UVI™

The Beast

DIGITAL AUDIO INSTRUMENTS

Software User Manual

Version 1.0

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UVI.NET

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UVI.NET

Introduction

The Beast - Rewind to 1975 …

A machine of luxury is birthed for the musical elite. Using electronics developed for NASA, this revolutionary instrument was unprecedented for its time. Starting off its life as a gorgeous FM synth, it evolved into a comprehensive workstation through subsequent expansions. Its emergence into the professional studio inspired many of the leading avant-garde artists and sonic visionaries to embrace its potential, including Frank Zappa, Chick Corea, Michael Jackson, Sting, Kraftwerk, Stevie Wonder, and Depeche Mode, among others.

… Fast Forward to Today

Once again inspired by the sounds of yesteryear, we at UVI have set out to construct our own 'beast'. The result is a comprehensive software suite comprised of 3 complementary digital instruments - each fully equipped with a vast array of both cutting edge original sounds and classic presets. We've employed our trusted combination of advanced programming and meticulous sampling, using the best analog and digital gear, to bring the beloved vintage character of this workstation to a new generation of musicians and sound explorers. The result is an entirely new, comprehensive and intuitive luxury instrument which we are proud to present to you - The Beast.

Also included is the latest UVI technology - Sparkverb™, a highly advanced synthetic reverb that focuses on sound quality and musicality. From stratospheric choruses, to lush ambiances and to resonant unisons, Sparkverb gives you a huge palette and direct control over the patches. Add lush atmosphere to any of your configurations instantly!

Recapture the past, and let The Beast inspire the sounds of your future!

System Requirements

MacOS

Compatibility
Audio Units, VST, MAS, AAX, RTAS or standalone
UVI Workstation 2.5.2 or higher

Minimum System Requirements
- ▶ Intel CPU
- ▶ 4 GB of RAM (8 GB+ recommended)
- ▶ 2 GB of disk space
- ▶ Mac OS X 10.7 or higher
- ▶ iLok account (free, dongle not required)

Windows

Compatibility
VST, AAX, RTAS or standalone
UVI Workstation 2.5.2 or higher

Minimum System Requirements
- ▶ Core Duo or faster
- ▶ 4 GB of RAM (8 GB+ recommended)
- ▶ 2 GB of disk space
- ▶ Windows 7 or higher
- ▶ iLok account (free, dongle not required)

Authorize the Way You Want

Your license allows 3 concurrent authorizations on any combination of computers and iLok dongles.
License management is a simple drag-and-drop process done through iLok License Manager.
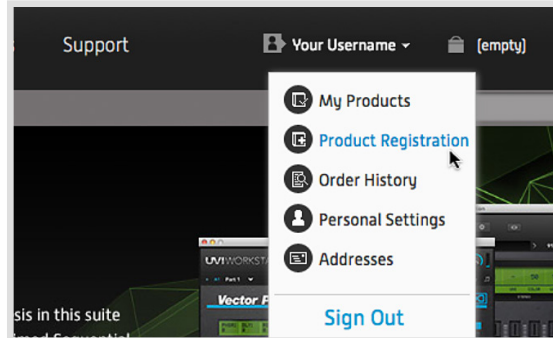Visit ilok.com/ to download iLok License Manager and create your free account.

The Beast

▶ You must have an account on uvi.net/ and ilok.com/ prior to registration
▶ If you purchased a **physical version** of this product, your serial number is located on the inside of the box
▶ If you purchased an **electronic version** of this product, your serial number will be included in a confirmation email
▶ You can see a list of the products you've registered and their serial numbers anytime at uvi.net/my-products

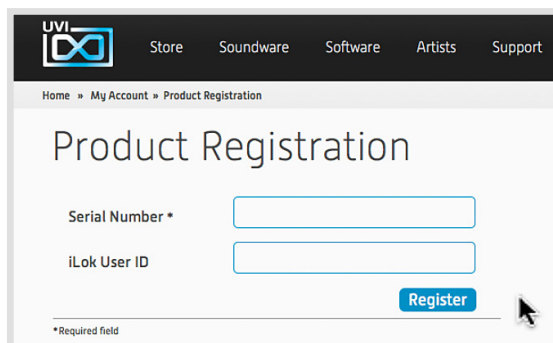1. Login to your account on uvi.net/
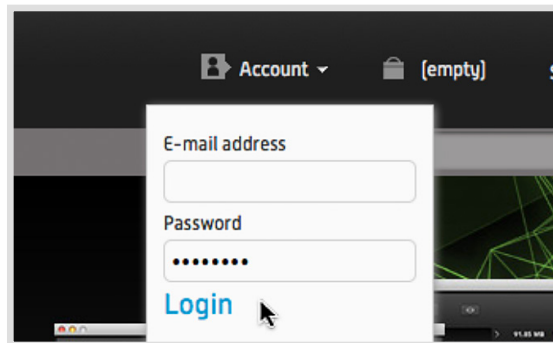
2. Navigate to the 'Product Registration' page

3. Enter your details and click 'Register'

   Upon completion a new license will be deposited in your iLok account

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Step ② Activate Your License

▶ iLok License Manager is required for activation, download the newest version at ilok.com/ilm.html ☑
▶ Your license allows up to 3 concurrent activations on any combination of iLok dongles and computers
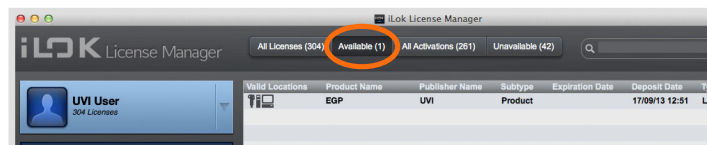▶ Activations can be moved between devices at anytime

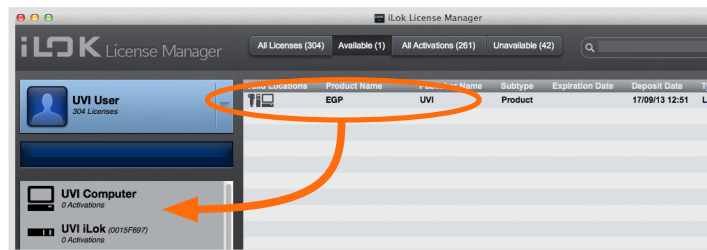1. Launch iLok License Manager
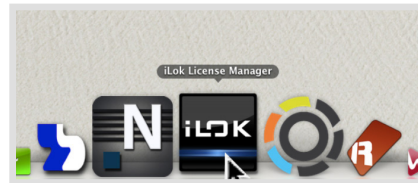
2. Login to your account
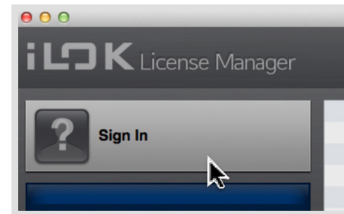
3. Click the 'Available' tab
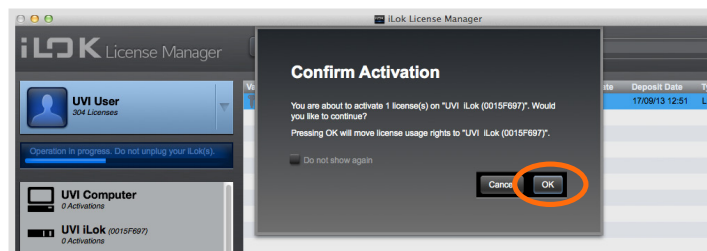
4. Drag the license to your computer or an iLok dongle

5. Click 'Ok' to confirm the activation

   The process is complete, your device is now authorized

» To see how many authorizations you have left simply select the license and click 'Show Details'
» To deactivate your license, right-click it and select 'Deactivate' — doing so will return your license to the 'Available' tab

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▶ UVI Instruments can be stored anywhere on your system
▶ Storing your instruments on a fast drive will improve performance
▶ Your instruments can be downloaded at any time from uvi.net/my-products ⬈

1. Create a folder on your computer and place your UVI Instruments in it
   Once this is done we need to tell UVI Workstation where to find your instruments.
   We do this by creating a watch folder, follow the steps below to create your own:
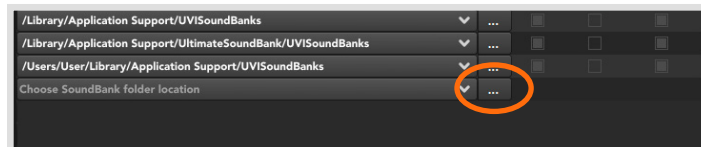
2. Open UVI Workstation

3. Click the Settings page
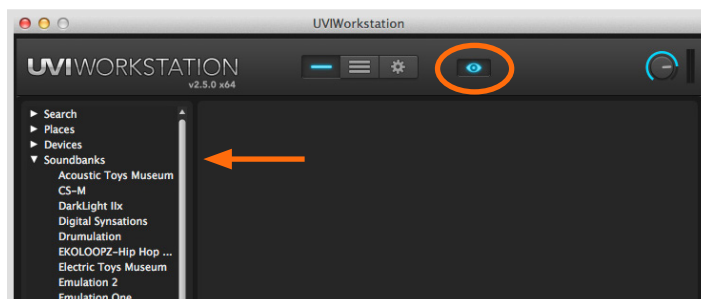
4. Click the 'Sound Banks' tab

5. Click the '...' button and select the folder where you've placed your instruments

6. Restart UVI Workstation and open the Browser

   Your instruments will be available under the 'Soundbanks' tab

UVI.NET

- UVI Workstation is required to run UVI Instruments
- The newest version of UVI Workstation can be downloaded free at uvi.net/downloads ↗
- UVI Workstation can be run as a standalone program or as a virtual instrument from within your DAW of choice

1. Open UVI Workstation
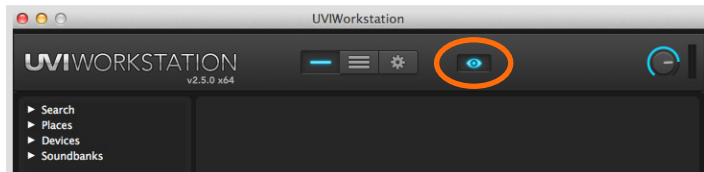
2. Click the Browser icon
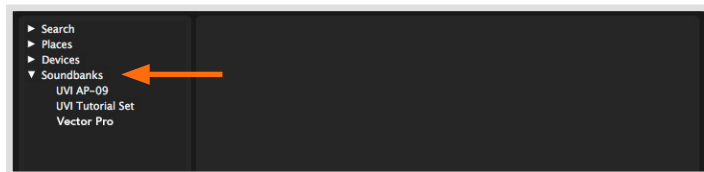
3. Open the Sound Banks tab

4. Select a product, in this example we'll choose Vector Pro, then select an instrument and patch

   Double-click the patch to load it

5. The UI appears and you're ready to jam!

UVI.NET

Beast FMII - Interface

1 ▶ Amplitude

» **ADSR**
Typical envelope controls for the amp

» **Vel Sens**
Velocity sensitivity

2 ▶ Filter

» **ADSR**
Typical envelope controls for the filter

» **Vel Sens**
Velocity sensitivity

» **HP / BP / LP**
High, Band, and Low Pass filter modes

» **Cutoff**
Filter cutoff frequency

» **Res**
Filter resonance amount

» **Env**
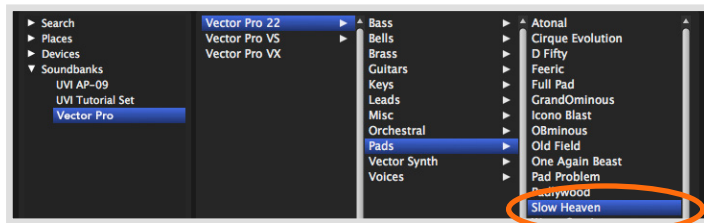Depth of the filter envelope

3 ▶ Stereo

» **Mode – Off**

» **Mode – Alt**
Stereo position alternates L/R every note, width controlled by [SPREAD]

» **Mode – Uni**
Layers multiple samples and augments them for increased stereo presence

» **Color**
Utilizes neighboring samples from the library to a unique effect

» **Spread**
Sets the stereo width [ALT mode]

» **Tune**
Detunes the unison layers [UNI mode]

4 ▶ Effects

» **Phaser**
On/off and effect mix amount

» **Delay**
On/off and effect mix amount

» **Reverb**
On/off and effect mix amount

» **Crusher**
On/off and effect minx amount

5 ▶ Drive

» **Power/Amount**
On/off and overdrive amount

6 ▶ Modwheel

» **Power/Amount**
Easily route your controllers Modwheel to control common parameters such as Vibrato, Tremolo and Filter Depth

7 ▶ FMIZER

Note: FMIZER is playable via the modwheel

» **'+' or '–'**
Adjust FM modulation

» **Level**
FM level amount

» **Pitch**
Transpose FMIZER by semi-tone

» **Velocity**
FMIZER velocity sensitivity

Beast FMII - Preset List

Bass
Bass Funky M
FMized Bass
MG AnalogBass
Orchestral Bass
Orchestral FMized
Orig Bass 1
Orig Bass 2
Orig Bass 3
Orig Bass 4
Phat FM Bass

Keyboards
Clavinet
Elec Dulcimer 1
Elec Dulcimer 2
Electric Piano 1
Electric Piano 2
Harpsichord
Heavy Keyboard
Low FM Piano
Mallet Piano
Piano FMized

Organs
Brocken Organ
FH Organ FMized
FH Organ
Full Digital Organ
Harpsi Hamm
Large FM Organ 1
Large FM Organ 2
Mini Organ
Pipe Organ
Rock Wah

Bells
Chimes
Church Bells
FM Zic Box
Harpi Bell
Music Box
Orig Bells 1
Orig Bells 2
Tangerine Bell
Tubular Chimes
Vibes

Misc.
ChorGelis
FM Dream Kalim
FM Noisy Bell
Fuzz Guitar
Fuzzemized
Harmonica
Poly Sync
Pure FM Thin Pad
Strummed
Ultra Thin Perc

Synth
BrasSource
Dirty Fifth
Iconic Gong
Marion 1
Marion 2 FMized
Poly FM
Saw Lead
Slow Drone
Smooth Keys
Strange Voices
Voices

Insane FM
Das Dubstep
Distoland
FM Attitude
Insane Place
Organistic
Rock FM
The Beast who Fly
Violin under Pressure
Voices Insane
Wheel Sweep Brass

Orchestral
Brass
Hybrid Violin
Krum Horn
Krum Multi FM
Mellow Ensemble
Ochestral Hit
Octaved
Orchestral Strings
Porta Strings
X Fantasio

Waveforms
FMized Only
Inverted Saw
Saw
Sine 1
Sine 2
Square
Triangle

Beast Terminal - Interface

1 ▶ Amplitude

» **Vel > Atk**
Remaps Attack » Note Velocity

» **Velocity Sensitivity**
Adjust the velocity sensistivity

» **ADSR**
Typical envelope controls for the amp

2 ▶ Filter

» **Filter Type**
Multimode filter can be set to low-pass
(LP), band-pass (BP), or high-pass [HP]

» **ENV**
Depth of the filters EG

» **CUT**
Filter cutoff frequency

» **RES**
Filter resonance amount

» **VEL**
Adjust the filter velocity sensitivity

» **ADSR**
Typical envelope controls for the filter

3 ▶ Pitch Envelope

» **Depth**
Sets the depth of portamento

» **Time**
Sets the glide time for both modes

4 ▶ Drive

» **On/Off Switch**

» **Amount**
Sets the drive amount

5 ▶ Stereo

» **Mode – Off** (mono)

» **Mode – Alt**
Stereo position alternates L/R every
note, width controlled by [SPREAD]

» **Mode – Uni**
Layers multiple samples and augments
them for increased stereo presence

» **Color**
Utilizes neighboring samples from the
library to a unique effect

» **Spread**
Sets the stereo width (ALT mode)

» **Tune**
Detunes the unison layers (UNI mode)

6 ▶ Effects

» **Phaser**
Power and effect mix amount

» **Delay**
Power and effect mix amount

» **Reverb**
Power and effect mix amount

7 ▶ Bit Crusher

» **Bit Crusher On/Off**
Enable/Disable the Bit Crusher effect

» **Bit**
Set the bit reduction

» **Frequency**
Set the Bit Crusher sample rate

» **Drive**
Adjust the overdrive amount of the
Bit Crusher effect

8 ▶ Modwheel

» **Power/Amount**
Easily route your controllers Modwheel
to control common parameters such as
Vibrato, Tremolo and Filter Depth

Bass
Agressiv Mini Mg
Bass ConTremolo
Bass Synth 1
Bass Synth 2
Bass Synth 3
Crunch Bass
Dark Double Bass
Electric Bass 1
Electric Bass 2
Fretless Blue
Hard Bass
Noise Drone Bass
Phat SUB
Piano Bass Bells
That Slap
Ultra Air Bass

Bell-Mallets
African Mallet
Celeste
Glockenspiel
Kalimba
Marimba 1
Marimba 2
Marimbass
Old Bells
PitchAgogo
Prepared Dulcimer
Prepared Gamelan
Prepared Mallet
Prepared Xylo
Steel Drum
Synth Bell
TremoBell
Vibraphone
Woodblock
Woody Stacc
Xylophone

Brass
Big Brasses
Big Ensemble
Brass Attack 1
Brass Attack 2
Brassy Big Pad
French Horn
Horns and Strings

Tenor Sax
Trumpet Stacc 1
Trumpet Stacc 2
Tuba
Wahx Avery

Drums
Bass Drums 1
Bass Drums 2
Cymbals 1
Cymbals 2
Cymbals 3
Snare Drums 1
Snare Drums 2
Snare Drums 3
Toms 1
Toms 2
Toms 3

FX
Dolphin Stress
Fallling P
FX Menu 1
FX Menu 2
FX Menu 3
Hitchcokitude
Horror Scene
Human Menu
Marsian Gamelan
Prepared Cluster
Prepared Pianos
RiskPlosion
Scaring Steel
Space Chimes
Trashing
Tunnel Scary
UnHarmonic Mallet
Xtreme Prepared

Guitars
Acoustic Guitar
Banjo
Classic 335
El Guitar Mute
Electric Guitar 1
Electric Guitar 2
Lute
Stratlute

Twelve Strings 1
Twelve Strings 2

Hits-Chords
FX Synth Hit
Hit Chkoc
Impact Tunning
Jazz Ending
Magic Hit 1
Magic Hit 2
Moscito Hit
NoisHit
Orch Dark Hit
Orchestal Mood
Out Brass Phase
Phrase Ending 1
Phrase Ending 2
Pop Hit
Pure Orch Hit 1
Pure Orch Hit 2
Pure Orch Hit 3
Pure Orch Hit 4
Pure Orch Hit 5
Pure Orch Hit 6
Pure Orch Hit 7
Pure Orch Hit 8
Pure Orch Hit 9
Requiem Hit 1
Requiem Hit 2
Requiem Hit 3
Short Hit
StaBrass
Suspense Hit 1
Suspense Hit 2
Suspense Hit 3
Suspense Hit 4
Tension Loop
TimpanHit
xFX Hit 1
xFX Hit 2
xFX Hit 3
xFX Hit 4
xFX Hit 5
Ze Art of Hit

Keyboards
Accordion
Church Organ

Claustro B3
Clavinet
Crunchy Ham
Dark Road
German Big Toy
Grand Piano
HarPiano
Harpsichord
Majestic Prepared
MelHarmonica
My Dyno Piano 1
My Dyno Piano 2
New Piano
On the Road
Student Piano
Tack Piano
Zither Piano

Percussions
Berimbau
Bongo
Cabasa
Conga
Ethnic Mood
Flexatone
Gong
Hybrid Perc
Perc Menu 1
Perc Menu 2
Perc Menu 3
Perc Menu 4
Perc Menu 5
Perc Orch Hit
Piano Hit
Surdo
Timpani
Tribal Class
Udu

Beast Box - Interface

Global Controls

Modulation Controls

Pitch Bend » 2 Octave Range
ModWheel » BitCrusher

1 ▶ **Page Switch**
» **Page 1**
    01. Bass Drum – C1
    02. Snare Drum – D1
    03. Cymbal – F#1
    04. Cymbal – D#2
» **Page 2**
    05. Tom – F1
    06. Tom – G1
    07. Percussion 1 – C#1
    08. Percussion 2 – D#1
» **Page 3**
    09. FM BD/SD – B0
    10. FM BD/SD – E1
    11. FM Cymbals/Toms/Percs – A#1
    12. FM Cymbals/Toms/Percs – A1

2 ▶ **Preset Menu**
    Select from dozens of preset kits

3 ▶ **Globals**
» **Groove / Swing Amount**
» **Clear (all seq tracks)**
» **Play/Stop Sequencer**

4 ▶ **Step Indicator**
    LED lights indicate current seq step

Track Controls

5 ▶ **Track Params**
» **Mute (on/off)**
» **Sample Menu**
    Change the track/sample via forward/
    backward buttons or through the pull-
    down menu
» **Vol**
    Adjust the track volume
» **Pan**
    Adjust the tracks pan position

» **Tune**
    Adjust the track pitch
» **HF (Low-Pass Filter)**
    Adjust the filter cutoff frequency
» **LF (High-Pass Filter)**
    Adjust the filter cutoff frequency
» **Drive**
    Adjust the amount of overdrive
» **Decay**
    Adjust the sample decay time
» **Aux 1**
    Adjust the delay send amount
» **Aux 1**
    Adjust the reverb send amount

6 ▶ **Track Sequencer**
    full velocity (light on)
    half velocity (half light)
    disabled (light off)

Beast Box - Preset List

1: BD
80s 1
80s 2
100 per cent
Agression S
Balboa 1 S
Balboa 2 S
Cameo Room S
Cheap Acoustic
Chopped 1
Chopped 2
Chopped 3
Da Beast 1
Da Beast 2
Da Beast 3
Da Room 1
Da Room 2
Detune Acc
Dirty 1
Dirty 2
Dynamic Room
Explosion 1 S
Explosion 2 S
Fat Roomy S
Flat Box
Gated S
Heavy 1
Heavy 2
Height 08
Hi Loose S
Hi Tight S
In your Face
Large Booth S
Lo Fi
Loud and Dirty
Loud
Low 1
Low 2
Low 3
Low Mid
Machine Long
Machine Short
Massive Booth
Metal Strange
Natural 1
Natural 2
Nine 09
Old School

On the Floor
Paper S
Phasing 1
Phasing 2
Pure 80s
Resonance
Room Cut
SD Like S
Serious One
Sharp 1
Sharp 2
Simmons
Skinny
Slap Room 1 S
Slap Room 2
Slap Room 3 S
Small Room
Soft
Standard
Static
Straight
Sync BD
Tight HHO
Tight One
Timba Trash
Timbre S
Tonalix
Transparent
Tribelec
Typical Live
Usefull
Very Tight 1
Very Tight 2
Very Tight 3
Whats your Name

2: SD
CLP 808 Basic
CLP 808 little
CLP Bionic
CLP Electric S
CLP Ensemble 1 S
CLP Ensemble 2 S
CLP Kevin Brush
CLP Machine 1
CLP Machine 2
CLP Machine 3
CLP Machine 4

CLP Real 1
CLP Real 2
CLP Real 3
CLP Slap
CLP Synclap 1
CLP Synclap 2
CLP Synclap 3
CLP Ultra Sharp
RM Beast 1
RM Beast 2
RM Clap
RM Cutted
RM Real Hard
RM Real One
RM Real Soft
RM Ring
RM Stereo 1
RM Stereo 2
RM Stereo 3
SD Almost BD
SD Brushed
SD Came How
SD Classic 1
SD Classic 2
SD Fla Bidi
SD Full S
SD Funky S
SD Gated Long
SD Glass Break
SD Heavy S
SD Hi 1 S
SD Hi 2
SD Hi 3
SD Hi 4
SD Hi 5 S
SD In your Face
SD Jazzy 1
SD Jazzy 2
SD Jazzy 3
SD Key Vine
SD Little SD
SD Low 80s
SD Medium Gate 1
SD Medium Gate 2
SD Medium Gate 3
SD Metallic S
SD OB DX
SD Obese 1 S

SD Obese 2 S
SD Overhead S
SD Phasing S
SD Punchy
SD Pure Acc 1
SD Pure Acc 2
SD Pure Acc 3
SD Pure Acc 4 S
SD Pure Acc 5
SD Pure Acc 6 S
SD Raggae
SD Reflection S
SD Resolarge 1 S
SD Resolarge 2 S
SD Resolarge 3 S
SD Resolarge 4 S
SD RockRoom 1 S
SD RockRoom 2 S
SD Rol Eight
SD Roomy1
SD Roomy2
SD Shark
SD Sharp 1
SD Sharp 2 S
SD Sharp 3
SD Sharp 4 S
SD Short Mute
SD Shotgun 1 S
SD Shotgun 2 S
SD Slappy S
SD Small 1
SD Small 2
SD Small 3
SD Small 4
SD Small 5
SD Small 6
SD SnAir 1 S
SD SnAir 2 S
SD SnAir 3 S
SD SnAir 4 S
SD Speed Gating
SD SRoom 1 S
SD SRoom 2 S
SD Stackattack 1
SD Stackattack 2
SD Sustain Dark
SD Sustained
SD SyncD 1 S

SD SyncD 2
SD SyncD 3
SD SyncD 4 S
SD SyncD 5 S
SD Timbales 1
SD Timbales 2
SD Tiny 1 S
SD Tiny 2 S
SD Tiny 3 S
SD Tiny 4 S
SD Tiny 5
SD Tiny Brush 1
SD Tiny Brush 2
SD Ultra Metal S
SD Ultra Room S
SD Vinyl
SNP 1 Low
SNP 2 Close
SNP Heavy
SNP Snaplavier

3-4: Cymbals
CRASH 808
CRASH Basic
CRASH Chinese1
CRASH Chinese2S
CRASH Dark Kik
CRASH Electric
Crash Foot HH
CRASH Large 1 S
CRASH Large 2 S
CRASH Large 3 S
CRASH Large 4 S
CRASH Lrg Sml S
CRASH Lttl Spalsh
CRASH MCrash 1
CRASH MCrash 2
CRASH MCrash 3
CRASH Med 1 S
CRASH Med 2
CRASH Med 3 S
CRASH Med 4 S
CRASH Metal H
CRASH Muted 1 S
CRASH Muted 2 S
CRASH Muted 3 S
CRASH Muted 4 S
CRASH Muted 5 S

CRASH Piccolo 1
CRASH Piccolo 2
CRASH Picclo Mtd
CRASH Riding S
CRASH Sft Splash
CRASH Splash S
CRASH Splashy 1
CRASH Splashy 2
CRASH Big Ride
HH 808
HH Big Closed
HH Closed A 1
HH Closed A 2
HH Closed B 1
HH Closed B 2
HH Closed C 1
HH Closed C 2 S
HH Closed D 1
HH Closed D 2 S
HH Closed E 1
HH Closed E 2
HH Dark Metal
HH Foot 1
HH Foot 2
HH Foot 3
HH Foot 4
HH Foot 5
HH Foot 6
HH Hard
HH High S
HH Large S
HH Light
HH Low
HH Majestic
HH Majestic 1
HH Majestic 2
HH Majestic 4
HH Muted Cymb S
HH Nineteen 1 S
HH Nineteen 2 S
HH Pure 1 S
HH Pure 2 S
HH Pure 3 S
HH Pure 4 S
HH Pure 5 S
HH Sculted
HH Simple S
HH Smooth S

HH Steady 1	RIDE Smart 3 S	Komissar Hi	Tribalistic	Claves 1	Mini Cymb Long S
HH Steady 2	RIDE Standard S	Komissar Low	Vertical Hi	Claves 2	Mini Cymb Short
HH Steady 3	RIDE XStatic Hard	Larger S	Vertical Low	Claves 3	Muted Triangle
HH Steady 4	RIDE XStatic Soft	LwBrushes cool S	Water T	Cong Low	Pure Bell 1
HH Straight		LwBrushes hard S	Xtreme Hi S	Cong Mute	Pure Bell 2
HH Twenty S	**5-6: Tom**	LOWLow Cool	Xtreme Low S	Cow Broken	Shaker Clave
HHO 808	AlexT Hi	LOWLow Hard	Xtreme Med S	Cow Clean	Sml Shekere 1
HHO Classic 1	AlexT Low	Magic T	Yell Hi	Cow Syn	Sml Shekere 2
HHO Classic 2	Aligato Hi	Med Brushes 1 S	Yell Low	Cowbell 1	Sml Shekere 3
HHO Classic	Aligato Low	Medi Brushes 2 S	Zoo One Hi	Cowbell 2	Sml Shekere 4
HHO Closing 1	Angelix Hi S	MGM Hi S	Zoo One Low	Cowbell 3	Snappy
HHO Closing 2 S	Angelix Low S	MGM Low S	Zoo One Med	Cowbell 4	Space Bell
HHO Closing 3 S	Brazil Hi	MGM Medium S	Zorma Cool	Cowbell 5	Space Clave S
HHO Foot 1	Brazil Low	Michael Hi S	Zorma Hard	Cowbell 6	SynClave
HHO Foot 2	Brushes 1 S	Michael Low S		Cowbell 7	Tambourell S
HHO Light	Brushes 2 S	MilesD Hi S	**7: Percussions**	Cymbourin 1	Timba Down
HHO Machine	Cameo Hi	MilesD Low S	Agogo 1 H	Cymbourin 2	Tom Chimes S
HHO Old Long	Cameo Low	Nitro Hi	Agogo 1 L	Dark Gong	Triangle
HHO OP Crash S	Cutted Hi S	Nitro Low	Agogo 2 H	Djembe 1	Tribal 1
HHO Open 1 S	Cutted Low S	Nitro Med	Agogo 2 L	Djembe 2	Tribal 2
HHO Open 2 S	Dirty	Party Tom Hi	BellTree 1	Djembe 3	Tribal 3
HHO Open 3 S	Doors Hi	Party Tom Low	BellTree 2	Djembe 4	Tribal 4
HHO Open 808	Doors Low	PatM Hi	BellTree 3 S	Double Tri	Tribal 5
HHO Steady Long	Electric 1	PatM Low	Big Tambourine	Egg 1	Tubular Bell
HHO Steady Med	Electric 2	PatM Med	Bongo Shak S	Egg 2	Ultra Long BD
HHO Steady Short	Electric 3	Pointless Hi	Bongo Tribal	Egg 3	Vibragression S
HHO Vinyl 1	Explosive	Pointless Low	BongoB Long 1	EggTriangle S	Water Drum
HHO Vinyl 2	Far Agress	Pop Pow HI	BongoB Long 2	EL Bongo	Water Triangle
RIDE Bell 1	Far Verb Hi	Pop Pow Low	BongoB Long 3	Gongtronic	Wood Knock
RIDE Bell 2	Far Verb Low	Power Hi S	BongoB Mute 1	Guiro Biz 1	Xplosion
RIDE Bell 3	Godz Hi	Power Low S	BongoB Mute 2	Guiro Biz 2	
RIDE Bell 4 S	Godz Low	Quick Hi S	BongoB Mute 3	Guiro Biz 3	
RIDE Bell 5 S	Hangar Hi	Quick Med S	BongoB Short 1	Guiro Biz 4	
RIDE Bell 6	Hangar Low	Romano Hi	BongoB Short 2	Gun Far	
RIDE Crashy 1 S	Hi Brush Hi S	Romano Low	Brush Ambiance	Hall Door 1	
RIDE Crashy 2 S	Hi Brush Low S	Roto Hi	Cabasa 1	Hall Door 2	
RIDE Crashy 3 S	Hook Sharp Hi	Roto Low	Cabasa 2	Hall Door 3	
RIDE Crashy 4 S	Hook Sharp Low	Tears4F Fla	Cabasa 3	Hall Door 4	
RIDE In your F	Huge Fat S	Tears4F Hi	Castanets 1	Hallmost Tom	
RIDE Mtd Crash 1	IToof Hi	Tears4F Low	Castanets 2	Harmo Perc	
RIDE Mtd Crash 2	IToof Low	Tears4F Medium	Castanets 3	Large Metal	
RIDE Pure Cool	JouzT Hi S	TimbaL	Claperc	Long Bell S	
RIDE Pure Hard	JouzT Low S	Tiny Tom Hi	Clave 1	Low Conga	
RIDE Reading S	JouzT Med S	Tiny Tom Low	Clave 2	Maracas	
RIDE Serious1 ST	Keeta HI	Tower Hi	Clave 3	Medium Stick	
RIDE Serious2 ST	Keeta Low	Tower Low	Clave 4	Metallic 1	
RIDE Smart 1 S	Kevin Hi	Traveler Hi 1	Clave Little	Metallic 2	
RIDE Smart 2 S	Kevin Low	Traveler Low 1	Clave Syn	Metallic 3	

UVI Workstation: Tips + Tricks

MIDI Learn

Most UVI Workstation parameters can be automated via. a convenient MIDI Learn. MIDI Learn allows you to bind a physical MIDI controller to specific parameters within UVI Workstation.

▶ Any FX tab parameter, Macro Knob or Slider in UVI instruments can use the MIDI Learn feature
▶ The MIDI controller type and the MIDI Channel assignment will be saved with the multi or with your song in the host sequencer
▶ Automation is assigned per-part

To use MIDI Learn:
1. Right-click the parameter in UVI Workstation that you want to automate
2. After the MIDI Learn dialog appears, Trigger the desired MIDI input controller (knob, fader etc.)

To remove a MIDI controller assignment:
Right-click the desired parameter and press "Delete"

Unlimited FX

UVI Workstation offers a wide variety of FX, or effect processors, to cover all your audio processing needs. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow.

▶ Click the "FX" tab to open the FX page on the Single view
▶ In Multi view the FX section is always displayed

Arpeggiator

UVI Workstation comes equipped with a robust arpeggiator. To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

Preset Stacking

Thanks to the simplicity of the UVI Workstation you can stack as many preset as you want by simply assign multiple part on the same MIDI channel.

Split, Velocity & Key Switch

The Keyswitch settings allow you to load multiple presets into two or more parts and dynamically play and mute them from your MIDI controller using key switching, note range, velocity range or any combination of the three parameters. This powerful feature gives you a great deal of real-time control.

Scroll Wheel

All knobs can be adjusted with the scroll wheel on your mouse. When you double-click on any knob or slider, you can manually enter or type in the desired value.

UVI.NET

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The Beast

DIGITAL AUDIO INSTRUMENTS

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design
Damien Vallet
Kevin Guilhaunou
Alain J Etchart

Software + Scripting
Olivier Tristan
Remy Muller

GUI
Nathaniel Reeves

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Jean-Bernard Emond
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UVI ™