



Emulation One

Software User Manual

Version 1.0

Emulation One



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Emulation One



Introduction



Emulation One - the prequel sequel to Emulation II

Emulation One delivers a complementary and similarly fantastic 80's sound used by many greats of the day including Vangelis, Herbie Hancock, David Bowie, Depeche Mode, Genesis, Kitaro, Jean-Michel Harre, Stevie Wonder, Philip Glass, John Carpenter and more.

A UVI hybrid instrument, Emulation One gives you the original sonic character of vintage hardware with the added control and sound shaping flexibility of analog modeled filters and advanced digital signal processing.

Over 1 GB of new sample material was recorded from a fully restored unit which UVI used to create over 200 presets including drums, bass, choir-voices, fretted instruments, FX, keys, mallets, percussion, synths, strings, orchestral hits and more.

Like Emulation II, Emulation One also includes a separate drum machine. Drumulation One is a sequencer and beatbox packed with vintage 8-bit percussion, thick and punchy with a distinctly old school sound, and over 200 classic sounds.

Emulation One



System Requirements



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)
- ▶ 500 MB of disk space
- ▶ Mac OS X 10.7 or higher
- ▶ iLok account (free, dongle not required)



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)
- ▶ 500 MB 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.

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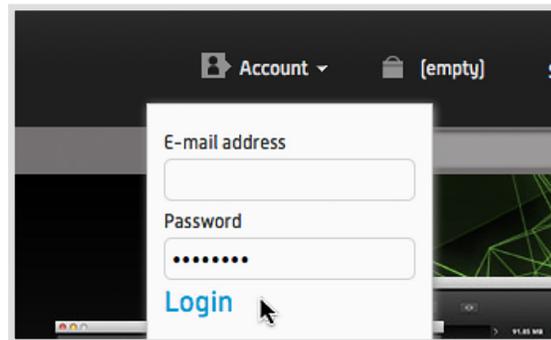


Step 1 Register Your Serial Number

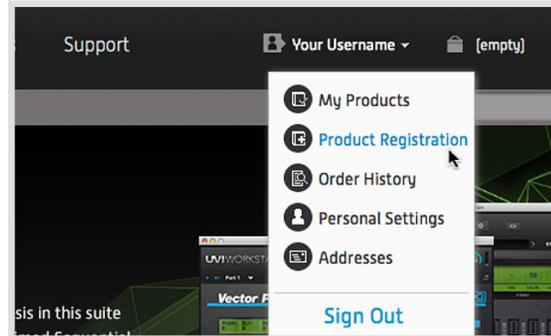


- ▶ You must have an account on uvi.net and ilok.com prior to registration
- ▶ If you purchased a **physical version** of this product, your serial number is located on the inside of the box
- ▶ If you purchased an **electronic version** of this product, your serial number will be included in a confirmation 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

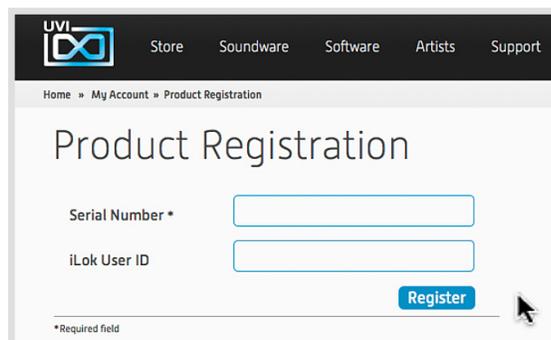


2. Navigate to the 'Product Registration' page



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



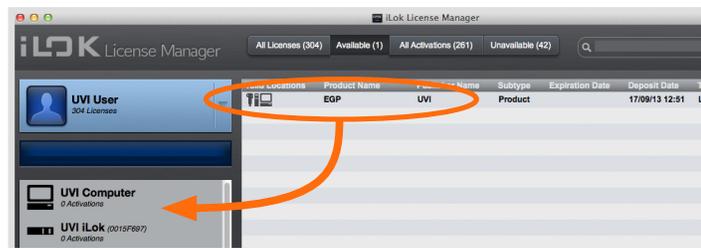
2. Login to your account



3. Click the 'Available' tab

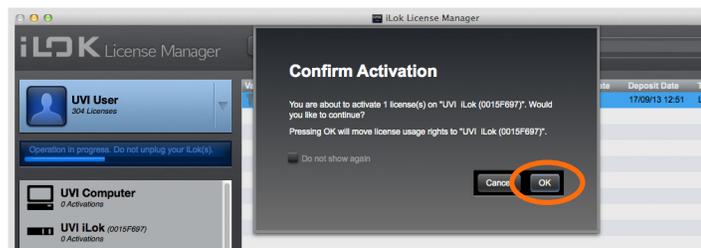


4. Drag the license to your computer or an iLok dongle



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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Step 3 Install Your Instrument



- ▶ 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

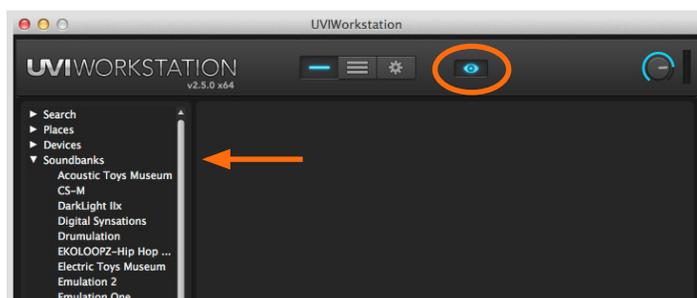


5. Click the '...' button and select the folder where you've placed your instruments



6. Restart UVI Workstation and open the Browser

Your instruments will be available under the 'Soundbanks' tab



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Step 4 Load Your Instrument

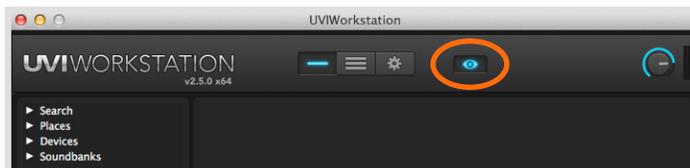


- ▶ UVI Workstation is required to run UVI Instruments
- ▶ The newest version of UVI Workstation can be downloaded free at uvi.net/downloads
- ▶ UVI Workstation can be run as a standalone program or as a virtual instrument from within your DAW of choice

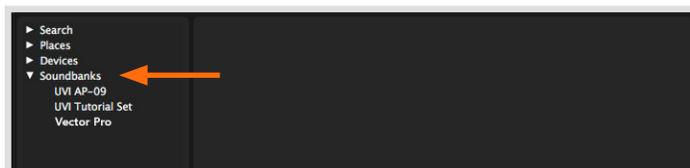
1. Open UVI Workstation



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!



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Emulation One - Interface



1 ► Amplitude

- » **ADSR**
Typical envelope controls for the amp
- » **VEL>SENS**
Controls
- » **VEL>ATK**
Remaps Attack to Note Velocity

2 ► Filter

- » **ADSR**
Typical envelope controls for the filter
- » **CUTOFF**
Filter cutoff frequency
- » **Q**
Filter resonance amount
- » **VEL>SENS**
Adjust the filter velocity sensitivity
- » **ENVDEPTH**
Depth of the filters EG
- » **MODE**
Select from standard high-pass, band-pass or low-pass shapes

3 ► Pitch Envelope

- » **Depth**
Adjust the portamento depth
- » **Time**
Set the glide time

4 ► Stereo

- » **Mode - Off**
- » **Mode - Alt**
Stereo position alternates 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
- » **Tune**
Detunes the unison layers (UNI mode)

5 ► Effects

- » **Phaser**
On/off and effect mix amount
- » **Delay**
On/off and effect mix amount
- » **Reverb**
On/off and effect mix amount

6 ► Drive

- Adjust the overdrive amount

7 ► Modwheel

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

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Emulation One - Preset List

Bass

AcoustHybrid
Contrabass
FunKitch
Funky Drive
Guitar Slap
Just Electric
More Drama
One Slap
Plucked
Rock a B 1
Rock a B 2
Round Short
Slappulator
Stereo Funk
That 80s Bass
That Stereo

Bells

Bowed Bell
Clock Bellissime
Lo-Fi Bells 1
Lo-Fi Bells 2
Mute Bells
One Sample Bell
Synbell 1
Synbell 2
Tubular 1
Tubular 2
Wind Chimes

Brass

French Horn 1
French Horn 2
Sax Alto
Sax Bari Tenor
Sax Soprano 1
Sax Soprano 2
Sax Tenor Soft
Sax Tenor
Trombone 1
Trombone 2
Trumpet Bass
Trumpet Blowed
Trumpet High
Trumpet Jazzy
Trumpet Phrase
Trumpet Wha

Tuba Bright
Tuba Medium
Tuba Soft 1
Tuba Stack
Tubas

Choirs-Voices

Classic Fair Voice
E Voices 1
E Voices 2
Ethereal Voice
Low Vox
Mixed Choir

Drums

Basic Drum Set
BasiCymbals
Discotron
Drumslate
Electricity
First Drum Set
Old School Set
Tom and Kit
VinylisKit

Fretted

Dream Acoustic
Electric Twelve
GuitHarpsy
Lead Distor
Luth Her King
Major Crunch
Minor Cle
Nylon String
One Sample Guitar
Ricken Dark
Short Crunch
Sitar Down
Sitar Drone
Sitar Tee Flat
Stack Guitar
StrAtmosphere
Twelve One
Twelve Two

FXs

Bomb Alert
Bombastic

Cash Money
Chicken Clock
Dogs 1
Dogs 2
Frogs
Glass Harmonica 1
Glass Harmonica 2
Glass Noise
Laughing 1
Laughing 2
Motor Cycle 1
Motor Cycle 2
Mountain Lion
Rain
Screaming
Space Cymb Down
Space Cymb Up
Thunder
Voice Medley
Water Phone
Water
Wood Knock

Hits- Chords

Dark Bad Hit
Dirty Orchestra
Fifth Orchestra
Harp Chord
Hit Classic
Jazzy Swell
Mellow Brass
SlowRchestral
Smooth Trumpets
Suspense Phase
Twelve Hit
War Symphony

Keyboards

Basic Piano
Big Pipe Organ
Churchy Org High
Churchy Org Low
Dirty Clav
Electric Organ
Electric Piano
Harpsichord
Organ Barock Low
Piano CP High

Piano CP Low
Piano Pad High
Piano Pad Low
Pipe Organ
Romantic Piano
Short Piano High
Short Piano Low
Tick Piano 1
Tick Piano 2

Mallets

Celesta
Celeste One
Glockenspiel
Kalimba 1
Kalimba 2
Mallet Cow
Marimba 1
Marimba 2
Sanza 1
Sanza 2
Space Marimba
Vibes
Xylophone 1
Xylophone 2

Misc-World

Accordion 1
Accordion 2
Didjeridoo 1
Didjeridoo 2
Didjeridoo 3
Jaw Harp
Koto Style
MelodicArabic
Musical Saw
Orgue de Barbarie
Pipa Chinese 1
Pipa Chinese 2
Singing Bowls 1
Singing Bowls 2
Steel Drums 1
Steel Drums 2
Trumpet Arabic
Wine Glass

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Drumulation One - Interface



Global Controls

- 1 ▶ Run / Stop**
Turn sequencer on / off
(Momentary trigger with C3)
- 2 ▶ Clear Pattern**
Clears all sequencer patterns
- 3 ▶ Page**
 - » **4 Page Options**
 1. Bass Drum [C1] & Snare / Clap [D1]
 2. HH / Cymbal [F#1] & HH / Cymbal [A#1]
 3. Tom [F1] & Tom [G1]
 4. Percussion [C#1] & Percussion [D#1]
 - » **LED indicates active Page**

Track Controls

- 1 ▶ Mute**
Mute a specified section
- 2 ▶ Volume**
Raise or lower the volume of a specified section
- 3 ▶ Tune**
Change the tune of a specified section
- 4 ▶ HF**
Frequency control on high pass filter
- 5 ▶ LF**
Frequency control on low pass filter

- 6 ▶ Sample**
 - » **Title Display**
 - » **MIDI LED**
Light triggers when note-on is received
- 7 ▶ Step Sequencer**
 - » **16-step**
 - » **LED indicates activation**
Off: not triggering
Red: trigger with full velocity
Orange: trigger with medium velocity

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Drumulation One - Preset List

Bass Drum

BD Big Fat
BD Hit H
BD Hit L
BD Long H
BD Long L
BD Origin H
BD Origin L
BD Real H
BD Real L
BD Real M
BD Short
BD Sims H
BD Sims L
BD Sims M
BD Style 1
BD Style 2
BD Style 3
BD Style 4
BD Thin H
BD Thin L
BD Tight
BD Tommy H
BD Tommy L
BD Tommy M
BD Verb H
BD Verb L
BD Verb M
BD Zeinada

Snare-Clap-Rim

8bit SD Soft
Basta Rim 1
Basta Rim 2
Big Rim
Clappy Snare
Clappy Tone
Classic SD 1
Classic SD 2
Classic SD 3
Eighties SD 1
Eighties SD 2
Fat Clapping 1
Fat Clapping 2
Hard Clap Tone
King Rim
Low Claps
Machine Clap 1
Machine Clap 2
Machine Clap 3
Machine SD 1
Machine SD 2

Obese Snare 1
Obese Snare 2
Obese Snare 3
Pure Drumu SD 1
Pure Drumu SD 2
Pure Drumu SD 3
Real Claps
SD Big Clap
SD FX Long
SD Kawaz
Simmons SD 1
Simmons SD 2
Simmons SD 3
Simmons SD 4
Single Clap 1
Single Clap 2
Single Clap 3
Small SD 1
Small SD 2
SnaRim High
SnaRim Low
Steady Snare 1
Steady Snare 2
Tiny Tone
Tone Clap 1
Tone Clap 2
Tone Rim
Tone SD
Tony Clappy
Vinyl SD

HH - Cymbals

Bowed Crash
Bowed Ride
Chia Gong H
China Gong L
Crash H
Crash L
Crash M
Finger Cymbals
Gong 1
Gong 2
HH Acc
HH Flat
HH Foot
HH Open
HH Short 1
HH Short 2
HH Short 3
HH Speed
Metal Cymbal
Ride

Synth Crash
Synth Splash

Toms

Bright Tom 1
Bright Tom 2
Dark Tom 1
Dark Tom 2
Dark Tom 3
DrumuTom 1
DrumuTom 2
DrumuTom 3
Electric Tom 1
Electric Tom 2
Electric Tom 3
Phatty Tom H
Phatty Tom L
Pur Simmons 1
Pur Simmons 2
Pur Simmons 3
Seattle Tom 1
Seattle Tom 2
Seattle Tom 3
Seattle Tom 4
Seattle Tom 5
Simoni Tom 1
Simoni Tom 2
Singe Tom 1
Singe Tom 2
Singe Tom 3
Singe Tom 4
Singe Tom 5
Singe Tom 6
Singe Tom 7
Singe Tom 8
Solid Tom 1
Solid Tom 2
Static Tom 1
Static Tom 2
Tiny Tom H
Tiny Tom L
Tom Kong 1
Tom Kong 2

Perc-Misc

African Drums 1
African Drums 2
African Drums 3
Bell Tree Dn
Bell Tree Up
Birman Drum
Bongo Open 1

Bongo Open 2
Bongo Slap
Clave
Congas Mute
Congas Open
Congas Slap 1
Congas Slap 2
Cowbell Mute
Cuica
Djembe
DrumuPercu 2
Flexatone
Funnel
FX Da Bomb
Gamelan
Gong Down
Gong Up
Gun Like 1
Gun Like 2
Hybrido 1
Hybrido 2
Indian Cymbals
Mini Cowbell
Mini Gong Down
Mini Gong Up
Rattle
SimmoniX 1
SimmoniX 2
Slap
Taiko Drums 1
Taiko Drums 2
Tambourin 1
Tambourin 2
Tambourin 3
Timpani 1 High
Timpani 1 Low
Timpani 2 High
Timpani 2 Low
Triangle High
Triangle Low
VibraSlap 1
VibraSlap 2
Water Drum 1
Water Drum 2
Water Drum 3
Water Drum 4
Wood Clave
Wood Knock 1
Wood Knock 2

Emulation One



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

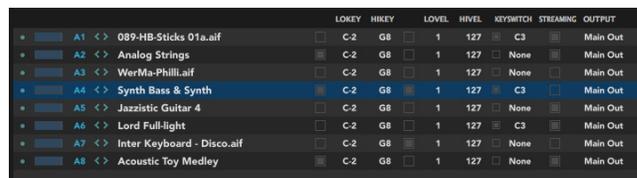


UVI Workstation comes equipped with a robust arpeggiator. To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI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

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Links

UVI

- Home uvi.net/
- Download UVI Workstation and User Manuals uvi.net/downloads
- Your Registered Product Serial Numbers and Download Links. uvi.net/my-products
- FAQ uvi.net/faq
- Tutorial and Demo Videos youtube.com/
- Support uvi.net/contact-support

iLok

- Home ilok.com/
- iLok License Manager ilok.com/ilm.html
- FAQ ilok.com/supportfaq

Emulation One

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

Damien Vallet
Kevin Guilhaumou
Alain J Etchart

Software + Scripting

Olivier Tristan
Remy Muller
Damien Vallet

GUI

Nathaniel Reeves

Special Thanks

Jean-Bernard Emond



UVI.NET