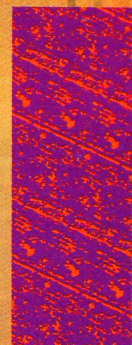


CYBERSEX!



Much has been said about the marriage of television and computers. Many people are puzzled by the concept of interactive or "two-way" TV. Today, we are seeing the first generation of adult-oriented interactive entertainment products: the pornographic video game. Consider this concept "Nintendo for Adults." And much like the kids' version, the adult version may prove to be a multi-billion dollar industry.

Just as flight simulators are used to train pilots and entertain people without the inherent dangers of flying real airplanes, erotic simulations may one day be used to train and entertain people without the inherent dangers of intimate human interaction. Sound selfish? It is! Welcome to **CYBERSEX!**



REACTOR



THE LOVE MACHINE

Tomorrow's Carnal Knowledge
Engineers may develop a woven fabric of sensors—a membrane that simulates human skin—that can be worn over human genitals and used to digitize and record sensual and sexual touching. The resulting **tactile data** will then be synched to 3D video, audio, and programmed into a computer simulation coupled with tactile playback mechanisms.

Slip into your gloves, helmet, data-shorts, and get ready for a real joy ride!

More advanced forms of this technology will allow for multiple "players" to interact in an artificial environment, perhaps even over phone lines. "TeleSex" will change how cable companies wire your home and mere phone sex will become a thing of the distant past.

What follows is a speculative work on CYBERSEX. You may consider this to be a work of erotic science fiction or a blue print of Future Sex. It makes no difference to us, because any way you look at it—real or imaginary—CYBERSEX is sure to impact your life and your views on technology and sex.



FIRST GENERATION

CYBERSEX (1992)

Computer software. 2D display, simple interaction in a pornographic video game. *Examples: Virtual Valerie™ and DonnaMatrix™.*

SECOND GENERATION

CYBERSEX (1995)

Computer software and hardware. 3D display, 3D input device (glove), advanced interaction and realistic video/audio. *A very effective simulation.*

THIRD GENERATION

CYBERSEX (2000)

Computer software, hardware and

apparel in an affordable consumer system. 3D display, tactile feedback, multiple 3D tactile feedback/input devices (gloves, shorts, helmet), advanced control software, singular and two-player communication ability (telesex), realistic visuals and audio. *A robust and engaging simulation.*

FOURTH GENERATION

CYBERSEX (2010)

Computer software, hardware and apparel. 3D display, tactile feedback, complete body suit for 3D tactile feedback/input. Expert edit/control software (Sexpert System), single to multiplayer

communication ability (simple group telesex), hyper-realistic visuals and audio. *A very powerful simulation of real human experience.*

FIFTH GENERATION

CYBERSEX: THE ORGASMATRON (2020)

Computer software, hardware and pharmaceuticals. All-in-one helmet system with direct brain feed. Advanced edit/control software (Super Sexpert System), single to multiplayer communication ability (advanced group telesex), broad bandwidth, memory recording ability, brain chemical enhancing system. *A very realistic simulation*

of great proportions that challenges real experience.

SIXTH GENERATION

CYBERSEX (2050)

Fifth generation systems brought to consumer level. *Experience considered by many to be equivalent to the real thing.*

SEVENTH GENERATION

CYBERSEX: CYBORGASM (2200)

Cybersex systems become affordable surgical implants. *Accepted by many as a vast improvement over the real thing.*

CSEX!

INTRODUCING THE CSEX 2 SYSTEM
FROM REACTOR!

FEATURES:

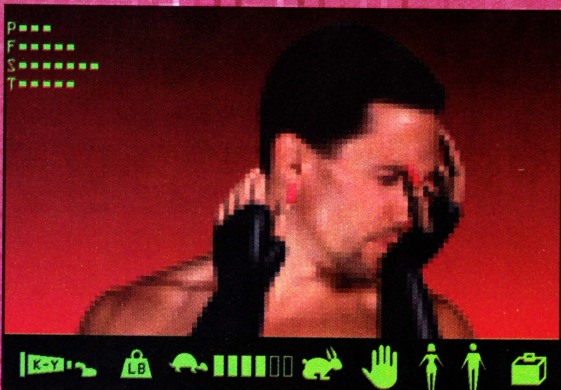
- 3D STEREO H.U.D.
- TDV TACTILE DATA PLAYBACK SYSTEM
- SIMSKIN COMPONENTS
- 3D AUDIO
- CONTEXT-SENSITIVE INTERFACE
- FULLY WASHABLE
- TEMPEST SHIELDED

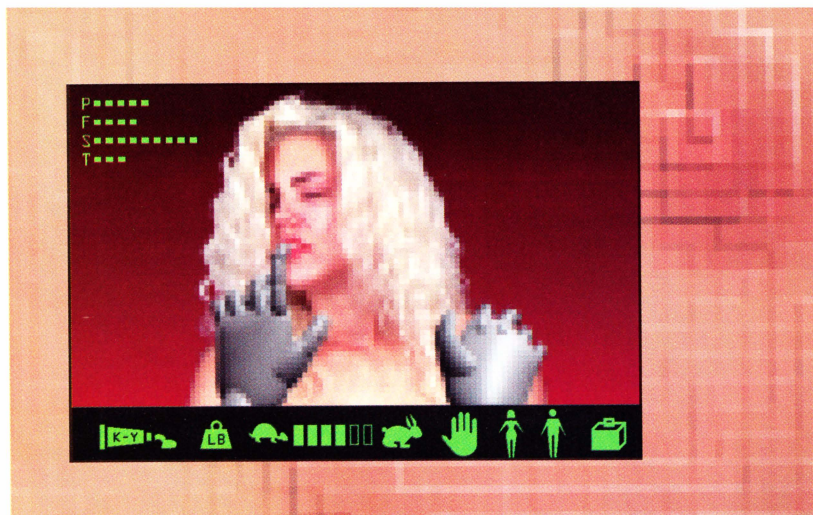
CSEX HELM 2

At the core of the Cybersex Duo system is the CSEX HELM 2—an ultralight control helmet featuring fully adjustable stereoscopic displays and earphones. Full 360-degree freedom of movement, ribbed ventilation, feather-weight construction and wireless connection to the central unit make the CSEX HELM 2 the leader in comfort. You'll forget you're wearing it! (Chinstrap not shown.)

CSEX GLOVES

These gloves feature extremely accurate and durable touch sensors. The TDV™ Tactile Data Playback System allows you to experience





sensations ranging from the tiniest brush of fingertips to the sting of a leather whip! The patented metacarpal sleeve constricts gently, working to heighten the sensation of weight in your hands. You can actually feel the heft of objects up to 8 pounds!

CSEX G-UNITS

Both Male and Female G-Units feature rugged construction and silky-soft SIMSKIN™ with TDV™! SIMSKIN's nitinol mesh construction and celastic casing simulates "Real Feel" erectile tissue. A complex array of smart, articulated servos coupled with micro air bladders gives TDV it's incredible performance. For both models, an independent power supply drives the playback system and a 10 megabyte data buffer ensures that you'll never be "left in the lurch." Shock-resistant and fully washable. (Multi-harness and back-up power supply not shown.)

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REACTOR

