Multi-Effects Processors

VIRTUALIZER 3D FX2000

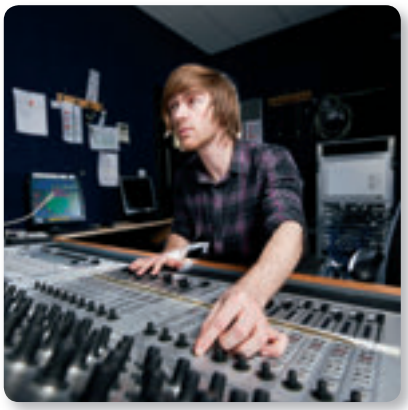
High-Performance
3D Multi-Engine Effects Processor



- 71 breathtaking new algorithms—true RSM (Real Sound Modeling) stereo and 3D effects
- Wave-adaptive virtual Room reverb algorithms for natural reverb and delay
- Awesome modulation, dynamic, psychoacoustic and EQ algorithms
- Authentic amp simulation, distortion and special effects
- 11 effect combinations with selectable serial / parallel configuration
- Up to 7 adjustable parameters plus 2-band EQ per effect
- 24-bit A/D and D/A converters with 64/128-times oversampling
- True stereo processing for realistic channel separation in stereo image
- 100 factory presets plus 100 user memory locations
- Extensive MIDI implementation
- Accurate LED level meters for perfect level setting and optimum performance
- Servo-balanced XLR and ¼" TRS inputs and outputs
- 3-Year Warranty Program*
- Conceived and designed by BEHRINGER Germany



Get even more mind-expanding power for your keyboard, bass, guitar or vocals with the VIRTUALIZER 3D FX2000 effects processor. This amazing rack-mountable FX unit has 71 incredible algorithms, including true studio-grade stereo and 3D effects that will add a head-spinning new dimension to your sound, both live and in the studio. The FX2000 uses our RSM (Real Sound Modeling) technology to simulate acoustic environments with stunning accuracy. Effects options include powerful modulation, amp simulation, distortion and special effects, as well as effective dynamic and psychoacoustics processing. Performance is further enhanced through user-addressable high and low EQ and wave-adaptive Virtual Room reverbs.



Enhanced User Editability

Logical grouping of parameters, along with the combination of encoders, buttons, LEDs and an easily readable LED display, make operating the FX2000 a breeze. You are free to edit up to 7 parameters per preset, and then save them for future use in the 100 provided memory locations. And the FX2000 features extensive MIDI capability, so you can integrate it into your MIDI setup – and even save your data via SysEx to protect all those incredible presets you'll be customizing!

*Warranty details can be found at music-group.com.

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Reverbs & Delays

Because it is one of the effects you will use all the time, the FX2000 provides 12 uniquely different reverb programs, so you always have the ideal reverb no matter what your live performance or studio calls for.

Standard Reverbs	
Cathedral	Dense, long reverb of a large cathedral – often used on solo instruments and vocals
Gold Plate	Simulates the sound of plate reverberators – a classic for drums (snare) and vocals
Small Hall	Simulates a small, lively (strongly reflecting) performance hall
Room	Simulates the sound of reflections from the walls of a room
Studio	Effectively creates the reverberation of a small to mid-sized room
Concert	Recreates the sound reflection of a small theater or large hall
Stage	Well suited for dissipating the sound of a keyboard or acoustic guitar
Spring Reverb	Simulates the sound of the classic spring reverb
Ambience	Reproduces the sound of a room impression without late reflections
Early Reflections	Generates the clearly audible, initial reflections of a room

Specialty Reverb Selections	
Gated Reverb	Reverb is synthetically turned off after predetermined amount of time
Reverse Reverb	Reverb envelope is reversed, slowly gets louder

Delay Selections	
Stereo Delay	Delay processed across entire stereo image
Tape Echo	Simulates classic tape echo devices, predates digital delays
Ping Pong	Delay signal "bounced" from left to right at adjustable tempo

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Much More than Just Reverb and Delay

The FX2000 has some of the best-sounding reverb and delay programs, but that's not all. It also provides exceptional modulation effects, such as chorus, flanger and phaser – including special variations, such as a musical pitch shifter, tremolo and even a rotating speaker simulation.

Modulation and Pitch Shifter FX	
Stereo Flanger	Originally generated by playback of two synchronized "reel to reel" tape decks with finger rubbing flange of 1 take-up reel
Vintage Flanger	Simulates guitar flanger stomp box
Jet Stream Flanger	Simulates classic analog flanger
Stereo Chorus	Combines a slightly detuned signal with the original
Analog Chorus	Simulates guitar chorus stomp box
Vintage Chorus	Simulates classic analog studio chorus
Ultra Chorus	Creates sound of an 8-person chorus
Stereo Phaser	Combines additional, phase-shifted signal with original
Vintage Phaser	Simulates guitar phaser stomp box
Dual Phaser	Processes the left and right channels separately
Leslie	Simulates rotating speakers typically used on an organ – Slow or Fast
Pitch Shifter	Creates harmonies with original signal, or replaces it with altered pitch
Vibrato	Peak frequency of tone periodically and uniformly changed – Slow or Fast
Tremolo	Volume of tone periodically and uniformly changed – Slow or Fast
Auto Panning	Signal automatically sent from left to right, either once or multiple times

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Dynamic FX	
Compressor	Reduces signal dynamic range, maintains consistent level to avoid distortion from high input levels
Expander	Broadens dynamic range of signal, reduces background noise
Gate	Mutes sounds below threshold, very effective on drum/vocal mics
Analog Compressor/Limiter	Similar to Compressor, but limits maximum volume level
Ultramizer	Analyzes signal and applies automatic compression across 2 independent frequency bands
Denoiser	Eliminates or reduces noise and other interference
De-esser	Reduces or removes sibilance (Ssss sound) from signal
Wave Designer	Allows adjustment of attack and release of the signal envelope

Psychoacoustic FX	
Exciter	Artificially adds overtones, increasing presence and perceived loudness without actually increasing volume
Enhancer	Dynamic EQ for improving clarity and stereo image, similar to Exciter
Ultra Bass	Sub-harmonic processor combined with bass Exciter and Limiter
Stereo Imager	Divides input into middle and side signals, so they can be amplified selectively and then placed within the stereo image
Ultra Wide	Creates much broader stereo image
Binauralizer	Creates broader stereo image with compensation for speaker crosstalk

Filter/EQ FX	
Auto Filter	3 filter options for changing the signal's frequency response: low pass, band pass and high pass
LFO Filter	Similar to Auto Filter, but modulated by an oscillator with variable wave types and speeds
Parametric EQ	Allows control of bandwidth, frequency and amplitude of signal
Graphic EQ	Signal content divided into 6 adjacent frequency bands, can be cut or boosted (fixed bandwidth)

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Distortion FX and Amp Simulations	
Vocal Distortion	Highly effective on vocals and drum loops, when combined with delay flanger
Tube Distortion	Simulates the sound of a wide range of vacuum tube types
Guitar Amp	Recreates the sound characteristics of a complete guitar amplifier
Tri-Fuzz	Simulates classic '60s guitar fuzz box using 3 separate frequency bands
Speaker Simulation	Adds the sound of a variety of loudspeaker configurations
Ring Modulator	Radical effect based on Frequency Modulation (FM), similar to robot voice
Lo-Fi	Generates warm, old-school analog signal with added noise and hum

Special FX	
Vinylizer	Adds clicks and/or noise to signal, simulating old vinyl records and tape decks
Sampler	Allows recording and playback – up to 5 seconds
Vocoder	Allows input signal to modulate another signal (usually synthesizer) to create "talking synthesizer" effect
Voice Canceler	Removes mono vocals from stereo recordings for "instant Karaoke"
Resonator	Simulates an oscillating system amplifying a specific frequency

FX Combinations	
Chorus & Reverb	Phaser & Reverb
Flanger & Reverb	Chorus & Delay
Leslie & Reverb	Flanger & Delay
Pitch & Reverb	Pitch & Delay
Delay & Reverb	Tremolo & Delay
Tremolo & Reverb	

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Extraordinary Value

With its extremely-powerful processing capability and versatile array of features, the FX2000 will quickly become the busiest tool in your audio arsenal. And you won't believe how great the FX2000 sounds – or how affordable it is to own! Stop by your BEHRINGER dealer, or order yours online today, and find out why more professional sound engineers are turning to the amazing FX2000 as their primary FX processor – both in the studio and on the road.



You Are Covered

We always strive to provide the best possible Customer Experience. Our products are made in our own MUSIC Group factory using state-of-the-art automation, enhanced production workflows and quality assurance labs with the most sophisticated test equipment available in the world. As a result, we have one of the lowest product failure rates in the industry, and we confidently back it up with a generous 3-Year Warranty program.