KORG

MUSIC WORKSTATION

01/W FD
01/W

The next step...

With each new instrument comes special sounds and unique musical possibilities. Acoustic instruments possess a distinctive character that brings ambience and immediacy to live or recorded music. Synthesizers add a whole new dimension of musical textures. With the introduction of the music workstation musicians suddenly had the ability to compose, assemble and process sounds into finished compositions.

But Korg designers still felt a need to go one step further...

"What if there was an instrument that could deliver all the useful features of a full-blown music workstation along with the means to actually fashion the sounds that make up the composition? If possible, this would give musicians the freedom to write and perform with fewer limitations than ever before."

Korg has taken this idea and given it shape—that of the 01/W. The emphasis is on sounds. Sounds that will excite the imagination, inspiring ideas, which can be readily realized.

The 01/W. Korg's next step toward total musical creativity. A musical tool so advanced that it transcends the current definitions of both musical instruments and workstations, helping musicians to reach a new level of creativity.

## Easy Control Makes The 01/W A True Musician's Tool.

The 01/W features a number of functions that make data entry and parameter editing smooth and easy. Whether you work in the studio or on stage, you'll find that the 01/W helps by channeling your artistic impulses into their ultimate musical form.

### Input Interface Designed for Ease Operation.

The 01/W lets you use the numerical keypad and the keyboard to enter data, as well as the value slider and the UP and DOWN keys. You'll find that the numerical keypad is especially useful for values such as program numbers, while keyboard input makes the entering of key values (C2 to C7) such as key window range settings and drum sound assignments quick and easy. You can make external settings via MIDI control as well.

Performance Editing

Program mode
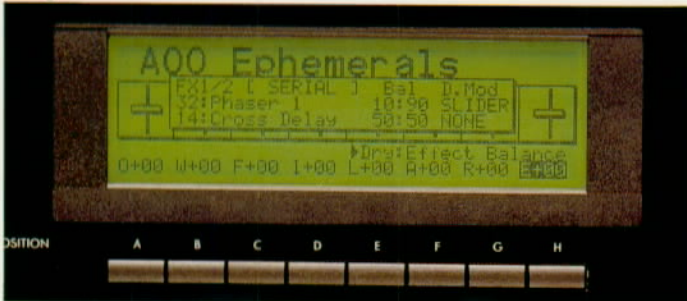
Combination mode
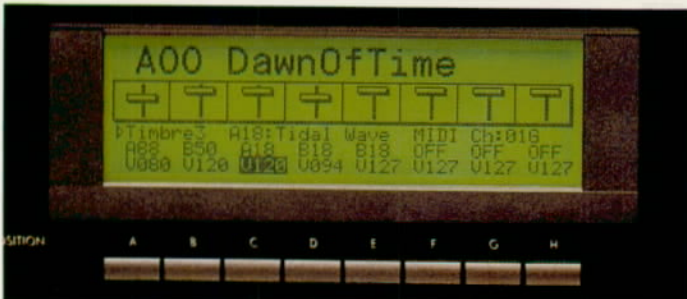
Up to 400 Programs and 400 Combinations for Expanded Performance Use.

The 01/W has two banks capable of storing a total of 200 programs, 200 combinations and four drum kits for instantaneous access. In addition, you can double the data available by simply inserting a 512 Kbit memory card (SRC-512 Memory card RAM) in the 01/W's card slot, increasing the accessible data to 400 programs, 400 combinations and eight drum kits. The 01/W FD also provides for data storage using 3.5" 2DD floppy disks.

Performance Editing: A Logical, Visual Approach to Sound Creation.

Previous synthesizers required their users to enter an edit mode and then change parameters one at a time. The 01/W streamlines this process: it gives you a display of representative parameters even in the program (play) mode. You can change the octave, set attack and release times, or adjust cut-off frequencies and wave shapes...all while listening to sounds and checking your changes visually using the graphic display. The 01/W avoids the complexities of recent digital synthesizers by giving programming a speedy analog-like feel without cluttering the panel with needless sliders and knobs. This flexibility is particularly useful for live performance. Changes made while editing can be easily saved. Another intelligent feature designed with the player in mind.

A	O	Octave	−3 — +3	Change the OSC1 and OSC2 octaves
B	W	Wave Shaping	−10 — +10	Adjust the EG level (adjust the deformation of the PCM waveform)
C	F	VDF Cutoff	−10 — +10	Adjust the cutoff frequency of VDF1 and VDF2 (adjusts the tone)
D	I	VDF EG Intensity	−10 — +10	Adjust the EG intensity of VDF 1 and 2 (how changes in time will affect tone)
E	L	VDA Level	−10 — +10	Adjust the level of OSC1 and OSC2 (adjusts the volume)
F	A	Attack Time	−10 — +10	Adjust the attack time of VDA1 and VDA2 (how quickly the sound will begin)
G	R	Release Time	−10 — +10	Adjust the release time of VDF1, 2 and VDA1, 2
H	E	Dry:Effect Balance	−10 — +10	Adjust the balance of direct and processed sound for Effect 1, 2

• You can edit major program parameters in Program mode, by holding a cursor position key (A — H) and using the value slider and the △/▽ keys. This can be especially useful during a live performance.

P0-1 Program

A	Timbre 1 Program	A00—B99/C00—D99 P000—P127	Select the Program for each Timbre
H	Timbre 8 Program	A00—B99/C00—D99 P000—P127	

P0-2 Volume

A	Timbre 1 Volume	00—127	Adjust the output volume of each Timbre
H	Timbre 8 Volume	00—127	

• The output volume of each Timbre is shown on the slider display.

Introducing The 01/W Sound Library Series.

Including Additional Multisounds on Large Volume Cards.

The 01/W becomes an even more powerful creative tool when you consider the wide variety of optional sound data cards already available. Two series of data cards are available; the XPC series of cards, and the XSC series of two card sets including PCM data.

Each card in the XPC series gives you 100 programs and 100 combinations which make superb use of the 01/W's internal multisounds.

The XSC series provides a similar performance card, plus a large capacity 16 Mbit (1 Mword) ROM card containing new PCM multisound data. This huge data capacity exceeds that of conventional cards, effectively making the PCM card a veritable "ROM Memory Expansion Module" for the 01/W. This data can be used in exactly the same way as the 01/W's internal multisounds to further expand the unit's sound creation possibilities.

Sound Library

XSC Series Two Card (PCM Card and Program/Combination Card) Sets.

Each set in this series gives you a selection of new PCM data, plus 100 programs and 100 combinations.

XSC-1S   XSC-2S   XSC-3S

XSC-1S (XSC-801 + XPC-01): "BEST OF M & T" An assembly of popular waveforms, programs and combinations from Korg's T-Series and M-Series synthesizers.

XSC-2S (XSC-802 + XPC-02): "ORCHESTRAL" Waveforms from orchestral instruments, especially stringed instruments such as violins, plus programs and combinations using these waveforms.

XSC-3S (XSC-803 + XPC-03): "PIANO/KEYBOARD" Waveforms sampled from pianos, organs, harpsichords and other keyboards, plus programs and combinations using these waveforms.

XSC-4S (XSC-804 + XPC-04): "DANCE" A collection of dance music sounds featuring waveforms sampled from drums, basses, scratching and other sounds.

XSC-5S (XSC-805 + XPC-05): "SYNTH DESIGN" An anthology of synthesizer variations, including analog synth sounds.

XSC-6S (XSC-806 + XPC-06): "ETHNIC" Waveforms sampled from ethnic instruments, including traditional Japanese instruments such as the koto and shakuhachi, plus programs and combinations using these waveforms.

XPC Series (Program/Combination) Cards.

Created by professional programmers, this series includes sounds created using the wave shaping function, remarkable simulations of acoustic instruments, and a host of other effects that demonstrate the abilities of the 01/W. Each card contains 100 programs and 100 combinations.

XPC-11 (SOUND ALTERNATIVES)
by Andrew Schlesiger
XPC-12 (WAVE SHAPES)
by Sound Source Onlimited
XPC-13 (POP PERFORMANCE)
by Voice Crystal
XPC-14
XPC-15

Rear Panel

① AC cord connector
② Power switch
③ PCM DATA slot: A card containing PCM (Multisound) data can be inserted here.
④ PROG/SEQ DATA slot: A card containing (or into which you will store) voice or sequence data can be inserted into this slot.
⑤ MIDI: THRU/OUT/IN

⑥ DAMPER jack: A footswitch can be connected here and used as a damper pedal.
⑦ ASS.PEDAL/SW jacks (1,2): Pedals or footswitches can be connected to these jacks. They will function as assigned in Global mode.
⑧ OUTPUT jacks (1/L, 2/R, 3, 4): These are the audio outputs of the 01/W FD•01/W. The output to each jack is determined by various parameters.
⑨ PHONES jack: A pair of headphones can be connected to this jack to monitor the sound of the OUTPUT 1/L and 2/R jacks.

Specifications

● Tone generation method: AI square synthesis system (full digital processing) ● Tone generator: 32 voices, 32 oscillators (single mode); 16 voices, 32 oscillators (double mode) ● Keyboard: 61 notes, with initial and aftertouch sensitivity ● Waveform memory: PCM 48 Mbits ● Effects: two digital multi-effect systems ● Programs: 200 Programs ● Combinations: 200 Combinations ● Sequencer section: 10 Songs, 100 Patterns, maximum 48,000 notes (for the 01/W, 7,000), 16 tracks, 16 timbres (dynamic voice allocation) ● Control inputs: Damper pedal, Assignable pedal 1, 2 ● Outputs: 1/L, 2/R, 3, 4, headphones ● Floppy disk drive (01/WFD only): 3.5 inch 2DD (for Program/Combination/Drum Kit/Global parameters/Sequence data/MIDI data) ● PCM card slot: PCM data ● PROG/SEQ card slot: for Program/Combination/Drum Kit Global parameters/Sequence data ● MIDI: IN, OUT, THRU ● Display: LCD 64 × 240 dots, full dot matrix, with backlight ● Power consumption: 20 W ● Dimensions: 1059.5 (W) × 334 (D) × 115.5 (H) ● Weight: 01/WFD·····13.9 kg 01/W·····13.4 kg ● Accessories: AC cord, Preload Program Disk XSD-00P (01/WFD only)

Options

●Memory Card RAM
SRC-512

●Pedal switch
PS-1/PS-2

●Foot controller
FC6

●Stand
ST-LV

●Damper pedal
DS-1

●SYNC/MIDI cable
1.5 m
3 m
5 m
1m + 0.5 m

●Headphones
KH-1000

KVP-002   EXP-2

ST-LV

●Flight case
FC-01W

●Hard case
HC-01W

Specifications and features are subject to change without-notice for further improvement.
Color reproduction in printed materials may differ from actual product appearance.

KORG

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Remaking Multisounds With The Wave Shaping Function.

Brass instruments feature essential traces of breath and dynamic resonances which have previously been difficult to reproduce using PCM sound sources, In order to improve the simulation of these sounds, the 01/W introduces a wave shaping function that lets you alter the harmonics of a multisound waveform. Simply select one of the sixty Wave Shaping Tables and apply it to the multisound you wish to modify. In this way the 01/W lets you modify multisounds, adding slight subtleties or making dramatic changes. With this unique wave shaping function the 01/W opens up a world of new possibilities for multisound use, adding fresh options to the sound creation process.
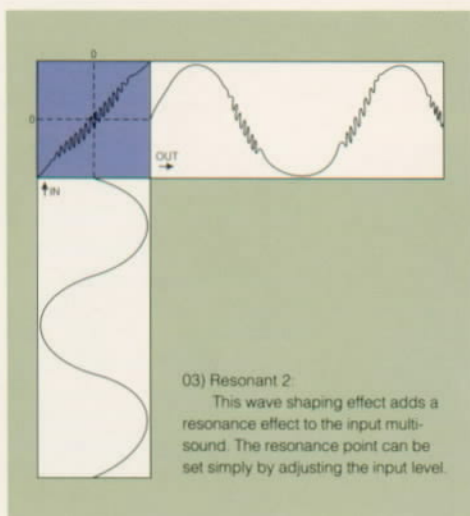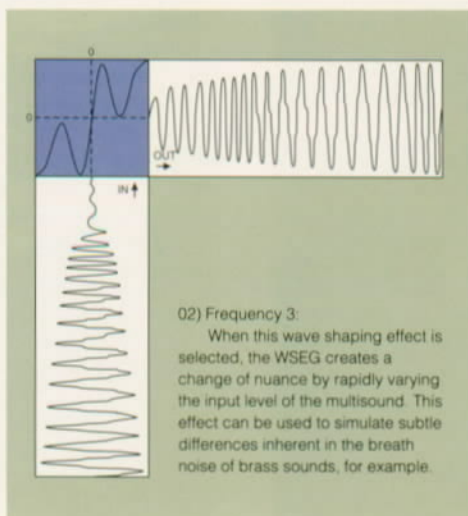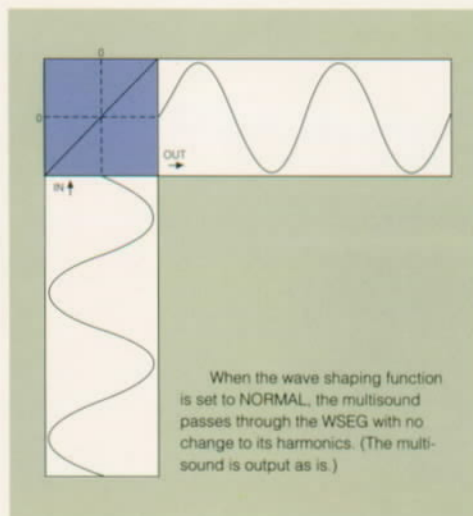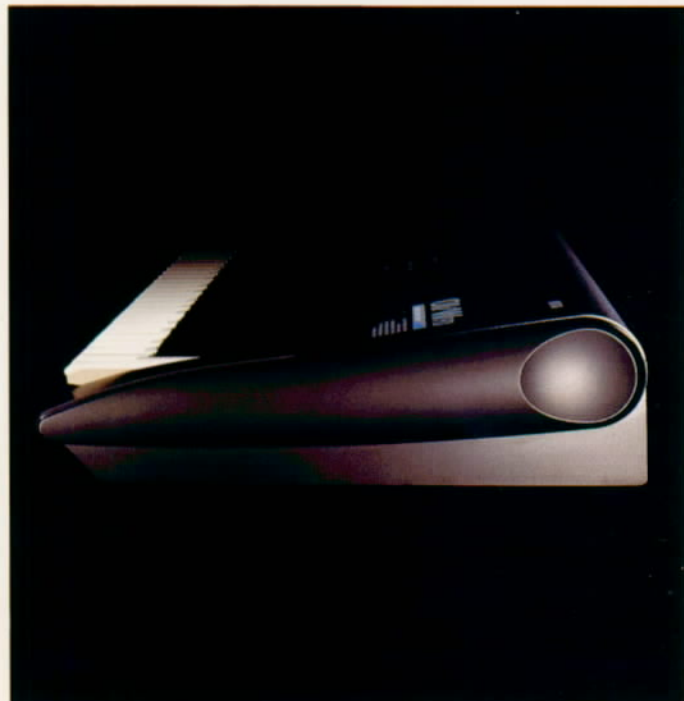
● Wave Shaping.

Because of the nature of PCM-based sound synthesis, the final shape of a sound had previously been determined by the selection of a multisound. This tended to limit the variety and integrity of sounds, that a synthesizer could produce. To overcome these limitations, the 01/W introduces a wave shaping function that lets you add additional harmonics which cannot be created using filters.

At the heart of this function are Wave Shaping Tables which give you sixty wave shaping effects to choose from. The effect you select is added to the oscillator output by the WSEG (Wave Shaping Envelope Generator), which adjusts the waveform's modulation rate and adds harmonics that were not present in the original multisound. This remarkable function lets you add delicate and distinctive nuances to existing multisounds–or even transform them into totally different sounds.

Wave Shaping Table List

00 Sine	15 GeoGraphic	30 Take 2	45 Rezzo
01 2 Cycle	16 Reptile	31 Take 3	46 Super Res.
02 Frequency3	17 Sync Ster	32 Take 4	47 Acordion
03 Frequency7	18 Profile	33 Take 5	48 Triangles
04 10 Cycle	19 Star	34 Experiment	49 Invertar 2
05 Cacoon	20 Take 1	35 Real Steep	50 7th Res.
06 Double Sine	21 Vitalsings	36 Pulse 5	51 Waves
07 Phase	22 Forest	37 BowwBass	52 Take 6
08 20 Cycle	23 Zigzag	38 Pulse Oct.	53 Exciter
09 Attack Up	24 High Pass	39 Inverter 1	54 Booster
10 Symmetry	25 LineSine 1	40 Integers	55 Claver
11 Frequency8	26 WS.Bass	41 Super Sqr	56 Soft Roud
12 Resonant 1	27 Soft Curve	42 LineSine 2	57 Rubbar
13 Resonant 2	28 Smoothy	43 Comb	58 Parabola
14 Zinger	29 LogSine 1	44 Snake	59 Wurly

When the wave shaping function is set to NORMAL, the multisound passes through the WSEG with no change to its harmonics. (The multisound is output as is.)

02) Frequency 3:
When this wave shaping effect is selected, the WSEG creates a change of nuance by rapidly varying the input level of the multisound. This effect can be used to simulate subtle differences inherent in the breath noise of brass sounds, for example.

03) Resonant 2:
This wave shaping effect adds a resonance effect to the input multisound. The resonance point can be set simply by adjusting the input level.

High Performance Stereo Digital Multi-Effect Processors Provide Spatial Reality.

To enhance its sound output, the 01/W employs two independent digital stereo multi-effect processors, each of which provides the same high quality performance as that of a stand alone effects processor. Each unit features a choice of 47 effects, including reverb, delay, distortion, rotary speaker and others. Also, the two units can be combined in three different ways: Serial, Parallel 1 and Parallel 2.

The 01/W also allows dynamic modulation of effect parameters. You can assign effect level, modulation speed, rotary speaker switching speed, or other effect parameters to any of a versatile range of controllers, including the joystick, value slider, aftertouch, VDA level or optional foot pedal. These assignments give you real time access to effect parameters during live performance for maximum control over the spatial impact of your sound.
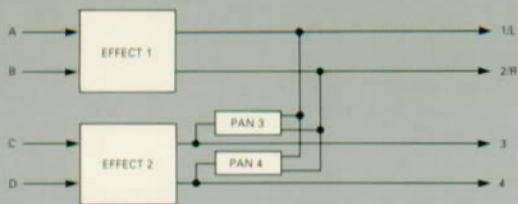
Effect Placement

Placement = Serial
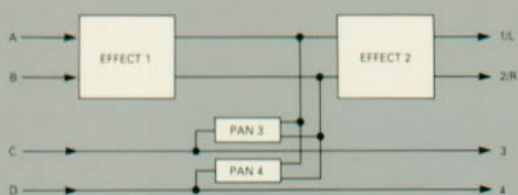
In serial mode, two effects 1 and 2 are applied to inputs A and B, and the sound is output from 1/L and 2/R. The outputs 3 and 4 will output the signals di- rectly from C and D. It is also possible to mix the input signal from C and D into the two inputs of effect 2.

Placement = Parallel

In Parallel mode, separate effects are applied to inputs A and B and inputs C and D, and the output is sent respectively from 1/L and 2/R, and 3 and 4. It is also possible to mix the output of 3 and 4 into the output of 1/L and 2/R.

Placement = Parallel 2
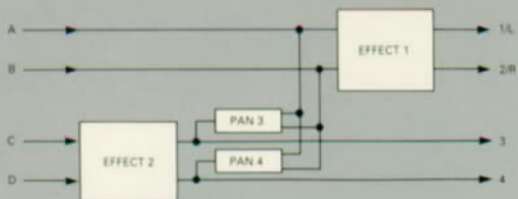
Effect 1 is applied to input from A and B.
Effect 2 is applied to input from C and D, and this data can then be distributed to Effect 1.

Effect Variation

01 Hall (Reverb)	17 Multi Tap Delay 2	33 Stereo Phaser 2
02 Ensemble Hall (Reverb)	18 Multi Tap Delay 3	34 Rotary Speaker
03 Concert Hall (Reverb)	19 Stereo Chorus 1	35 Auto Pan
04 Room(Reverb)	20 Stereo Chorus 2	36 Tremolo
05 Large Room (Reverb)	21 Quadrature Chorus	37 Parametric EQ
06 Live Stage (Reverb)	22 Cross Over Chorus	38 Chorus-Delay
07 Wet Plate(Reverb)	23 Harmonic Chorus	39 Flanger-Delay
08 Dry Plate (Reverb)	24 Symphonic Ensemble	40 Delay/Hall (Reverb)
09 Spring Reverb	25 Flanger 1	41 Delay/Room (Reverb)
10 Early Reflection 1	26 Flanger 2	42 Delay/Chorus
11 Early Reflection 2	27 Cross Over Flanger	43 Delay/Flanger
12 Early Reflection 3	28 Exciter	44 Delay/Distortion
13 Stereo Delay	29 Enhancer	45 Delay/Over Drive
14 Cross Delay	30 Distortion	46 Delay/Phaser
15 Dual Mono Delay	31 Over Drive	47 Delay/Rotary Speaker
16 Multi Tap Delay 1	32 Stereo Phaser 1	

A Sixteen Channel Multi-Timbral Tone Generator.

The 01/W lets you assign 16 programs to different MIDI channels for independent control using the 01/W's built-in sequencer. Each program can be passed through the effect processors, so that you may create artfully produced arrangements using a single instrument–the fundamental intent of a true music workstation. Of course, the 01/W can also be connected to external sequencers or computers, to serve as a tone generator within a larger MIDI system.

A High Performance 16-Track Sequencer Lets Professional Musicians Express their Creativity.

The 01/W features a high performance 16-track sequencer capable of both real time and step recording, letting you capture your music in digital form for later playback using the multi-timbral tone generator's high quality sound. You can record program change and panning data separately for each track. And there are a number of editing features, including track overdubbing, looping and tempo track editing that increase the ease with which you can reach your creative potential.

The 01/W FD model features a sequencer with greater memory for extra note capacity.

01/W Sound Creation Meets the Demands of Professionals.

The creative potential of musical tool ultimately depends on the character of its sound. If you've ever tried to find that one perfect sound that would make the whole composition work, then you know what we mean.

We created the 01/W to answer that need. We gave the power to achieve a range of expression that is sure to surpass any instrument you've ever played. If you're searching for new possibilities in sound and performance, the 01/W is just what you need.

A Wide Variety of Multisound Variations.

Multisounds: A key element for complex sound creation. More than anything, it is the quality of multisound sources that determines the integrity of the final sound, especially when it comes to the simulation of natural instruments.

That's why we loaded the 01/W with 255 different multisounds, making full use of its substantial ROM capacity to provide you with a wide choice of high-quality source material.

Among these sounds you'll find a number of subtly different multisounds derived from a common source. You can use these sounds in combination to simulate detailed changes in accent or playing technique. You can combine two guitar sounds, for example, crossfading a muted sound and a reverberant sound and keying the change to velocity, in order to reproduce the nuances of a real guitar.

Sounds sampled from instruments such as pianos and stringed instruments, which produce sound over a wide range of frequencies, can sound oddly out of place if the note being played is far removed from the sampling point. The 01/W solves this problem by splitting the sampling process among several sampling points. Multisounds thus guarantee natural sound–even when a musical phrase takes you from an instrument's low range to its high range in the space of an instant.

You can combine programs using these simulated sounds with other programs to create richer, more impressive sounds.

The 01/W also puts a powerful rhythm section at your command, giving you a selection of 119 drum sounds organized into four drum kits. With plenty of realistic drum sounds and sound effects to choose from, you can create original kits of your own to suit any musical genre.

Multisound List

000 A.Piano	029 PipeOrg 1LP	058 Slap Bass 1	087 Harmonica	116 Trumpet	145 Alto Bass	174 Flute FX LP	203 Cowbell	232 VS 88
001 E.Piano 1	030 PipeOrgan 2	059 SlpBass1LP	088 HardFlute 1	117 Trumpet LP	146 Sync.Wave	175 Flutter	204 Low Bongo	233 VS 89
002 E.Piano 1LP	031 Accordion	060 Slap Bass 2	089 HardFlute 2	118 Mute TP	147 Spectrum 1	176 Flutter LP	205 Claves	234 15-35
003 E.Piano 2	032 AcrdionLP	061 SynthBass 1	090 Tin Flute	119 Mute TP LP	148 Spectrum 2	177 Tap 1	206 Timbales	235 DWGS Clav
004 E.Piano 2LP	033 G.Guitar	062 SynthBass 2	091 Tin Flute LP	120 BrightHorn	149 Spectrum 3	178 Tap 2	207 WoodBlock 1	236 DWGSOrgan1
005 Hard EP	034 G.GuitarLP	063 Tech Bass	092 Pan Flute	121 Brass 1	150 Stadium	179 Tap 3	208 WoodBlock 2	237 DWGSOrgan2
006 Hard EP LP	035 F.Guitar	064 TechBassLP	093 Pan Flute LP	122 Brass 2	151 Stadium NT	180 Tap 4	209 Vibe Hit	238 DWGS E.P.1
007 Soft EP	036 F.GuitarLP	065 Kalimba	094 Bottle	123 StringEns.	152 Thing	181 Tap 5	210 Syn Claves	239 DWGS E.P.2
008 Soft EP LP	037 A.Gtr Harm	066 Music Box	095 Bassoon	124 StrEns.LP1	153 Thing NT	182 Tap 6	211 Syn Tom 1	240 Saw
009 Piano Pad 1	038 Hard Pick	067 Wood Box	096 Oboe	125 StrEns.LP2	154 Belltree	183 Orch Hit	212 Syn Tom 2	241 Ramp
010 P.Pad 1LP	039 E.Guitar	068 Log Drum	097 EnglishHrn	126 StrEns.LP3	155 BelltreeNT	184 Snare Cast	213 Zap 1	242 Square
011 Piano Pad 2	040 Mute Guitar	069 Marimba	098 Eng.HornLP	127 AnaStrings	156 Wind Bell	185 Syn Snare	214 Zap 2	243 Pulse 25%
012 P.Pad 2LP	041 Gtr Harm 1	070 Vibe	099 BassonOboeLP	128 Analog	157 WindBellNT	186 Rev Snare	215 Industry 1	244 Pulse 16%
013 Clav	042 Gtr Harm 2	071 Digi.Bell	100 BrstOboeLP	129 PWM	158 Tri Roll	187 Fist	216 Industr 1NT	245 Pulse 8%
014 Clav LP	043 DistGuitar	072 BrightBell	101 Clarinet	130 Violin	159 TriRoll NT	188 CrshCymbal	217 Industry 2	246 Pulse 4%
015 Harpsicord	044 Dist GtrLP	073 B.Bell LP	102 Clarinet LP	131 Cello	160 Clicker	189 Orch Crash	218 Industr 2NT	247 Syn Sine 1
016 Harpsicord LP	045 Banjo	074 Metal Bell	103 Bari.Sax	132 Pizzicato	161 Lore	190 OrchCrshLP	219 Rev Thing	248 Syn Sine 2
017 PercOrgan 1	046 Harp	075 M.Bell LP	104 Bari.SaxLP	133 Voice	162 Lore NT	191 OrchCrshNT	220 Digital 1	249 Syn Sine 3
018 PercOrg 1LP	047 A.Bass 1	076 Tiny Bell	105 Tenor Sax	134 Choir	163 Crickets 1	192 Orch Perc.	221 Digital 2	250 Syn Sine 4
019 PercOrgan 2	048 A.Bass 2	077 Gamelan	106 T.Sax LP	135 Soft Choir	164 Crickets 1NT	193 Hi Hat	222 Mini 1a	251 Syn Sine 5
020 PercOrg 2LP	049 A.Bass 2LP	078 Pole	107 Alto Sax	136 Ahhs	165 Crickets 2	194 Hi Hat NT	223 VS 102	252 Syn Sine 6
021 Organ 1	050 A.Bass 3	079 Pole LP	108 A.Sax LP	137 Air Vox	166 Crickets 2NT	195 Bell Ride	224 VS 38	253 Syn Sine 7
022 Organ 1LP	051 A.Bass 3LP	080 Tubular	109 SopranoSax	138 Chorello	167 MagicBell	196 Ping Ride	225 VS 39	254 Sine
023 Organ 2	052 Fretless	081 Gong 1	110 S.Sax LP	139 Yo Vox	168 Tron Up	197 Process Tom	226 VS 48	
024 Organ 2LP	053 FretlessLP	082 Gong 1 LP	111 Tuba/FrH	140 Syn Vox	169 TronUP LP	198 Timpani	227 VS 52	
025 Organ 3	054 E.Bass 1	083 Gong 2	112 Tuba/FrHLP	141 Syn Vox LP	170 TronUP NT	199 Timpani LP	228 VS 57	
026 Organ 3LP	055 E.Bass 2	084 Gong 2 LP	113 Trombone 1	142 Lah Wave	171 Tooter	200 Cabasa	229 VS 58	
027 Rotary	056 E.Bass 3	085 Split Bell	114 Trombone 2	143 Ether Bell	172 Tooter FX	201 Cabasa NT	230 VS 71	
028 PipeOrgan 1	057 E.Bass 3LP	086 Tuned Bell	115 Mute Tromb	144 Ghostly	173 Flute FX	202 Agogo	231 VS 72	

Drum Sound List

000 Fat Kick	014 Piclo Snare	028 Syn Rim	042 Agogo	056 Mute Triang	070 Scratch Hi	084 BrightBell	098 Noise	112 Clicker 3
001 Rock Kick	015 Soft Snare	029 Crash Cymbal	043 Lo Bongo	057 Open Triang	071 Scratch Lo	085 MetalBell 1	099 Stadium	113 Crickets
002 Ambi. Kick	016 Tight Snare	030 Tite HH	044 Hi Bongo	058 Tambourine	072 Scratch Dbl	086 MetalBell 2	100 Thing	114 Crash 2
003 Crisp Kick	017 Ambi. Snare	031 Close HH	045 Slap Bongo	059 Cowbell	073 Castaner	087 Gamelan 1	101 Belltree	115 Orch Hit
004 Punch Kick	018 Rev Snare	032 Close HH	046 Claves	060 R-Timbal	074 FingerSnap	088 Gamelan 2	102 Tri Roll	116 Wind Bell
005 Real Kick	019 Roll Snare 1	033 Pedal HH	047 Syn Claves	061 Hi Timbal	075 Industry	089 Pole	103 Yo vox	117 Metronome 1
006 Dance Kick	020 Roll Snare 2	034 Close Syn HH	048 Open Conga	062 Lo Timbal	076 Rev Thing	090 TubulBel 1	104 Flutter	118 Metronome 2
007 Gated Kick	021 Rock Snare	035 Open Syn HH	049 Slap Conga	063 WoodBlockH	077 Kalimba	091 TubulBel 2	105 Timpani	
008 Proces Kick	022 Gated Snare	036 Ride Edge	050 Palm Conga	064 WoodBlockM	078 Marimba 1	092 Gong	106 Orch Crash	
009 Metal Kick	023 House Snare	037 Ride Cup	051 Mute Conga	065 WoodBlockL	079 Marimba 2	093 Wind Gong	107 Music Box 1	
010 Syn Kick 1	024 Syn Snare 1	038 Tom	052 Maracas	066 Hand Claps	080 Marimba 3	094 Alta Bass	108 Music Box 2	
011 Syn Kick 2	025 Syn Snare 2	039 Process Tom	053 L.Shaker	067 Zap 1	081 Log Drum 1	095 Spectrum 1	109 Tron Up	
012 Snare 1	026 Fist	040 Syn Tom 1	054 S.Shaker	068 Zap 2	082 Log Drum 2	096 Spectrum 2a	110 Clicker 1	
013 Snare 2	027 Side Stick	041 Syn Tom 2	055 Cabasa	069 Stick Hit	083 Digi.Bell	097 Spectrum 2b	111 Clicker 2	

Introducing AI Square Synthesis.
Korg's exclusive means to powerful sound making expression.

01/W.
A workstation for the music of the future.

ai — AI² Synthesis System

ai — AI² Synthesis System

01/W FD
MUSIC WORKSTATION

The 01/W FD adds a 3.5 inch floppy disk drive to the already powerful capabilities of the 01/W, letting you store and organize your programs, combinations, sequence and global data, all with ease and efficiency. Its built-in sequencer features a large capacity of 48,000 notes, approximately seven times that of the standard model.

File B
File A
one file
200 Combinations
200 Programs
4 Drum Kits
1 set of Global data
Sequence data
(10 songs, 100 patterns)
MIDI data (64 Kbytes)

The 01/W FD uses two files on each disk: Each file contains all internal data and all data received by the MIDI data filer function.

The ultimate implementation of the new technology.

The 01/W FD features Korg's powerful AI Square Non-Linear Synthesis System plus a large capacity sequencer. And a 3.5 inch floppy disk drive which lets you store and organize your sequence and sound data. This lets you catch your ideas on the fly and bring them to musical completion.

01/W
MUSIC WORKSTATION

The next step in performance and composition.
The greatest array of ultra-realistic PCM sounds ever assembled into a single instrument plus the power to create new sounds no can.

The musical power of our AI Square Synthesis System. This new waveshaping technology enriches acoustic instrument sounds (from every family) to a level unmatched by any other instrument. It also gives creative players the means to design and build totally original sounds. And an on-hand selection of up to 400 Programs and 400 Combinations, with SRC-512 Memory Card RAM. Plus features like dynamic modulation and a performance editor with real time control.
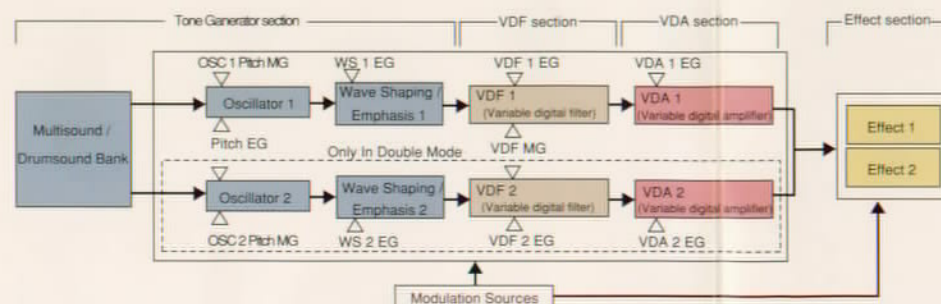
ai — AI² Synthesis System

Korg's New AI Square Synthesis System.
High-Quality PCM Sounds Transcend The Bounds Of Imagination.

Our original AI Synthesis System featured full digital processing, from sound source to finished music. Its merging of digital tone generators and effect processing technologies brought high-quality PCM sound to life, giving musicians the tool they needed to give expression to their artistic vision.

Now we've taken this world-renowned synthesis system one step further. We've lengthened sampling times and increased the number of multisounds and simultaneous sounds available. We've also added additional sounds editing functions, and upgraded its filters and effect processing units. The result is our new AI Square Synthesis System–the latest expression of Korg's digital technologies.

AI Square Synthesis System Block Chart

Tone Generator section | VDF section | VDA section | Effect section

Multisound / Drumsound Bank

OSC 1 Pitch MG
Oscillator 1
Pitch EG
WS 1 EG
Wave Shaping Emphasis 1
VDF 1 EG
VDF 1 (Variable digital filter)
VDF MG
VDA 1 EG
VDA 1 (Variable digital amplifier)
Effect 1

Only In Double Mode.

OSC 2 Pitch MG
Oscillator 2
Pitch EG
WS 2 EG
Wave Shaping Emphasis 2
VDF 2 EG
VDF 2 (Variable digital filter)
VDA 2 EG
VDA 2 (Variable digital amplifier)
Effect 2

Modulation Sources

Tone Generator.
Ultimate Possibilities for Sound Creation.

The 01/W's tone generator has a huge 48 Mbit capacity and comes loaded with 255 preset multisounds and 119 drum sounds. These include realistic drum sounds and different playing techniques on the same instrument for depth that permits expression of even the most delicate nuances. And, you can extend your repertoire of multisounds and drum sounds even further using the PCM cards in our extensive sound library.

The 01/W also features an emphasis function, which lets you clarify the outline of a sound. Its wave shaping function adds harmonics to multisounds (as they are output from the oscillator). These features provide access to the creation of totally new sounds.

VDF and VDA Sections.
Enhanced Control For Definitive Sound Expression.

The VDF (Variable Digital Filter) and VDA (Variable Digital Amplifier) sections control changes in the tone color and volume of sounds created by the tone generator. These two sections give you flexible control without compromising on quality, letting you add expressive subtleties to your sound with a minimum of time and effort.

Independent Dual Multi-Effect Processors.
Sweeping Control of Spatial Characteristics.

The AI Square Synthesis System features 47 effect varieties. Choose from standard effects such as reverb, delay, chorus and distortion, or more unusual options, such as exciter and rotary speaker effects. Detailed parameters give you independent control of effect characteristics, plus the two effect units can be combined in serial or either of two parallel modes. This built-in flexibility yields anything from a natural sounding ambience to complex sound effects.