



PLUGIN ALLIANCE

PLUGIN ALLIANCE AND BRAINWORX DEBUT THE NEXT-LEVEL CONSOLE EMULATION PLUGIN— *bx_console*—FEATURING 72 DIFFERENT AUTHENTIC CHANNEL VARIATIONS

***bx_console* introduces a new paradigm in analog realism, Tolerance Modeling Technology, which models individual component tolerances.**

Santa Cruz, CA – October 27, 2015 – The next masterpiece from German plugin maestros Brainworx is available today, exclusively through plugin-alliance.com. An emulation of Brainworx founder Dirk Ulrich's personal Neve VXS 72 desk, [bx_console](#) (\$299 MSRP) changes the game of analog emulation with Brainworx's new patent-pending Tolerance Modeling Technology (TMT). Thanks to TMT, *bx_console* is the first Brainworx product that not only models the components in a circuit, but also models individual component tolerance differences, which cause the unit-to-unit differences between analog equipment of the same make and model.



TMT provides bx_console with 72 different channels, which effectively emulate the nuanced sonic differences of the original desk. The plugin also has a comprehensive dynamics section, including a compressor/limiter and expander/gate, four-band EQ, as well as high-pass and low-pass filters. The emulation even features several Brainworx "mods" to the fantastic original Neve design, including a Noise control that lets you mimic the noise of the original console, dial out the noise entirely or even add more noise to capture a certain vibe.

One of the highlights is the Analog Stereo Mode, which enables the user to use two slightly different modules for Left and Right channels, introducing the realistic imperfections of a large-format mixing desk in your DAW.

Taking in-the-box mixing to a new level of analog authenticity, TMT emulates the component tolerances of an individual piece of analog gear. Other plugins have offered some type of analog variation, but bx_console is the first product to model all of the components in a circuit. To emulate this circuitry, Brainworx cataloged the tolerances of over 150 individual components, along with all the variations within their realistic specs, as provided by the component manufacturers. So while bx_console faithfully recreates the legendary rock 'n' roll Neve signal path, it also delivers the character of Ulrich's individual Neve VXS, a console that served at Skywalker Sound in California and Bohus Sound in Sweden (formerly run by an ABBA member) before finding its way to Brainworx Germany.

"Ever since I worked on a Neve console for the first time, I wanted one," said Ulrich. "For me—like for most producers—it was the sound I had always been after. I bought the console for two reasons: to enjoy its sonics while working on it, and to capture its sound in its entirety to design the closest-to-real-life plugin emulation out there. Having recorded and mixed on this console for years, I know it inside and out, and I am extremely proud of the result our team has delivered after the biggest Brainworx development effort ever."

"The first thing I did with bx_console was pull up the kick drum track of a mix I was working on," said Grammy-winning mixer Craig Bauer of Hinge Studios. "Within a few minutes I had something that annihilated what I had previously."

Plugin Alliance and Brainworx will be demoing bx_console at the 139th AES Convention in New York City's Javits Center Oct. 29-Nov. 1, 2015 in the Avid booth (#718). There you

will be able to experience bx_console running on various systems and controllers, and witness the plugin's ability to map to various Avid console controllers, such as the Pro Tools | S6 and Pro Tools | S6L.

All Plugin Alliance products are available as fully functional 14-day demos from Plugin-Alliance.com.

For more information and high-res images, please visit our [Media Resources](#) page.

Legal Disclaimer: Neve and VXS are registered trademarks of AMS/Neve, Inc. bx_console was developed by Brainworx Music and Media GmbH based on its own modeling techniques. Neve has not endorsed nor sponsored the bx_console in any manner, nor licensed any intellectual property for use in this product.

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About Plugin Alliance

Santa Cruz, California's Plugin Alliance offers industry-leading pro audio plugins and plugin bundles from acclaimed developers such as accusonus, Brainworx, Chandler Ltd., elysia and SPL with customer-friendly prices, licensing procedures and financing options. Far more than just a website, Plugin Alliance is a new "über-standard," supporting all major plugin formats and uniting some of the best-known international audio companies under one virtual roof. www.plugin-alliance.com

About Brainworx

Since 2006 Brainworx Germany has developed a reputation for creating sonically-advanced plugin tools. Brainworx highlights include the M/S-standard EQ, bx_digital V2 and world-class guitar amp simulations. The founding development partner of the Plugin Alliance, Brainworx has also developed partnerships with SPL (Germany), Shadow Hills Industries (USA), Dangerous Music (USA), Ampeg (Loud Technologies), Friedman Amplification(USA), and many more. www.brainworx-music.de

CONTACT:

Chandra Lynn
Glow Marketing for Plugin Alliance
650-464-5708
chandra@glowmarketing.com
www.glowmarketing.com

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