



Walker2 **FX**

Soundbank Manual

Software Version 1.0

EN 220825

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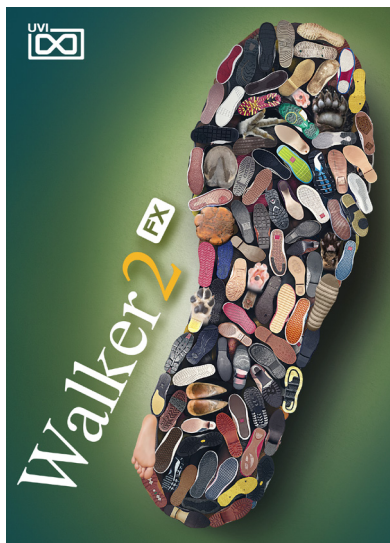
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Introduction



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 footstep 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 footstep 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)

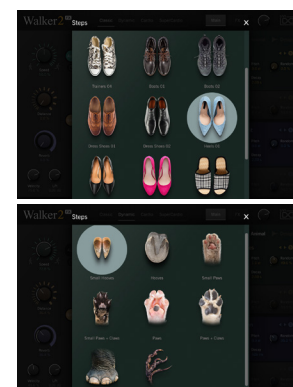
Adjusts the balance of the sample sets, between "texture" and "natural" footsteps

» 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

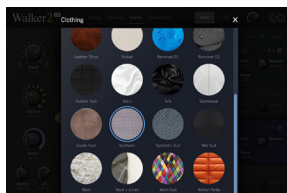


User Interface - Main



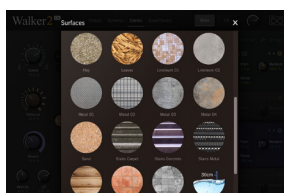
4 ► Clothing

- » **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

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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^{FX}

Credits and Thanks

Produced by UVI

Development

Antoine Martin
Benjamin Remize

Sound Design

Tom Macary

Software + Scripting

Antoine Martin
R my Muller
Olivier Tristan

GUI + Design

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita

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ELGOlive
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Lucien Richardson



UVI.NET