



Walker2

A small black rectangular box containing the letters "FX" in white.

Soundbank Manual

Software Version 1.0
EN 220825

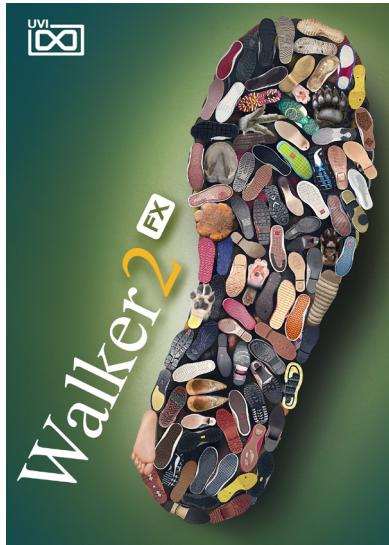
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Introduction



Walker 2 – Footstep Foley Designer

Walker 2 is a comprehensive, flexible and easy to use sound design tool that delivers everything you need to create realistic or completely fantastical footsteps and movement sounds. Built on a massive and all-new sample library, Walker 2 delivers an epic collection of shoe and feet options, surfaces, and clothing materials, customizable sub-layers, user sample support, effects and more to help you dial-in the perfect sound for your production.

A Leap Forward

Walker 2 was designed from the ground-up as a creative tool for post-production professionals, providing a fast and intuitive way to create脚步 and movement sounds for film, games, and more. A massive library of over 45,000 samples was meticulously recorded to cover a wide range of use-cases, including both regular and lift samples for added realism, and discrete recordings for slow, normal, and fast paced steps, allowing for exceptionally natural results in most situations.

Intuitive Workflow

Walker 2 was designed with speed and quality in the forefront. Quickly browse to find the perfect elements with visual menus, dial-in level, pitch, attack, decay, and randomness as needed, audition 4 different mic options, utilize IR reverb to place your sound, then perform with speed, distance, velocity and lift controls to precisely match the on-screen action, all in a clear and intuitive single-panel interface.

Shoes and Feet

Walker 2 is packed with dozens of shoes and feet, including multiple types of sneakers, boots, dress shoes, heels, paws, hooves, talons, and designed steps based on fire, metal, organic, rocks, water, and wood. A secondary layer allows the addition of various step effects, including buckles, materials like leather, metal, and rubber, shoe laces, squeaks, spurs, and water. If that's not enough, Falcon users can now import their own samples, unlocking Walker 2's powerful engine for use with any sounds at your disposal.

Surfaces

Walker 2 comes with up to 32 surfaces for your steps to roam about on, including multiple types of carpet, concrete, wood floors and decks, dirt, grass, forest, glass, gravel, hay, linoleum, metal, sand, tile, terracotta, water, and stairs. For the most part every shoe is available on every floor type but some exclusions do exist. For example, while recording it was nearly impossible to discern between different types of sneakers on gravel, or on grass, so we present only the ones that offer a unique quality.

Clothing

The final element in the mix is clothing. Walker 2 provides 24 different options including casual outfit, cotton thick, dress, fur thick and thin, jeans thick and thin, leather, multiple rain coats, rubber suits, satin, silk, sportswear, suede, synthetic suit, wet suit, wool, wool and linen, wool coat, and a winter parka. In addition to the base sounds a sub-layer allows the inclusion of many different 'worn' effects, including multiple guns and assault rifles, backpacks, chains, chainmail, bells, collars, metal, pearls, bags and small objects.

Bringing It All Together

Last but not least Walker 2 comes with a number of built-in effects, including 3-band EQ with low and high cut, compressor, and a convolution reverb with 46 impulse responses organized by room size, ranging from small offices and bathrooms up to large lobbies, fields, streets and forests. Use these effects to put the finishing touch on the shape, level, and environment of your sounds.

The Last Step

Walker 2 is a comprehensive solution for脚步 foley design, providing a wide range of high-quality sounds in a convenient and easy to use package.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 2.58 GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

User Interface - Main



1 ► Pages

Change current page: Main and FX

2 ► Master Volume

» Volume

Adjust the master level of Walker

3 ► Shoes and Feet

» Mode

Sets the sound mode of the shoes, feet or special design when walking

» Power ⚡

Enable/disable the layer

» Menu

Select the type of shoe/feet

» Solo

Solo monitor the layer

» Volume

Adjust the level of the layer

» Pitch

Adjust the pitch of the layer

» Random

Amount of the layer pitch randomization

» Attack

Adjusts the attack time of the layer

» Decay

Adjusts the decay time of the layer

» Size [Design only]

Adjusts the size of the foot step sound

» Mix [Design only]

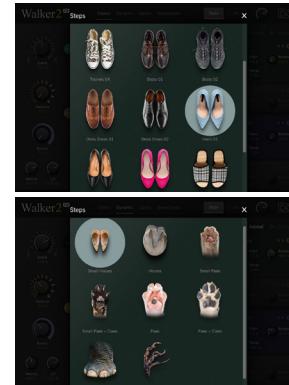
Adjusts the balance of the sample sets, between "texture" and "natural" footsteps

» Pitch Offset

Adjust the pitch offset for each left and right foot

» Sub Layer

Addition of various step effects, including buckles, materials like leather, metal, and rubber, shoe laces, squeaks, spurs, and water

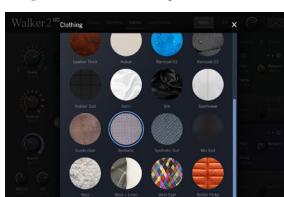


User Interface - Main



4 ▶ Clothing

- » **Power ⚡**
Enable/disable the layer
- » **Menu**
Select the type of clothing
- » **Solo**
Solo monitor the layer
- » **Volume**
Adjust the level of the layer
- » **Pitch**
Adjust the pitch of the layer
- » **Random**
Amount of the layer pitch randomization
- » **Attack**
Adjusts the attack time of the layer
- » **Decay**
Adjusts the decay time of the layer
- » **Sub Layer**
Allows the inclusion of many different 'worn' effects, including multiple guns and assault rifles, backpacks, chains, chainmail, bells, collars, metal, pearls, bags and small objects



5 ▶ Surface

- » **Menu**
Select the type of surface material
- » **Power ⚡**
Enable/disable the sub layer
- » **Solo**
Solo monitor the layer
- » **Volume**
Adjust the level of the layer
- » **Pitch**
Adjust the pitch of the layer
- » **Random**
Amount of the layer pitch randomization
- » **Sub Layer**
Select the sub layer sample



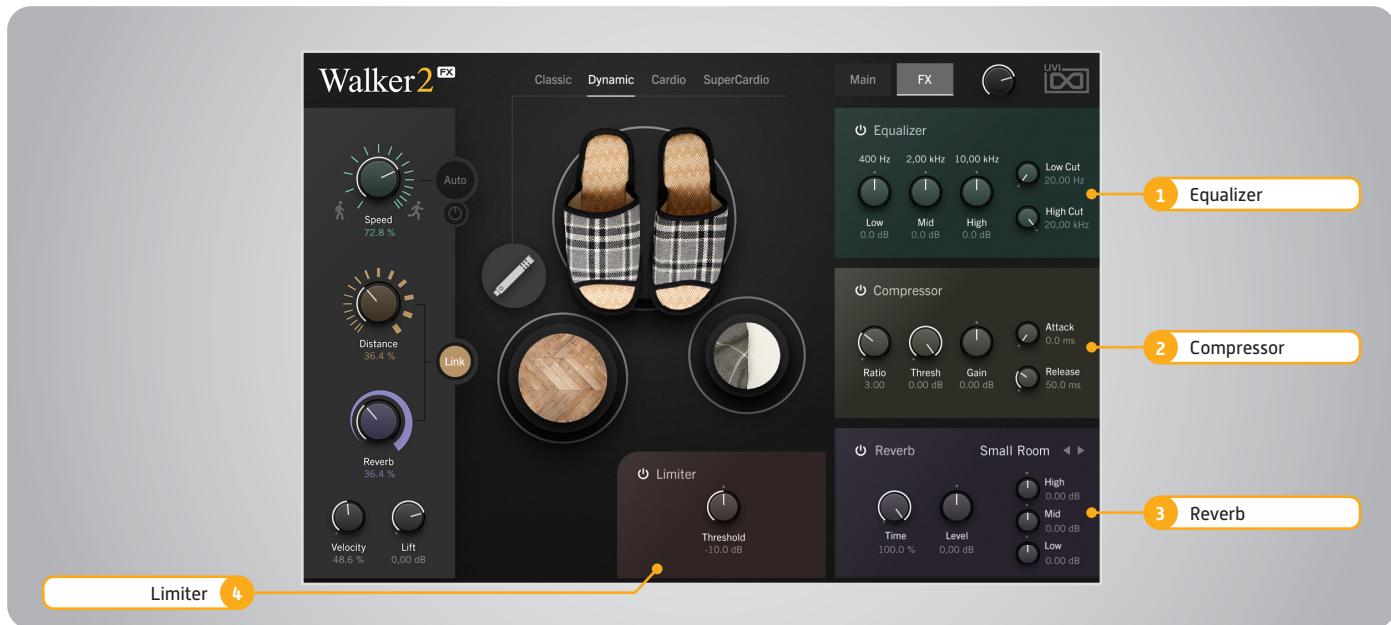
6 ▶ Microphone

Select one of the 4 microphones profiles, Classic, Dynamic, Cardioid and Super Cardioid

7 ▶ Steps

- » **Speed**
Adjust the time between the Heel and the Toe sound
- » **Auto**
Auto adjusts the footstep speed
- » **Distance**
Adjust the distance of the footsteps (crossfading the close and distance mic)
By default, Distance is assigned to the MIDI ModWheel
- » **Reverb Send**
Amount of reverb send
- » **Link**
Link the Reverb Send and Distance
- » **Velocity**
Sets the velocity sensitivities of the steps
- » **Lift**
Adjust the sound of a foot lifting off of the ground

User Interface - FX



1 ► Equalizer

» Power Ⓛ

Enable/disable the effect

» Low Cut

Set the cutoff frequency of the low cut filter (12dB/oct)

» High Cut

Set the cutoff frequency of the high cut filter (12dB/oct)

» Frequency

Sets the frequency of the high shelf, middle band and low shelf EQ

» EQ Gain Low/Mid/High

Sets the boost of cut level of the high shelf, middle band and low shelf EQ

2 ► Compressor

» Power Ⓛ

Enable/disable the effect

» Ratio

Adjust the compression ratio

» Threshold

Adjust the threshold level at which the compressor engages

» Gain

Adjust the gain of the compression sound

» Attack

Adjust the attack time of the compression

» Release

Adjust the release time of the compression

3 ► Reverb

A convolution reverb with various Impulse Responses sorted by size

» On/Off

Power the reverb on/off

» Menu

Choose the impulse response

» Time

Adjust the decay time of the reverb

» Level

Adjust the output level of the reverb

» High

Adjust the high frequency response of the reverb

» Mid

Adjust the middle band frequency response of the reverb

» Low

Adjust the low frequency response of the reverb

4 ► Limiter

» Power Ⓛ

Enable/disable the effect

» Threshold

Adjust the threshold level at which the limiter engages

Preset List

01 Everyday Outfits

Biker | Street
 Biker | Trail
 Business | Corridor
 Business | Hotel Lobby
 Business | Open Space
 Casual | Attic
 Casual | Field
 Casual | Kitchen
 Casual | Living Room
 Casual | Street
 Casual Chic | Entrance
 Casual Chic | Hotel Lobby
 Casual Chic | Street
 Child | Bathroom
 Child | Bedroom
 Child | Street
 Countryside | Field
 Countryside | Forest
 Countryside | Gravel
 Heavyset | Bathroom
 Heavyset | Living Room
 Heavyset | Street
 High Heels | Living Room
 High Heels | Street
 High Heels | Train Station
 Hiker | Rocks
 Hiker | Trail
 Runner | Street
 Schoolchild | Street
 Small Heels | Attic
 Small Heels | Street

02 Specialized Outfits

Cosmonaut | Spaceship
 Cosmonaut | Street
 Cow-Boy | Field
 Cow-Boy | Saloon
 Cow-Boy | Street
 Cow-Boy | Trail
 Knight | Field
 Knight | Stoned Room
 Knight | Trail
 Medieval Soldier | Field
 Medieval Soldier | Stoned Room
 Naked | Bathroom
 Naked | Living Room
 Naked | Street
 Police Officer | Office
 Police Officer | Stoned Room
 Police Officer | Street
 Princess Dress | Corridor
 Princess Dress | Hall
 Rock Climber | Rocks
 Rock Climber | Trail
 Skier | Snow
 Soldier | Field
 Soldier | Stoned Room
 Wet Clothes | Living Room
 Wet Clothes | Street

03 Animals

Cat | Living Room
 Cat | Street
 Cow | Field
 Cow | Street
 Elephant | Field
 Elephant | Trail
 Goat | Barn
 Goat | Field
 Goat | Trail
 Hen | Barn
 Hen | Trail
 Horse | Barn
 Horse | Field
 Horse | Trail
 Lion | Field
 Lion | Trail
 Little Dog | Living Room
 Little Dog | Street
 Mouse | Kitchen

04 Designed

Attack Goblin
 Attack Troll
 Brindling Robot
 Fire Monster
 Giant Robot
 Giant Spider
 Rock Monster
 Slimy Thing 01
 Slimy Thing 02
 Small Creature
 Tiny Robot 01
 Tiny Robot 02
 Wooden Giant 01
 Wooden Giant 02
 Zombie Spider

05 Spaces

Cracking Glass | Corridor
 Creaking Wood | Attic
 Creaking Wood | Bedroom
 Creaking Wood | Stairs
 Leaves & Branches | Forest 01
 Leaves & Branches | Forest 02
 Metal Floor | Ship
 Mud | Trail
 Rattling Metal Stairs | Street
 Sidewalk | Street
 Snow 01 | Mountain
 Snow 02 | Mountain
 Stone Floor | Cathedral
 Trash | Dump
 Wet Floor | Bathroom

Links

UVI

Home	uvi.net/ 
UVI Portal	uvi.net/uvi-portal 
Soundbank Installation Guide	installing_uvi_soundbanks_en.pdf 
UVI Workstation User Guide	uviworkstation_user_guide_en.pdf 
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 

Walker2

Credits and Thanks

Produced by UVI

Development

Antoine Martin
Benjamin Remize

Sound Design

Tom Macary

Software + Scripting

Antoine Martin
Rémy Muller
Olivier Tristan

GUI + Design

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita

Special Thanks

ELGOlive
Loïc Courbe
Lucien Richardson

