

ZOOM STUDIO 1201 EFFECTS LIST

BANK A (REVERB)

EFFECTS	CHARACTER	DESCRIPTION (PURPOSE)	REV TIME
1 HALL	1 Large Hall	Emulates large concert hall with wood, carpet, some drapes. (ORCHESTRAL INSTRUMENTS)	⌚
	2 Bright Hall	Emulates medium concert hall with concrete and glass. (SNARE)	⌚
	3 Recital Hall	Warm and small, with carpet, drapes, full audience. (PIANO)	⌚
	4 Municipal	Emulates huge space, with reflective surfaces. (CINEMA EFFECTS)	⌚
	5 Wood Hall	Emulates medium hall with wooden walls, no audience. (SAX, FLUTE)	⌚
	6 Cathedral	Emulates large stone church. (CHORAL)	⌚
	7 Med. Concert	Medium version of #1 / Large Hall. (VOCAL.)	⌚
	8 String Hall	Adds body to midrange for large sounding strings. (STRINGS)	⌚
	9 Castle Hall	Smaller version of #6 / Cathedral. (SYNTH TEXTURES)	⌚
	10 Small Hall	Emulates a highly damped small recital hall. (ACOUSTIC GUITAR)	⌚
	11 Gymnasium	Emulates gymnasium space. (SFX)	⌚
2 ROOM	1 Tile Chamber	Emulates tiled room. (DRUMS)	⌚
	2 Warm Room	Medium room without high frequency reflection. (CLASSICAL GUITAR / HARP)	⌚
	3 Big Wooden	Emulates large wood room. (PIANO)	⌚
	4 Meeting Room	Small-medium room like hotel conference room. (NATURAL INDOOR AMBIENCE)	⌚
	5 Large Club	Reflective and large, good for big snare processing. (SNARE)	⌚
	6 Guitar Space	Adds reverb depth to midrange electric guitar sounds. (ELECTRIC GUITAR)	⌚
	7 String Room	Adds reverb depth to low-mid range strings. (STRINGS)	⌚
	8 Small Chamber	Adds light ambience to speaking voice. (NARRATION)	⌚
	9 Glass Room	Larger than Tile Chamber, less low frequencies. (ELECTRIC PIANO)	⌚
	10 Rehearsal Space	Large and medium reflective, multi surface room. (PERCUSSION)	⌚
	11 Garage	Small, odd angles, wood with cardboard boxes, etc. (ACCORDION / HARMONICA)	⌚
3 PLATE	1 Large Plate	Good for processing large string ensembles. (STRINGS)	⌚
	2 Bright Plate	Good for drums. (DRUMS)	⌚
	3 Dark Plate	Adds effect of large dimension. (CHURCH ORGAN / OMINOUS BRASS)	⌚
	4 Clear Plate	Creates ambience of open, large reverb. (VOCALS)	⌚
	5 Short Plate	Good for hand percussion instruments. (PERCUSSION)	⌚
	6 Slop Plate	Reverb with long predelay. (SAX)	⌚
	7 Lo-Pass Plate	Special effect bass-only plate sound. (CHEAP ORGAN)	⌚
	8 Hi-Pass Plate	Special effect highs-only plate sound. (FULL MIXES)	⌚
	9 Rich Plate	Multi-purpose plate with high density. (VOCALS / SOLO INSTRUMENT)	⌚
	10 Endless Plate	Super long and smooth plate sound. (PIPE / FLUTE)	⌚
	11 Tunnel	Special effect plate with tonal shape. (SFX)	⌚



Instrument name in CHARACTER and DESCRIPTION are used only to suggest the general sound character. Such CHARACTER and DESCRIPTION can of course be selected for other instruments as well. Feel free to experiment to create your sounds.



EFFECTS	CHARACTER	DESCRIPTION	REV TIME
4 VOCAL	1 Female Rock	Good for processing loud female vocals.	🕒
	2 Male Ballad	Adds richness to male voice.	🕒
	3 Chorus	Adds reverb depth to choral groups.	🕒
	4 Female Folk	Subtle reverb for enhancing natural voice.	🕒
	5 Hi-Male Rock	Good for big male lead vocal.	🕒
	6 Narration	Subtle effect for speaking voice.	🕒
	7 Chanting	Special effect for lasting tones.	🕒
	8 Sleep Back	Enhances instruments without tonal masking.	🕒
	9 Enhancer	Adds reverb richness without long decay.	🕒
	10 Lush Reverb	Adds large dimension to vocals.	🕒
	11 Echo Reverb	Reverb effect with long pre-delay.	🕒
5 AMBIENCE	1 Rock Mix	Good for enhancing rock songs.	🕒
	2 Jazz Band	Adds depth to jazz mixes.	🕒
	3 Reggae Mix	Extra wet effect for reggae.	🕒
	4 Keyboard	Lush reverb for enhancing instrumental MIDI pieces.	🕒
	5 Hip Hop	Subtle effect for making rap/hip hop songs bigger.	🕒
	6 Film Score	Adds dimension to cinematic music scores.	🕒
	7 Electronic Mix	Adds spatial effect to synth sounds.	🕒
	8 New Age	High frequency reverb wash for spatial textures.	🕒
	9 String Quartet	Adds midrange warmth to string quartets.	🕒
	10 Choral Mix	Lush reverb for choral groups.	🕒
	11 Percussion Mix	Adds percussion ensemble ambience.	🕒
6 DIMENSION	1 Super Wide	Wide stereo reverb effect.	🕒
	2 Stereo -> Mono	Stereo sound travels to center, mono, position.	🕒
	3 Left -> Right	Sound appears to travel to right side of stereo image.	🕒
	4 Right -> Left	Sound appears to travel to left side of stereo image.	🕒
	5 Big Delay	Emulates large space with long pre-delay.	🕒
	6 Mono -> Stereo	Adds stereo dimension to centered mono sound.	🕒
	7 Stereo Mids	Adds midrange to wide stereo image.	🕒
	8 Huge Bass	Adds bass dimension to sound.	🕒
	9 Ping-Pong	Reverb reflects strongly on left side, then on right side.	🕒
	10 Bass/Treble	Adds both bass and treble dimension to sounds.	🕒
	11 Millennium	Huge, huge reverb ambience.	🕒



EFFECTS	CHARACTER	DESCRIPTION	REV TIME
7 PERCUSSION	1 Rock Kit/1	Reverb effect for big drum kit.	⌚
	2 Latin Perc.	Slight ambience for hand drums, bongos, congas, etc.	⌚
	3 Jazz Drums	Subtle reverb for jazz kit.	⌚
	4 Tom	Adds depth to tom sound.	⌚
	5 Shaker	Good ambience for shakers, bells, scrapers, etc.	⌚
	6 Reggae Drum	Long predelay with midrange boost.	⌚
	7 Rock Kit/2	Adds reverb to snare and cymbals without muddy bass.	⌚
	8 Mallet Perc.	Adds warm ambience to vibraphone, marimba.	⌚
	9 Slap	Short predelay with low frequency boost.	⌚
	10 Afro Drums	Good for djembe and ashiko sounds.	⌚
	11 Bells	Adds reverb to high frequencies only.	⌚
8 ENSEMBLE	1 Strings	Adds medium decay reverb.	⌚
	2 Brass	Good for punchy brass section parts.	⌚
	3 Piano	Warm and long reverb, good for solo keys.	⌚
	4 Winds	Good for processing woodwinds.	⌚
	5 Synth/1	Enhances synthesizer music.	⌚
	6 Solo Strings	Adds warmth to solo string instruments.	⌚
	7 Jazz Organ	Enhances organ sound without lots of reverb effect.	⌚
	8 Chorus	Large reverb space for choral groups.	⌚
	9 Solo Winds	Slight reverb effect for solo wind instruments.	⌚
	10 Church Organ	Adds dimension to MIDI organs.	⌚
	11 Synth/2	Enhances synthesizer music.	⌚
9 POWER	1 Kick/1	Large kick.	⌚
	2 Kick/2	Small-medium kick.	⌚
	3 Snare/1	Huge snare.	⌚
	4 Snare/2	Small bright snare.	⌚
	5 Toms/1	Big, big toms.	⌚
	6 Toms/2	Midrange enhanced toms.	⌚
	7 Hand Perc.	Small early reflection sound.	⌚
	8 Dist Guitar/1	Huge guitar chamber sound.	⌚
	9 Dist Guitar/2	Small bright guitar sound.	⌚
	10 Vocal/1	Huge space for vocals.	⌚
	11 Vocal/2	Slight enhanced vocals.	⌚

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BANK A

A-1 HALL A-9 POWER	This reverb changes the type of the effects in accord with the characters.	
	CHARACTER Selects the reverb type. Changes the characters. 1  11	REV TIME Determines the reverb time. short  long

A-10 GATE	Gusty gate reverb most suitable for snare drums.	
	CHARACTER (THRESHOLD) Adjusts the gate threshold. less  more	REV TIME Determines the reverb time. short  long

A-11 REVERSE	Reverb with an effect similar to running a tape recorder in reverse.	
	CHARACTER (THRESHOLD) Adjusts the gate threshold. less  more	REV TIME Determines the reverb time. short  long

BANK B

B-1 DELAY	Stereo 2-channel delay effect. Maximum Delay time is 1486mS.	
	VARIATION (FEEDBACK) Value "5" is no feedback. Value "1"-"5" are stereo cross feedback, "7"-"11" are normal stereo. <div style="display: flex; justify-content: space-around; align-items: center;"> cross feedback normal stereo </div>	ADJUST (DELAY TIME) Determines the delay time. <div style="display: flex; justify-content: space-around; align-items: center;"> short long </div>
B-2 CHORUS	Rich chorus effect with a total of six voices for L/R.	
	VARIATION (CHORUS DEPTH) Determines the depth of modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> shallow deep </div>	ADJUST (CHORUS RATE) Determines the speed of the modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> slow fast </div>
B-3 FLANGER	Stereo flanger effect with wide sweep range.	
	VARIATION (FLANGER DEPTH) Determines the depth of modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> shallow deep </div>	ADJUST (FLANGER RATE) Determines the speed of the modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> slow fast </div>
B-4 CHO/REV	Parallel connection with chorus for left channel and reverb for right.	
	VARIATION (REVERB MIX) Determines the reverb mix level. <div style="display: flex; justify-content: space-around; align-items: center;"> no reverb louder </div>	ADJUST (CHORUS DEPTH) Determines the depth of modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> shallow deep </div>
B-5 FLG/REV	Parallel connection with flanger for left channel and reverb for right.	
	VARIATION (REVERB MIX) Determines the reverb mix level. <div style="display: flex; justify-content: space-around; align-items: center;"> no reverb louder </div>	ADJUST (FLANGER RATE) Determines the speed of the modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> slow fast </div>
B-6 DLY/REV	Parallel connection with delay for left channel and reverb for right.	
	VARIATION (REVERB MIX) Determines the reverb mix level. <div style="display: flex; justify-content: space-around; align-items: center;"> no reverb louder </div>	ADJUST (DELAY TIME) Determines the delay time (maximum 743mS). <div style="display: flex; justify-content: space-around; align-items: center;"> short long </div>
B-7 DLY+FLG	Serial connection of delay and flanger.	
	VARIATION (FLANGER RATE) Determines the speed of the modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> slow fast </div>	ADJUST (DELAY TIME) Determines the delay time (maximum 743mS). <div style="display: flex; justify-content: space-around; align-items: center;"> short long </div>
B-8 CHO+DLY	Serial connection of chorus and delay.	
	VARIATION (CHORUS DEPTH) Determines the depth of modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> shallow deep </div>	ADJUST (DELAY TIME) Determines the delay time (maximum 743mS). <div style="display: flex; justify-content: space-around; align-items: center;"> short long </div>
B-9 DLY+REV	Serial connection of delay and reverb.	
	VARIATION (REVERB MIX) Determines the reverb mix level. <div style="display: flex; justify-content: space-around; align-items: center;"> no reverb louder </div>	ADJUST (DELAY TIME) Determines the delay time (maximum 743mS). <div style="display: flex; justify-content: space-around; align-items: center;"> short long </div>
B-10 CHO+REV	Serial connection of chorus and reverb.	
	VARIATION (REVERB MIX) Determines the reverb mix level. <div style="display: flex; justify-content: space-around; align-items: center;"> no reverb louder </div>	ADJUST (CHORUS DEPTH) Determines the depth of modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> shallow deep </div>
B-11 FLG+REV	Serial connection of flanger and reverb.	
	VARIATION (REVERB MIX) Determines the reverb mix level. <div style="display: flex; justify-content: space-around; align-items: center;"> no reverb louder </div>	ADJUST (FLANGER RATE) Determines the speed of the modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> slow fast </div>

BANK C

C-1 PITCH	Stereo Pitch shift effect.																								
	VARIATION (Pitch-shift interval) Determines the tuning of the pitch-shifted signal. The range is one octave above or below the input pitch. <table border="1" style="width: 100%; text-align: center; font-size: small;"> <tr> <td>Value of VARIATION</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td> </tr> <tr> <td>Pitch shift (cent)</td> <td>7</td><td>20</td><td>100</td><td>200</td><td>300</td><td>400</td><td>500</td><td>700</td><td>900</td><td>1100</td><td>1300</td> </tr> </table>	Value of VARIATION	1	2	3	4	5	6	7	8	9	10	11	Pitch shift (cent)	7	20	100	200	300	400	500	700	900	1100	1300
Value of VARIATION	1	2	3	4	5	6	7	8	9	10	11														
Pitch shift (cent)	7	20	100	200	300	400	500	700	900	1100	1300														
C-2 PHASER	Stereo Phase effect.																								
	VARIATION (PHASER DEPTH) Determines the modulation depth. <div style="display: flex; justify-content: space-around; align-items: center;"> shallow deep </div>	ADJUST (PHASER RATE) Determines the speed of the modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> slow fast </div>																							
C-3 TRM-PAN	Tremolo effect and auto-panpot effect variation.																								
	VARIATION (DEPTH) Value "1"-"6" tremolo effect, "5"-"11" auto panpot. <div style="display: flex; justify-content: space-around; align-items: center;"> tremolo auto-pan </div>	ADJUST (RATE) Determines the speed of the modulation. <div style="display: flex; justify-content: space-around; align-items: center;"> slow fast </div>																							

BANK C

C-4 PIT-DLY	Delay effect with continuous controlled pitch-shifter in the feedback loop.		SAMPLE SETTING Try "ADJUST" knob!	
	VARIATION (DELAY TIME) Determines the delay time (maximum 743ms). short long	ADJUST (PITCH SHIFT) Pitch shifter with 1-octave shift up or down. -1 octave +1 octave	VARIATION	ADJUST
C-5 AUTO FILTER	Dynamic Filter effect follows input signal envelope.		SAMPLE SETTING "ADJUST" should be trimmed with input signal.	
	VARIATION (COLOR) Select the filter type.	ADJUST (SENSITIVITY) Determines the envelope follower's sensitivity. less more	VARIATION	ADJUST
C-6 RING MOD	Ring-modulator with short delay effect.		SAMPLE SETTING Try "ADJUST" knob!	
	VARIATION (DELAY MODE) Selects the delay effect mode. Value "1" is delay off, "11" is no feedback and "2"- "10" with feedback.	ADJUST (FREQUENCY) Determines the modulator frequency. low freq. high freq.	VARIATION	ADJUST
C-7 Lo-Fi EFX	This effectively changes the input signal to low fidelity sound.			
	VARIATION (Lo-Fi MODE)		ADJUST	
	1 TELEPHONE	Determines the voice character.		
	2 AM RADIO	Add tuner noise.		
	3 STEREO RECORD	Add dust noise (45 rpm).		
	4 MONO RECORD	Add dust noise (33 1/3 rpm).		
	5 BEACH TAPE	Sea shore.		
	6 Lo-Fi ECHO STEREO	Add electrical noise.		
	7 Lo-Fi ECHO MONO	Add electrical noise.		
	8 Lo-Fi 1 STEREO	Add noise.		
	9 Lo-Fi 1 MONO	Add noise.		
	10 Lo-Fi 2 STEREO	Add noise.		
11 Lo-Fi 3 STEREO	Add noise.			
C-8 VOCAL DIST	Distortion effect specialized for vocal and human voice.			
	VARIATION (COLOR)		ADJUST (GAIN) Determines the distortion rate. low gain high gain	
	1	distortion only		
	2 Fat DIST	distortion with chorus		
	3	distortion, chorus and delay		
	4	distortion only		
	5 Cool DRIVE	distortion with chorus		
	6	distortion, chorus and delay		
	7	distortion only		
	8	distortion with chorus		
	9 Hard DRIVE	distortion, chorus and delay		
	10	distortion with flanger		
11	distortion, flanger and delay			
C-9 ROTARY	Effect simulating a rotary speaker.		SAMPLE SETTING Hard driven Organ sound. Try "ADJUST" knob!	
	VARIATION (OVERDRIVE) Determines the overdrive gain. low gain high gain	ADJUST (ROTARY RATE) Determines the speed of the rotation. slow fast	VARIATION	ADJUST
C-10 VOCORDER	10 or 18-band-selectable-vocorder effect-Left-channel for instrument, right channel for vocal or human voice.			
	VARIATION (MODE & CHARACTER) Selects the sound character.		ADJUST (SENSITIVITY) Determines the sensitivity of the vocorder.	
	1	fast attack	vocorder only	
	2	18-band	vocorder + chorus	
	3		vocorder, distortion and chorus	
	4	slow attack	vocorder only	
	5		vocorder + distortion	
	6	10-band	vocorder only	
	7		vocorder + chorus	
	8	fast attack	vocorder, distortion and chorus	
	9		vocorder only	
	10	slow attack	vocorder + chorus	
11	vocorder, distortion and chorus			
C-11 KARAOKE	This effectively removes the vocal sound from a stereo music track.			NOTE
	VARIATION (KEY CONTROL) Determines the number of semitones over which the pitch of the input signal is changed. -6 +6 semi tones semi tones	ADJUST (BAND BALANCE) Determines the balance of low, mid and high frequency network. mid low and high	To make this effect work properly, the "MDX" setting should be set to WET.	