

SENSORIUM™ LSV IIC & III

(For Specifications Click Here)

The Sensorium™ LSV IIC and III are the world's first Vibrational Wave Systems that can program, synchronize and run multi-media, multi-sensory programs that can cohere the senses into a simultaneous experience that allows users to see, hear feel and sense vibrations across the entire spectrum of universal vibrations. With an extremely wide range of frequency and full phase coherence, it represents the state of the art in music, sound. light, color, aroma, tactile/haptic vibration, em field, plasma field and any other form of vibration that has an audio input, like whole body vibrating platforms.

A unique user interface allows the selection, synchronization, timing and programing of frequencies from 0 to 24000 Hz. with a six decimal point accuracy and adjustable phase and amplitude options. Sessions can be as long as there's memory for the segments. 107 (IIC) - 147 (III) programmable parameters in sequential segments of any time duration and the ability to jump or ramp into any following segment gives maximum control over the session.

LAUNCH YOUR SOUND TABLE OR CHAIR TO THE NEXT LEVEL...

Light and sound devices have been around since the beginning of the 20th century but didn't gain scientific acceptance until 1950 when the first clinical version appeared. Since that time many companies have come and gone, with a few making it through to the current day. However, the technology hasn't changed that much. From the early days when we were all gluing small incandescent flashlight bulbs into welder's goggles until the present with the multi-color light diodes mounted on PC boards in designer sun glasses...it's still pretty much the same technology...flashing lights synchronized with a factory preset choice of low quality sounds and sometimes music. Sure, the quality has improved and we've discovered the variety of visual experience is different for various wave-shapes, but there hasn't been a major leap in this field for quite some time.

In 1997 InnerSense, Inc. introduced the world's first light and sound device that included a third generator for vibrotactile output, called the Sensorium™ LSV for light, sound and vibration. The tactile sense is powerful and represents 1/3 of the

connections that make up the brain stem. Prior to that, our VibraSound® system had gained the honor of being considered state of the art in vibrotactile transfer since its launch in 1984. It, along with the Cotyledon, Somatron and Body Sonic in Japan...was the world's first introduction to what music and sound “feel like”. Millions of dollars are

now pouring into this haptic science of vibration. Whereas the VibraSound® Wavetable still stands as the state of the art in that field, we wanted to create a new type of light and sound device that can function as a complete sound healing system and work with any vibroacoustic pad, chair or table...something that would take the experience even higher...

The Sensorium™ LSV IIC and III are the basis of a fully functional **vibrational therapy system**. It's a computer based software/hardware system that represents a next generation of light and sound devices that far surpasses those of the past with many new powerful features:

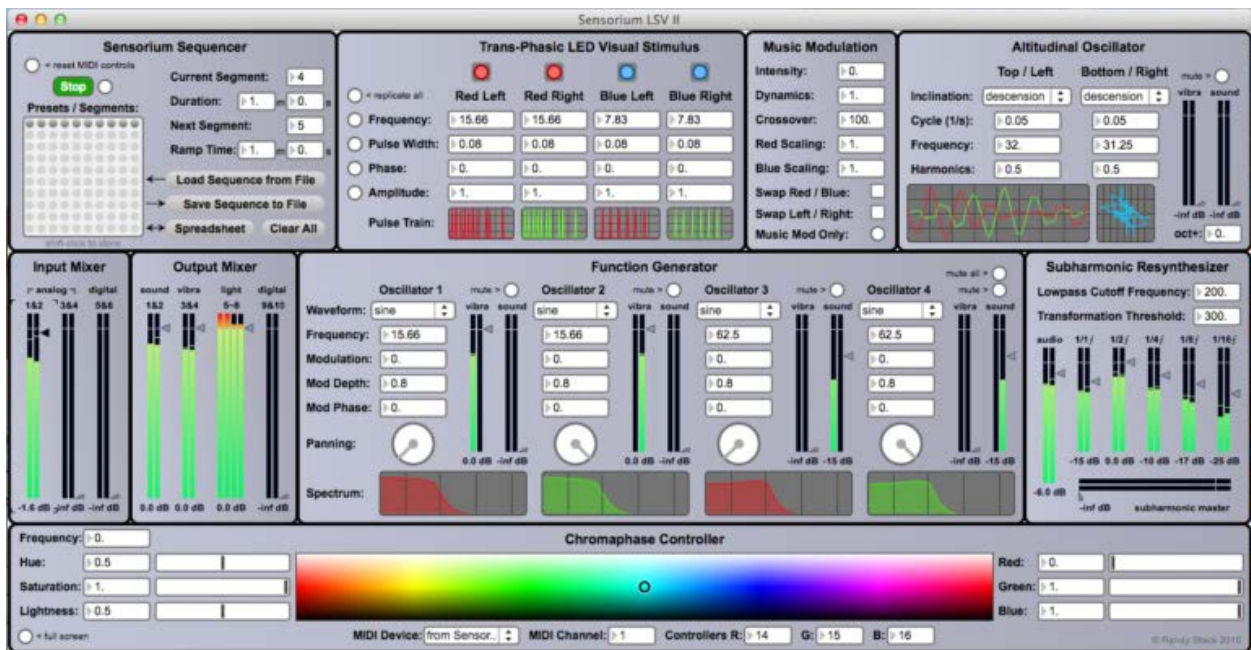


Figure Two: Sensorium™ IIC User Interface

MULTI-MEDIA/ MULTI-SENSORY OUTPUT

- Three separate stereo generators for light, sound and vibration
- Can be programmed to function in synchrony or harmonic relationships
- Third stereo channel output for vibration can drive any vibrotactile pad, chair or table currently available utilizing built in waveforms.
- All outputs (light, sound and vibration) are stereo are phase synchronized and programmed into segments which can be linked into sessions.
- Professional grade inputs for two microphones and external sound or music source.
- Audio Output – Dual function generators provide wide-range of sound frequencies or can access iTunes or outside audio/music source.
- Audio Waveforms – Sine, triangle, sawtooth, major and minor triads, white or pink waveforms.
- Light Output – Stochastic* phase pulsed lights – 4 channels (2 left and 2 right) – Indigo (red and blue) – Pulse width – amplitude – phase.
- Vibrotactile Output – Dual function generators provide wide-range of frequencies that can be synchronized with light and sound.
- Vibrotactile Waveforms – Sine, triangle, sawtooth, major and minor triads, white or pink waveforms.
- MusicVision™ IV – Proprietary waveform modulation works with any music.
- Harmonic Extractor - Provides real-time extraction of fundamental frequency with wavelength to light conversion.
- 107 user programmable parameters of frequency, phase, pulse width and amplitude for light, sound and vibrational feedback.
- User-friendly programming software
- Superior accuracy and precision to six decimal points
- Sub-harmonic synthesizer – Five channels of sub-harmonics for music.
- Altitudinal Oscillator – Psychoacoustic and psychotropic effects of an ascending and descending quad frequency waveform.
- Quality, Reliability and Maintenance
- Superior parts for heavy use by demanding professionals
- High definition light diodes for superior eyes closed experience
- Behringer signal card: 24 bit quality for state of art performance of all outputs

- Mac and PC software design by experienced transformative technology engineer.
- Synchronous with TGR's quantum biofeedback technologies like **The Portacle™** and **Psi-Fidelity™**.
- Comes with a factory loaded Session Template that can be used to create a Session Library with the only limit to number of allowed user defined programs being computer memory.

Minimum computer requirements are: Computer and Vibrotactile Devices not included:

- Intel-based CPU w/1GB RAM – GPU w/OpenGL 1.4 or higher
- OSX 10.6, Windows 7 or higher (note: software delivered in .zip archive format)
- 1280×768 or higher display resolution
- AppleQuicktime
- Microphone (built-in or external) and Headphones or Headset (Headphones + Mic)

The software sends sound to the headphone output of the computer and color output to the computer screen...the perfect tool for sound and color therapy. An optional Interface adds pulsing light and tactile vibration for tables, chairs or pads to expand the experience into a full sensory resonance experience.

Comes with Sensorium™ IIC or III LSV II Software, Indigo (Red/Blue) Light Diode Glasses, Headphones, Power Adapter, Cables and Manual - Requires an 8 Channel Audio Mixer for vibrotactile and light output.

Sensorium LSV III

Sensorium Sequencer

Run

Current Segment: 1

Duration: 1

Next Segment: 2

Ramp Time: 10

Load Sequence from File

Save Sequence to File

Spreadsheet Clear All

Trans-Phasic LED Visual Stimulus

Frequency: 16 8 16 8

Pulse Width: 0.1 0.1 0.1 0.1

Phase: 0 0.5 0 0.5

Amplitude: 1 1 1 1

Pulse Train: [Visual Representation]

Music Modulation

Intensity: 1

Dynamics: 1

Crossover: 100

Red Scaling: 1

Blue Scaling: 3

Swap Red / Blue: [X]

Swap Left / Right: [X]

Music Mod Only: []

Altitudinal Oscillator

Inclination: ascension / descension

Cycle (1/s): 0.05 / 31.25

Frequency: 0.5 / 0.5

Harmonics: [Visual Representation]

oct+ : 2

Input Mixer

analog digital

182 384 566

182 384 566

182 384 566

182 384 566

Output Mixer

sound vibra light digital

182 384 566

182 384 566

182 384 566

182 384 566

Function Generator

Oscillator 1: sine, 32, 0, 0, 0

Oscillator 2: sine, 31.25, 0, 0, 0

Oscillator 3: sine, 128, 0, 0, 0

Oscillator 4: sine, 125, 0, 0, 0

Spectrum: [Visual Representation]

Subharmonic Resynthesizer

Transformation Threshold: 200

Lowpass Cutoff Frequency: 200

subharmonic master

Hyperspatializer

Differential: 0%

Temporal: 100%

Source: 22%

Transform: 78%

Tone Bank

Tone 1	Tone 2	Tone 3	Tone 4	Tone 5	Tone 6	Tone 7	Tone 8	Tone 9	Tone 10	Tone 11	Tone 12
Frequency: 174	285	396	417	528	639	741	852	963	1074	1185	1296
Amplitude: 1	1	1	1	1	1	1	1	1	1	1	1
Phase: 0	0	0	0	0	0	0	0	0	0	0	0

Chromaphase Controller

Frequency: 678

Hue: 0.781947

Saturation: 1

Lightness: 0.370576

MIDI Device: AU DLS Sy... MIDI Channel: 1

Controllers R: 14 G: 15 B: 16

Hyperspatializer

Differential: 0%

Temporal: 100%

Source: 100%

Transform: 0%

Tone Bank

Tone 1	Tone 2	Tone 3	Tone 4	Tone 5	Tone 6	Tone 7	Tone 8	Tone 9	Tone 10	Tone 11	Tone 12
Frequency: 125	250	375	500	625	750	875	1000	1125	1250	1375	1500
Amplitude: 1	0.5	0.333333	0.25	0.2	0.166667	0.142857	0.125	0.111111	0.1	0.090909	0.083333
Phase: 0	0	0	0	0	0	0	0	0	0	0	0

Fundamental-harmonic-extractor

Sample 1 2 3 4 5 8

Gain Trim

Channels: [Visual Representation]

Frequency: 188.481741943Hz

note: F#3

frequency: 188.481741943Hz

imaginary: 19.552204397dB

actual F#3: 184.99721148633Hz

dev: 0.3230488128 samples

fundamental detected

freeze Copy to Tone Bank Cancel

f: 188.4816741943396375Hz +41oct 723.305471nm

c: 3.305555892873691ms 414.475.584.796.720Hz

λ: 1.8198055671255677m

λc: 1.5905655511680089mm

Vibrasound® Sensorium™ LSV III Sensory Interface