

K U R Z W E I L K 2 0 0 0™

**Sounds
never
before
imaginable.**

**Control
never
before
possible.**



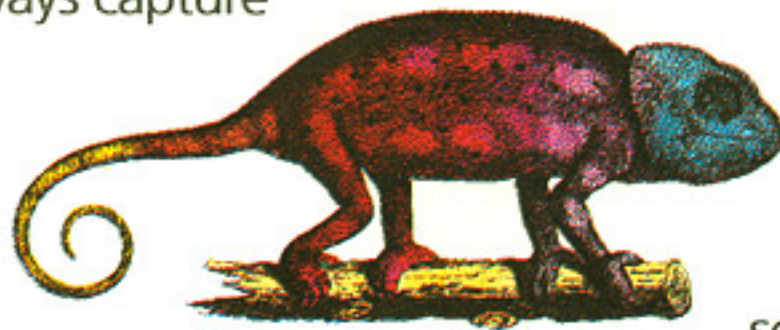
KURZWEIL®

Music Systems

Kurzweil is a product line of Young Chang America, Inc.

Synthesis as we know it is all about limitations. Analog synthesis was expressive but hard to control. Then came digital synthesis which is precise and punchy, but lacks the warmth of analog. Digital sampling can emulate these technologies (not to mention acoustic instruments) but it can't always capture their realtime dynamics.

As a result of all these "buts," synth players have always been forced to own a whole stack of instruments – each one great for certain sounds, but not for others.

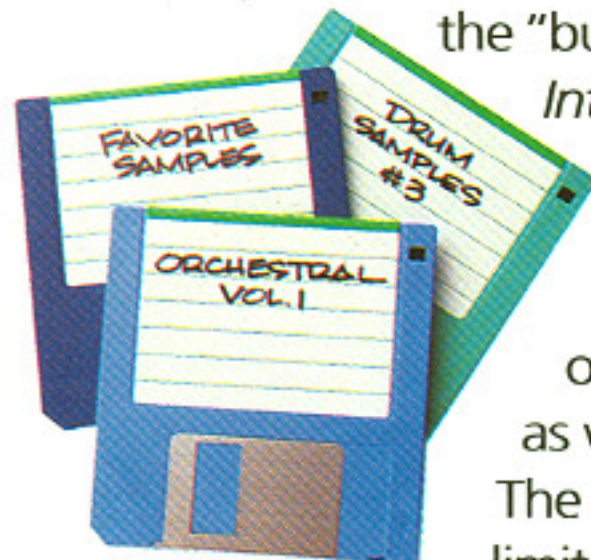


take any multi-sample, noise or waveform and process it using just about any synthesis technique ever devised. And many brand new techniques that are rich in untapped sonic potential. It's like having all known synthesizers under one control panel. The K2000 is a true sonic chameleon.

Great synthesized sounds start with great basic sound sources. The K2000 is stocked with 8 megabytes of the highest-quality multi-samples in Kurzweil history. We went to



Kurzweil is proud to announce that the "buts" stop here.



Introducing the Kurzweil K2000.

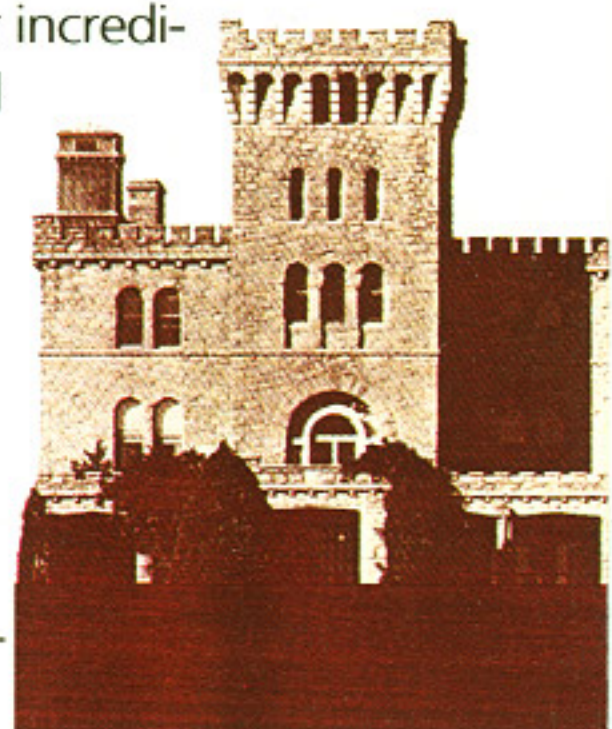
It's the end of synthesis as we know it. The end of limitations.

Sound never before imaginable.

What makes it all possible is a new technology called VAST™ (Variable Architecture Synthesis Technology™). VAST allows you to

record super-ambient drums, to world-class recording studios to capture orchestral instruments in the best possible sonic environment.

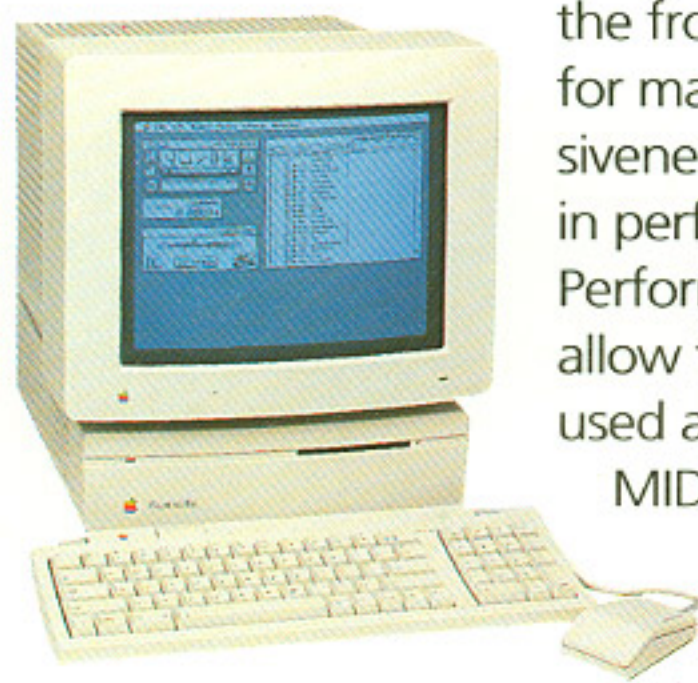
Wherever incredible sound is found, we've sampled it for the K2000. And because of the 32-bit inter-



nal precision into 18-bit DACs, the sounds are crystal clear. But that's just the start. You can expand the

K2000's sonic base by adding affordable SIMMs chips, which can provide up to 64 megabytes of onboard RAM. The entire Kurzweil Sound Library as well as third party

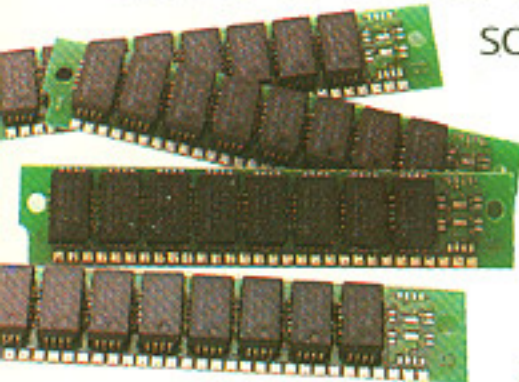
soundware, will be available on 3.5" floppy disks. The K2000 can accept MIDI



the front panel or MIDI, for maximum expressiveness and nuance in performance.

Performance setups allow the K2000 to be used as a formidable MIDI controller, transmitting on up to three MIDI channels. In

multitimbral mode, it can operate on all 16 channels simultaneously. And for those who are most comfortable with computer-assisted sound editing and system configuration, the K2000 is amply supported by third-party software developers.



standard sample dumps. And there's even an optional input board that will let the K2000 sample analog or direct digital sources in stereo. Its timbral possibilities are...well...VAST.

Control never before possible.

To harness all this sonic clout, the K2000 has a user interface that's as thorough as it is easy to use. The edit facilities are extensive. And many key parameters can be modified in realtime, via



A price that's even more astounding.

The K2000 can do more than a whole stack of conventional synthesizers. It's more like a complete recording studio; a gold mine of possibilities. Yet it costs no more than most ordinary synths.

Visit your local authorized Kurzweil dealer today and hear the K2000. Witness the end of synthesis as we know it. It's an awe-inspiring sound.

VAST. A new beginning.

Voice architecture on a grand scale.

The K2000 has 24-voice polyphony with up to four oscillators per voice, allowing you to achieve incredibly fat timbres without having to sacrifice voices by layering them. All sound sources are 16-bit linear format. The K2000's 8 megabytes of onboard ROM include 200 sound programs and 168 keymaps, providing essentials such as pianos, strings, brass, guitars, bass, drum kits, percussion, attack transients, loops and waveforms. And that's just the beginning.

31 sound-shaping algorithms.

The algorithms provide the basic sonic building blocks — a wealth of synthesis techniques. Each algorithm has up to three configurable digital signal processors per voice. These include a wide variety of resonant filters, EQs, and other DSP functions such as continuous panning, amplitude modulation, crossfade, distortion, digital wrap, waveshaper, pulse width modulation, high frequency enhancement, low frequency oscillators, hard sync oscillators and mixing oscillators. All DSP functions offer realtime control of their parameters through any MIDI control or the flexible internal modulation sources.

High-powered layering and modulation options.

Programs contain up to three layers except for drum programs, which can contain a big 32 layers, each of which can have its own custom DSP treatment. Internal modulation sources per layer include three eight-segment envelopes with realtime rate control and looping, two attack/sustain/release generators, two LFOs and two velocity triggers. Functions for controlling modulation sources include mixers, negators, invertors, sample and hold, quantize, lag, ramp, shape and many more.

Serious on-board digital effects.

A true stereo multi-effects processor, capable of four simultaneous effects including reverb, chorus, delay, multitap delay, flange, rotary simulation and a roomful of others.

Flexible output routing.

Six polyphonic audio outputs, configured as a stereo master pair plus four separate outputs. The separate outs can double as insert points, allowing external effects to be used and returned to the master stereo output pair.

Limitless sound storage.

There's room for hundreds of user-created programs. Additional programs can be accommodated via the built-in 3.5" floppy disk drive or via hard disks and optical media connected to the K2000's SCSI port.

Total performance control.

Two switch pedal inputs, one continuous pedal input, two wheels, and one slider. They're all fully programmable so you can play it your way.

Specifications

Keys	61
Transmit Pressure	Mono-pressure
Receive Pressure	Poly, Mono Pressure
Tone Generation	16 Bit Sampled ROM Waves
	Digital Wave Generation
	Noise Generation
	Optional User Sampling
Polyphony	24
Dynamic Voice Allocation	YES
Multi-timbral	16
Filter/DSP	3 Configurable per Voice
Filter Types	Sweepable Resonance ("Q")
	LP/HP/BP/All Pass/ Parametric
	Notch/Distortion/Shaper
Effects	1-Stereo Processor
Effects Types	Reverb/Chorus/Delay/Flanging
Stereo Sampling	YES
Analog Sampling Rates	32/48kHz Analog
Digital Sampling Rates	ALL
Sample Playback Rates	ALL
ROM Wave Sample Rate	Up to 48 kHz
Digital I/Os	Optical/AES-EBU/SPDIF Ins
Disk Drive	3.5HD/DD
SCSI	YES
Card ROM/RAM	NO
Internal HD	Up to 40 meg. Optional
Internal ROM Wave Memory	8 Megabytes
Internal RAM Sample Memory	0 - 64 Megabytes
User Program RAM Memory	128K
Display	240 x 64 Backlit
Sequencer	Type O Play
Audio Outputs	6
Outs Double as Inserts	YES
Physical Controllers	2 Wheels, 1 Slider, 2 Foot Switches, CC Pedal, Mono Pressure
Additional RAM Exp	64 Megabytes (SIMMs)
Standard SIMMs RAM Memory	YES 4 Card Slots
ROM Expansion	8 Megabytes
# of MIDI Channels/Simultaneous Transmission	3
Accepts Sample Dump Standard	YES
Complete SYSEX Implementation	YES

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