new "Wonderland" music studio, Stevie asked if it would be possible to build a bridge between the powerful control methods of computer music (in which a broad variety of input devices could be used to control any available sound) with the beautiful sounds of acoustic instruments such as the piano and guitar. I thought about it, and concluded that it would be feasible. Kurzweil Music Systems was born in 1982 with Stevie Wonder as musical advisor.



We showed a prototype of the Kurzweil 250 at the June 1983 NAMM show and people were amazed that both the look and feel of a grand piano was realistically captured in an electronic instrument for the first time. We started shipping the product in 1984 and it quickly became recognized as the first computerized instrument to faithfully capture the grand piano, which we confirmed in A-B tests with pianists.

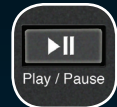


Over the next quarter century we developed a succession of digital keyboards that maintained this leadership in realism while also providing a broad new palette of sounds and sound modification techniques that are only possible in the electronic world. This was the vision that Stevie Wonder had articulated in 1982 and I was personally gratified that he felt satisfied that we had achieved it. Many other high profile artists (Paul McCartney, Billy Joel, The Who, Earth, Wind and Fire, the Boston Pops, Andrew Lloyd Webber to name a few) around the world seemed to agree.

A traditional reaction of musicians to our Kurzweil keyboards has often been "if only I could afford one." That's why am personally excited by the recent PC3 line ranging from the very affordable PC3LE to the top-of-the-line—but still very affordable—PC3K8. With the ability to load K2000/2500/2600 series sounds, the new PC3K8 demonstrates KMS's commitment to non-obsolence by design. Nearly twenty years' worth of sound libraries, representing untold hours of work, can be utilized alongside the PC3K8's current 1000+ presets.

I have always felt that the type of technology that Kurzweil Music represents is highly democratizing. Years ago only the top studios and academic laboratories could afford technology that allowed flexible shaping of new sounds. Now these tools can be afforded by everyone from music students to weekend musicians. As technological advances continue to ramp up at an exponential pace, KMS will continue to push the boundaries of what is possible, further blurring the line between music and machine.

— Ray Kurzweil, Founder and Chief Strategy Officer, Kurzweil Music Systems



### Easy Audition

Just hit the front panel "play" button and get a quick musical preview of the current program



### Cascade Mode

Program layers can be routed through the DSP of any other layer, in series or blended together



### RIFFs

Trigger MIDI phrases, beats, or even full multi-track songs via any built-in physical controller



### 32-Layer Architecture

Sound Programs can be up to 32 layers deep, with each layer supporting its own DSP tools



### Dynamic V.A.S.T.

Variable Architecture Synthesis Technology



### KDFX

- 16 insert effects
- 2 auxiliary sends
- Global Master FX

The best effects in the business



### K2 Series Compatibility

Load legacy .K2 Series files from the legendary K2000, K2500 and K2600 keyboards



### MIDI Controller

16 user-configurable zones with an amazing 29 customizable MIDI controllers PER zone



### KB3 Tonewheel Emulation

9 sliders provide real-time drawbar control over classic B-3, Vox and Farfisa combo organs



### Kurzweil Virtual Analog

The VA-1 Virtual Analog Synthesizer prototype synthesis engine built right into the V.A.S.T. signal path



### Flash Memory

Load up to 128 MB of user samples that will remain in memory even while the power is off



### World Class String Section

Articulations abound, every nuance captured, with samples of full and divisi sections



### Easy Updates

Easy O/S Updates, installed via direct-USB connection to your computer



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# KURZWEIL<sup>®</sup>

## PC3K8

It's the sound.



# PC3K8 SPECS

<b>File Compatibility</b>	In addition to loading all PC3 files, the PC3K8 can load both Wave and AIFF files. The PC3K8 can also load legacy Kurzweil .K files from the K2000, K2500 and K2600 keyboards, including support for importing the majority of K Series keymap, program and setup data
<b>Keyboard</b>	88-note, fully-weighted hammer-action, with velocity and aftertouch sensitive keys. 76 and 61-note versions are planned as well
<b>Display</b>	240 x 64 angled, backlit LCD with dedicated back panel brightness and contrast controls
<b>Sample Flash Memory</b>	128MB of re-loadable, non-volatile, user flash ROM
<b>USB Storage</b>	Supports USB thumb-drives for loading and storing samples, programs, setups, songs and QA banks
<b>Polyphony</b>	128 Voice Polyphony, dynamically allocated, lightning fast performance
<b>Multitimbral Architecture</b>	16 parts (one per MIDI channel) Dynamic V.A.S.T. Powerful synthesis engine, with user programmable DSP algorithms and routing. More DSP power than even our K-Series instruments
<b>VA1 Inside</b>	Anti-aliasing, patented power-shaped oscillators and DSP processing from Kurzweil's VA1 concept synth, capable of delivering authentic analog emulations as well as incredibly complex new sounds
<b>Cascade Mode</b>	Lets the user route one layer through the DSP of any other layer within a program—up to 32 consecutive layers deep!
<b>Software Editor</b>	Mac and PC platforms
<b>Factory Presets</b>	Over 1000 stunning factory programs, many of which use 10-20 layers, featuring samples from the PC2 Base Sound ROM, the Orchestral, Classic Keys, General MIDI set, PLUS new String Section ROM Bank
<b>Factory MIDI Setups</b>	256 factory programmed MIDI setups. Up to 2048 user programmable MIDI setups, each with 16 independent zones, effects, triggerable pattern-based "Riffs" and arpeggiator settings. Dozens of user-editable patterns for both pitch and velocity
<b>General MIDI</b>	Standard
<b>User ID Memory</b>	2048 locations for user created preset programs, songs and setups.
<b>Sequencer</b>	Unlimited tracks (on import); 960 PPG resolution. Song editing functions include both event and track-based tools like quantize, swing, remap, controller scaling and more. Controller chasing and a global "set song length" functions are also featured
<b>Sound ROM Expansion Slots</b>	1

<b>Effects</b>	16 insert effects distributed over 11 busses, two auxiliary sends and two Master Effects (saved with each song and setup); featuring over 500 of our award winning effects—reverbs, delays, chorus, flange, phaser, EQs, distortions, Leslie simulators, compressors, and more
<b>Master FX Section</b>	User controllable master EQ section and master compressor for quick adjustments during live performance or putting the final touches on your studio mix. (These do not use up the insert effect resources)
<b>Controllers</b>	Pitch wheel, modulation wheel, 9 front panel sliders/drawbar controllers, 10 front panel switches (momentary or toggle, software selectable), 3 switch pedal inputs, 2 continuous control pedal inputs, mono pressure, Super Ribbon input, breath controller input. Controller values can be "captured" and stored as part of a program
<b>Arpeggiator</b>	16 full-featured independent arpeggiators with multiple latch modes, selectable play order, velocity, duration, tempo, and sync functions as well as pre-recorded beats and musical phrases
<b>Riffs</b>	16 unique "Riff" generators, used for triggering MIDI sequenced phrases, beats, or complete multi-track arrangements from notes on the keyboard and/or any on-board physical controller
<b>Analog Outputs</b>	Four 1/4" balanced TRS analog (24-bit DACs)
<b>Headphones</b>	1 rear panel 1/4" headphone output
<b>Digital Outputs</b>	24-bit, stereo S/PDIF featuring 44.1, 48, 88.2, 96, 176.4, and 192-kHz modes. (externally clockable)
<b>MIDI</b>	In, Out, Thru (hardware switchable to copy of MIDI Out)
<b>USB</b>	Host port for connecting a USB thumb-drive and a device port to connect directly to a computer that allows the PC3K8 to load and save data (including samples) and perform OS updates. The PC3K8 can send and receive MIDI over USB
<b>FREE OS Updates</b>	Upgradeable via USB or thumb-drive
<b>The Lowdown</b>	Height: 4.33"/11.00 cm Depth: 13.98"/35.50 cm Length: 54.33"/138 cm Weight: 54 lb./24.50 kg Power: Internal AC power supply Selectable 120/240v AC operation  All specifications subject to change without notice

# PC3K8 OVERVIEW

The PC3 introduced the world to a new generation of ground-breaking Kurzweil technology, having a synthesis architecture that remains unparalleled in depth and flexibility, combined with a staggering amount of effects processing power. The PC3 sound set, which encompasses everything from the traditional to the cutting edge, has been widely acknowledged as second to none. And now the PC3's successor has arrived. The Kurzweil PC3K8 is the pinnacle of our PC3 line, bridging the gap between Kurzweil's past successes and present innovations.

## HOOKING UP

Saving, loading and updating the OS are all made easy on the PC3K8 with the inclusion of both USB Host and Device ports. Use a USB thumb-drive or connect directly your computer to save your user programs, setups and songs, plus load Samples or OS updates. And as expected, the PC3K8 also sends and receives MIDI over USB.

## NON-VOLATILE MEMORY

The PC3K8 offers 128 megabytes of user sample memory and compatibility with K Series files and takes an enormous technological leap forward by allowing user samples to remain intact while power is off. Once samples are loaded into the PC3K8's flash memory, there is zero load time for those samples when powering on the instrument. Advanced program, keymap and sample editing features allow you to customize your sounds with surgical precision. You're able to map any sample to any key, tune individual samples, change the start, alt start, loop point and end point of samples—and even assign a controller to adjust sample start point in real-time.

## "IT'S THE SOUND"

The PC3 Series's advanced synthesis architecture, along with its painstakingly-edited sample ROM, allowed us to create a sound set that is both broad and deep. Nothing has been compromised for superb sound quality. Referred to by some in the music industry as "the solid gold Swiss army knife", the PC3 line has become well known for having covered all the bases when it comes to presets. Whether it's the famous Kurzweil grand piano, the wide array of perfectly accurate vintage keys emulations, KB3 Mode, VA virtual analog sounds, or the hundreds of world-class orchestral and string section programs—the PC3K8 provides over 1000 presets for unparalleled creativity and quality of sound.



## BACKWARDS COMPATIBLE

The PC3K8, already loaded up with the many impressive features and sounds of the PC3, allows users to tap into the massive wealth of samples and programs developed for our legendary K Series. This means that nearly 20 years worth of samples developed in-house and by third parties, arguably the largest repository of sounds ever made for any keyboard, can be loaded into the PC3K8. Capable of loading .K2000/25/26 sample files and .wav files, as well as most of the K Series programs and setups, the PC3K8 presents a whole new world of choices to players, and once again underscores our commitment to the concept of non-obsolescence by design. You can choose to delve into the extensive libraries of existing K Series samples or decide to fill the PC3K8's flash memory with your own signature samples. Only Kurzweil offers this benefit to our loyal customers. And now that benefit is extended to new players who are just discovering that a Kurzweil is indeed a "sound" investment.

## LIGHT YEARS AHEAD

While other manufacturers tout their latest keyboards as having up to 8 layers per program, or being able to recreate articulations like staccato and nuances like key release, Kurzweil has been doing all this and much more for nearly two decades... which means we are masters in the art of synthesis and refinement of tool sets for musicians that cannot be found anywhere else. The PC3K8's architecture allows for up to 32 layers per program, which can sound simultaneously or be mapped according to velocity or key range. This, in conjunction with Dynamic V.A.S.T. and literally hundreds of parameters that can be assigned to over 100 modulation sources, gives the PC3K8 and the entire PC3 line an edge that one cannot help but notice when listening.