Soul Bass

Soundbank Manual

Software Version 1.5

EN230914

Soul Bass

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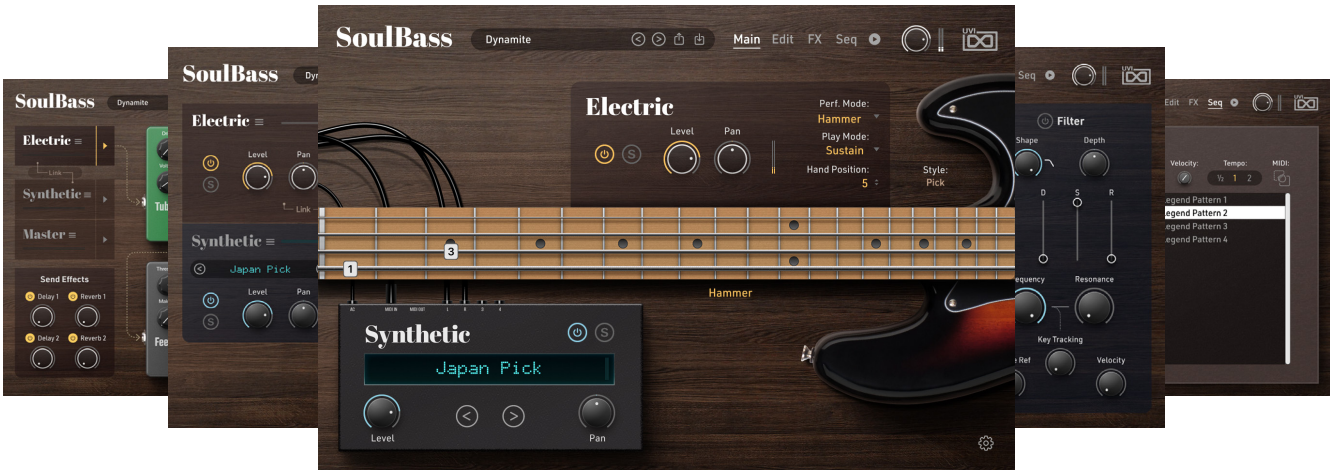
Introduction



Soul Bass
Modern Bass with Soul

MEET YOUR NEW BASSIST

Soul Bass was designed to give you an immediate and inspiring bass partner, ready to help you create the perfect sound for your track. From stripped-down classic bass and amp rigs to double-tracking with a synth bass and beyond, it's all here - with tons of room for tone shaping, dynamic performance, and plenty of built-in effects.

MODERN SOUND, VINTAGE SOUL

Make no mistake Soul Bass is a modern instrument, capable of shining in any number of mixes and musical styles. To achieve this required a careful blend of old-meets-new, supporting multiple play styles, keyswitches, amp models, and effects. The result is a powerful blend of vintage and modern hardware and techniques, presented in a way that puts your creativity first.

READY TO PLAY

With a generous selection of hand-crafted presets you can instantly browse tailored studio setups to find the perfect bass sound for your project. Meanwhile, hundreds of built-in patterns are available to help kick-start your writing, all of which can be fully transposed in real time, and edited in your DAW of choice thanks to MIDI drag-n-drop. A perfect companion to Soul Drums.

DEEPLY EDITABLE

Soul Bass sounds amazing right out of the box, but those who want to explore will find a deeply configurable instrument - offering extensive control over both electric and synthetic bass layers, with performance and play modes, hand position, and many more extended parameters to customize not only your sound, but your performance style as well.

INSTRUMENT

A MASTERWORK IN THE MAKING

Starting with a beautiful 1960's Fender Jazz Bass, our sound design team worked for months to create exhaustive recordings. We captured every detail of the performance, multiple playing styles including finger bridge, finger neck, finger muted, pick, pick muted and slap, and numerous playing techniques like hammer, pull off, ghost, slide and harmonic., Soul Bass. Everything was recorded string by string to capture all the different timbres to allow a virtual hand playing simulation.The end result is a bass sound that is huge in all the right places, and wanting for nothing.

DYNAMIC POSSIBILITIES

With the electric bass recorded we started looking for ways to take Soul Bass to the next level, and decided to integrate a synth bass alongside it. This would end up as no ordinary synth bass, but include a massive selection of hand-picked sounds from our archives including analog, FM, physical modeling, vintage digital, and raw waves. Soul Bass can be a pure electric bass, a pure synth bass, or any amalgam that you can dream of.

AN EPIC UNDERTAKING

Getting an electric bass and a synth bass to play nice together is not as easy as it may sound, in fact it was a radical undertaking. Phase and segment alignment alone was incredibly difficult and required the development of new tools to complete, ending up as a multi-year endeavor. The results, however, speak for themselves - with seamless layering and the possibility of all-new hybrid bass sounds, Soul Bass is like no other.

INTUITIVE INTERFACE

Soul Bass has been organized and styled to put efficient use and clarity at the forefront. Quickly audition MIDI patterns and get a loop running, then tweak your sound; explore presets, make discrete changes to electric and synthetic layers, adjust effect pedals, and finalize your sound with the master effects rack. The smart engine of Soul Bass combined with multiple key switches allows you to explore human-like playing modes and articulations similar to that of playing on a real bass. The result is an instrument that's as easy to use as it is versatile.

HAND-CRAFTED KITS

Soul Bass delivers immediate inspiration with 200 hand-crafted presets, covering a wide range of styles and configurations. From the classic Soul sound to modern genre and everywhere in between, Soul Bass has you covered with polished sounds that are ready to print.

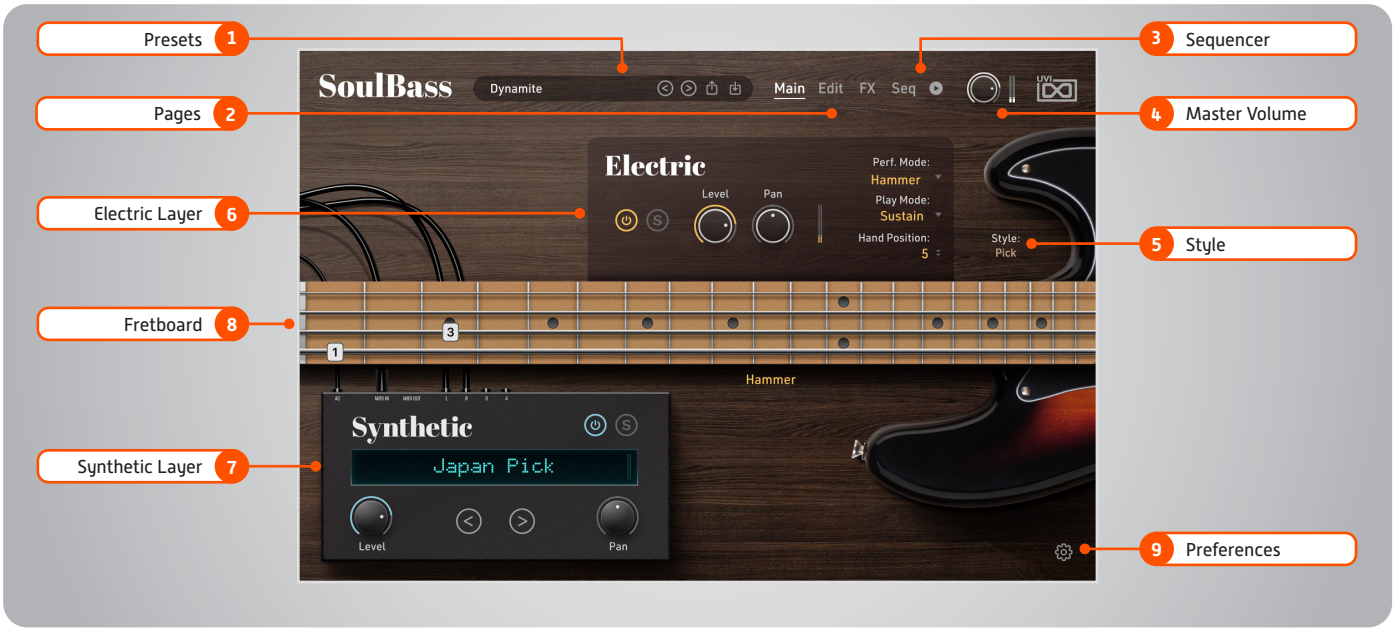
Vintage in all the right ways and modern in the rest, Soul Bass delivers a rich, powerful and dynamic instrument that's ready to perform for years to come.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 14.4GB of disk space

For more information on the installation process, please refer to the document: Soundbank Installation Guide

User Interface - Main



1 Presets

» **Presets -** Select preset via the drop-down menu or by using the **(<) (>)** arrows
» **Load** - Click to load a user preset
» **Save** - Click to save the current settings as a user preset

2 Pages

Change current page: Main, Edit and FX pages

3 Sequencer

» **Seq -** Click the button to access the Sequencer page
» **Play** - Click the ▶ button to play or stop the sequencer
NOTE: E5 - D6 notes (Red key switches) for trigger the sequence with transpose

4 Master Volume

Sets the output gain with stereo meter

5 Style

Indicates the playing style of the Electric Layer

NOTE: Style is choosen via file browser of Falcon/UVI Workstation

6 Electric Layer

» **Power** - Enable/disable the layer
» **Solo -** Solo the layer
» **Layer Volume Level -** Adjust the layer volume
» **Layer Pan -** Adjust the stereo postion of the layer
» **Layer Level Meters -** Show the levels of the layer
» **Performance. Mode -** Set the performance mode via the drop-down menu or by using turquoise key switches
Hammer (A0): Standard pluck performance
Glide (A#0): Applies the glide performance by interval detection and legato play
Legato (B0): Enables legato performance by interval detection
» **Play Mode -** Set the Play mode via the drop-down menu or by using yellow key switches
Sustain (F0): Play with standard tone
Harmonic (F#0): Play with harmonics
Ghost (G0): Play with ghost tone
» **Hand Position -** Set the virtual hand position ideals for more natural human-like play

NOTE: The Performance and the Play mode also affects the synthetic layer sounds. The key switches will move accouding to the Root Mapping setting

7 Synthetic Layer

» **Power** - Enable/disable the layer
» **Solo -** Solo the layer
» **Sounds -** Select layer sound via the drop-down menu or by using the **(<) (>)** arrows
» **Layer Volume Level -** Adjust the layer volume
» **Layer Pan -** Adjust the stereo postion of the layer
» **Layer Level Meters -** Show the levels of the layer

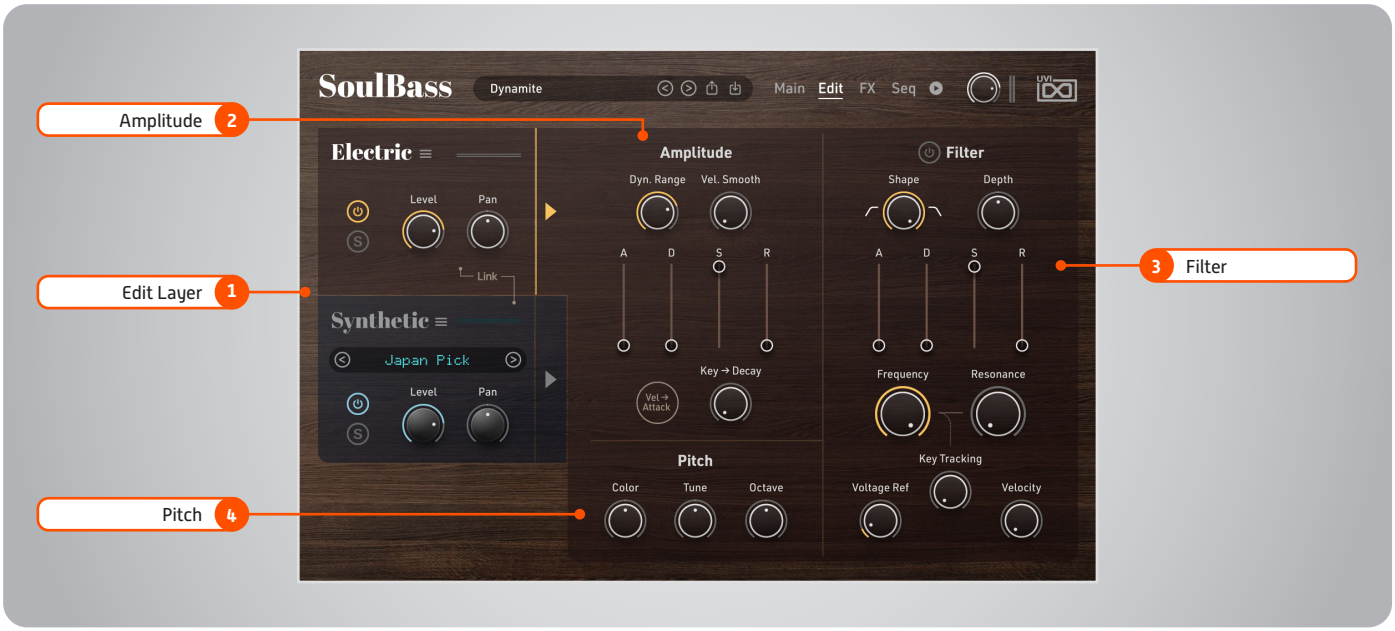
8 Fretboard

Indicate the current playing note's string and fret position with articulation

9 Preferences

Click to access the Preferences page where you can change the extended parameters of the electric layer and modwheel assignment for synthetic layer

User Interface - Edit



1 Edit Layer

Click anywhere on the pane to select electric or synthetic layer; presents discrete controls for Amplitude, Filter and Pitch

» **Layer Edit Menu** ≡ - Click to open menu to clear the layer edits or copy to another layer
» **Layer Level Meters –** Show the levels of the layer
» **Layer Power** ⏻ - Enable/disable the layer
» **Solo** - Solo the part
» **Volume** - Adjust the layer volume
» **Pan** - Adjust the stereo position of the layer

» **Sounds** - Select the synthetic layer sound via the drop-down menu or by using the **(<) (>)** arrows

NOTE: These controls are same as on Main page

» **Link** - Enables linked editing for both layers, except synthetic layer sound selection

2 Amplitude

» **Dynamic Range**
Adjust the dymanic (velocity) range of the layer
» **Velocity Smooth**
Adjust the velocity amount applied to the filter, for making sounds smooth
» **ADSR**
Adjust the amplitude using a typical Attack, Decay, Sustain, Release envelope
» **Vel > Atk**
Activate routes Velocity input to Amp Env: Attack
» **Key > Decay**
Adjust key tracking amount applied to Amp Env: Decay

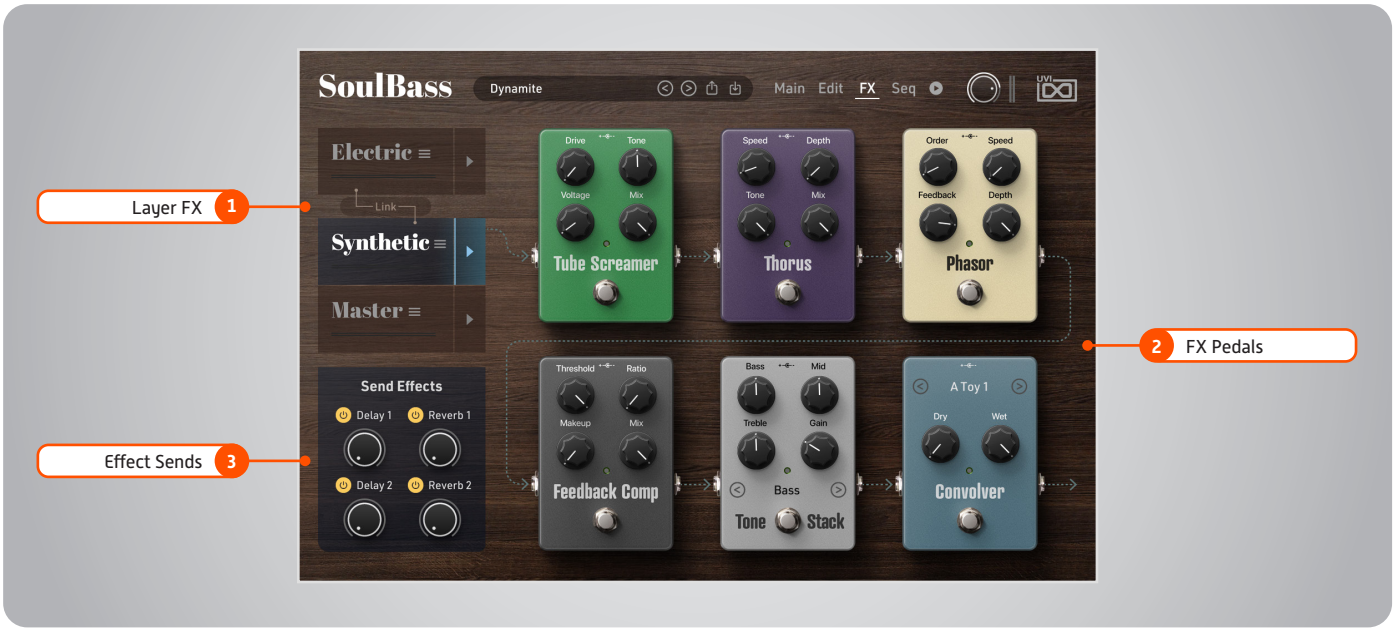
3 Filter

» **Power** ⏻ - Enable/disable the filter
» **Shape**
Set the shape between LP and HP filter, the center position will be a band pass filter
» **Depth**
Set the Filter Env. depth amount with bipolar control. In positive values the filter will open and the filter will close with negative settings
» **ADSR**
Typical ADSR envelope for the filter
» **Frequency**
Set the filter cutoff/center frequency
» **Resonance**
Set the filter resonance amount
» **Key Tracking**
Set the key tracking amount applies to filter cutoff
» **Voltage Refernce**
Set the voltage reference of the filter, which affects filter resonance
» **Velocity**
Set the filter's envelope velocity sensitivity

4 Pitch

» **Color**
Shifts color based on adjacent samples
» **Tune**
Adjust the pitch in semitones and cents
» **Octave**
Adjust the pitch in octaves

User Interface - Layer FX



1 Layer FX

Click anywhere on the pane to select electric or synthetic layer effects; Presents discrete controls for six FX pedals and effect sends, or click Master to access the master effects

» **Layer FX Menu** ☰ - Click to open menu to clear the layer FX settings or copy to another layer
» **Layer Level Meters –** Show the levels of the layer
» **Link** - Enables linked editing for both layers

2 FX Pedals

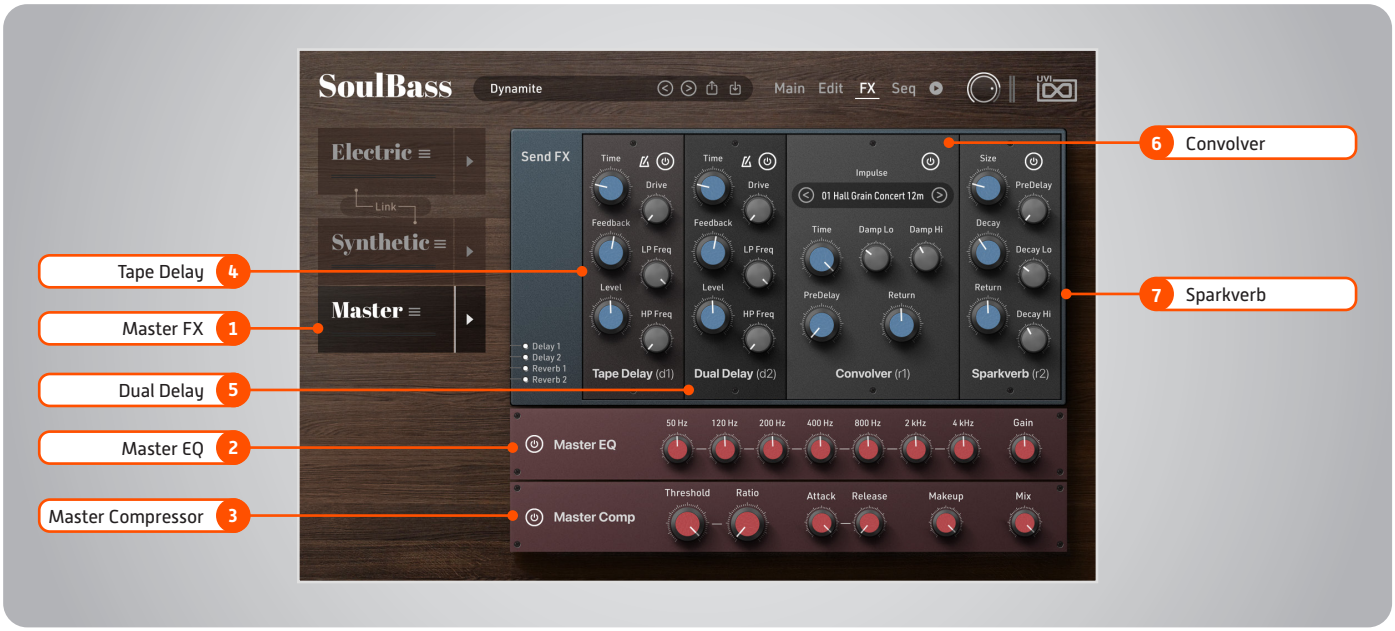
» **Bypass** - Click the switch at the bottom of each pedal to enable/bypass the effect
» **Tube Screamer** - TS-style overdrive effect
Drive: Set the input gain for overdrive
Tone: Adjust the brightness of the drive
Voltage: Adjust the input voltage to icrease the drive
Mix: Set the effect dry/wet balance
» **Thurs** - Multi-voice chorus effet
Speed: Set the chorus modulation rate
Depth: Adjust the depth of the modulation
Tone: Adjust the brightness of the effect
Mix: Set the effect dry/wet balance
» **Phasor** - Multi-stage phaser effect
Order: Set the phaser stage
Speed: Set the phaser modulation rate
Feedback: Adjust the feedback amount
Depth: Adjust the depth of the modulation
» **Feedback Comp** - Classic style compressor
Threshold: Set the input level at which compression starts
Ratio: Sets the compression ratio
Makeup: Sets the makeup gain amount
Mix: Set the effect dry/wet balance
» **Tone Stack** - Amp simulation
Bass/Mid/Treble: Amp style three band EQ
Stack Model: Select the amps via the drop-down menu or by using the **(<) (>)** arrows
» **Convolver –** Speaker simulation
Speaker Model: Select the speakers (and also many of device simulation and special fx options are available) via the drop-down menu or by using the **(<) (>)** arrows
Dry/Wet: Set the dry and wet (effect) level individually

3 Effect Sends

» **Power** ⏻ - Enable/disable per send
» **Delay** - Set the send level per delay
» **Reverb** - Set the send level per reverb

NOTE: Effect sends are post layer effects

User Interface - Master FX



1 Master FX

Click anywhere on the Master pane to access the Master effects

- **Master FX Menu** ☰ - Click to open menu to clear the Master FX settings
- **Layer Level Meters –** Show the master level

2 Master EQ

- **Power** ⏻ - Enable/disable the effect
- **Band Gain** - [50/120/200/400/800/2000/4000 Hz] Set the gain amount [+/-] for each band
- **Gain** - Sets the total effect output level

3 Bus Compressor

- **Power** ⏻ - Enable/disable the effect
- **Threshold** - Set the input level at which compression starts
- **Ratio** - Sets the compression ratio
- **Attack** - Set the compressor attack time
- **Release** - Set the compressor release time
- **Makeup** - Sets the makeup gain amount
- **Mix** - Sets the compression dry/wet balance

4 Tape Delay (Delay 1)

- **Power** ⏻ - Enable/disable the effect
- **Sync** - Enable/disable the tempo sync
- **Time** - Set the delay time
- **Feedback** - Set the feedback amount
- **Level** - Sets the effect output level
- **Drive** - Set the drive amount of the delay signals
- **HP Frequency** - Set the delay output's High-Pass filter frequencies
- **LP Frequency** - Set the delay output's Low-Pass filter frequencies

5 Dual Delay (Delay 2)

- **Power** ⏻ - Enable/disable the effect
- **Sync** - Enable/disable the tempo sync
- **Time** - Set the delay time
- **Feedback** - Set the feedback amount
- **Level** - Sets the effect output level
- **Drive** - Set the drive amount of the delay signals
- **HP Frequency** - Set the delay output's High-Pass filter frequencies
- **LP Frequency** - Set the delay output's Low-Pass filter frequencies

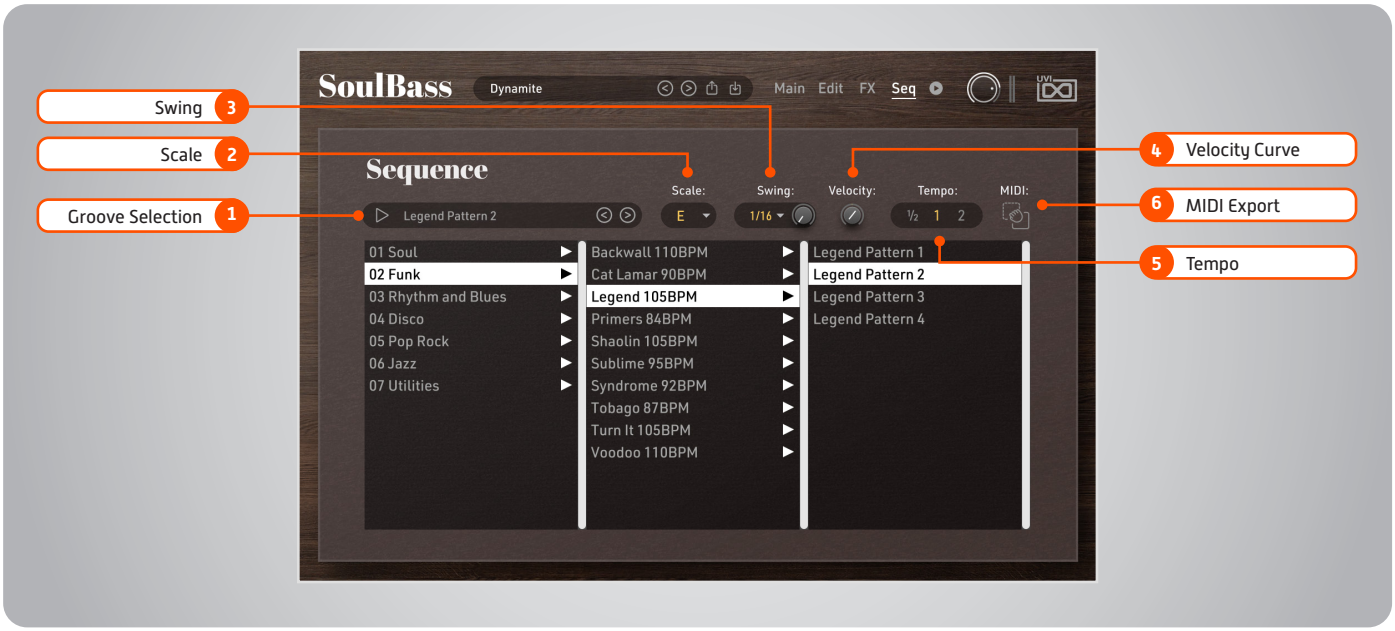
6 Convolver (Reverb 1)

- **Power** ⏻ - Enable/disable the effect
- **Impluse** - Change Impluse via the drop-down menu or by using the **(<) (>)** arrows of the selected layer
- **Time** - Set the reverb decay time
- **Damp Lo** - Set the damping factor of the low frequency range of the reverb
- **Damp Hi** - Set the damping factor of the high frequency range of the reverb
- **PreDelay** - Set the predelay time
- **Return** - Sets the effect output level

7 Sparkverb (Reverb 2)

- **Power** ⏻ - Enable/disable the effect
- **Size** - Set the reverb room size
- **Decay** - Set the reverb decay time
- **Return** - Sets the effect output level
- **Predelay** - Set the predelay time
- **Decay Lo** - Multiplies the decay time [-/+] for the low frequencies
- **Decay Hi** - Multiplies the decay time [-/+] for the high frequencies

User Interface - Sequencer



1 Groove Selection

» **Play** - Click the ▶ button to play or stop the Groove sequence indicated in the display

» **Groove** - Click to change sequence by using the **(<) (>)** arrows, or by using browser

2 Scale

Set the root key of the sequence via drop-down menu, or hit the E5 - D6 notes (Red key switches) to trigger the sequence with transpose

3 Swing

» **Resolution** - Set the swing resolution via the drop-down menu

» **Amount** - Adjust the swing amount

4 Velocity Curve

Set the velocity curve to adjust the playing dynamics

5 Tempo

Change the master tempo to half (1/2) or double (2)

6 MIDI Export

Drag the [MIDI] button and drop on your DAW's MIDI/Instrument track, or desktop

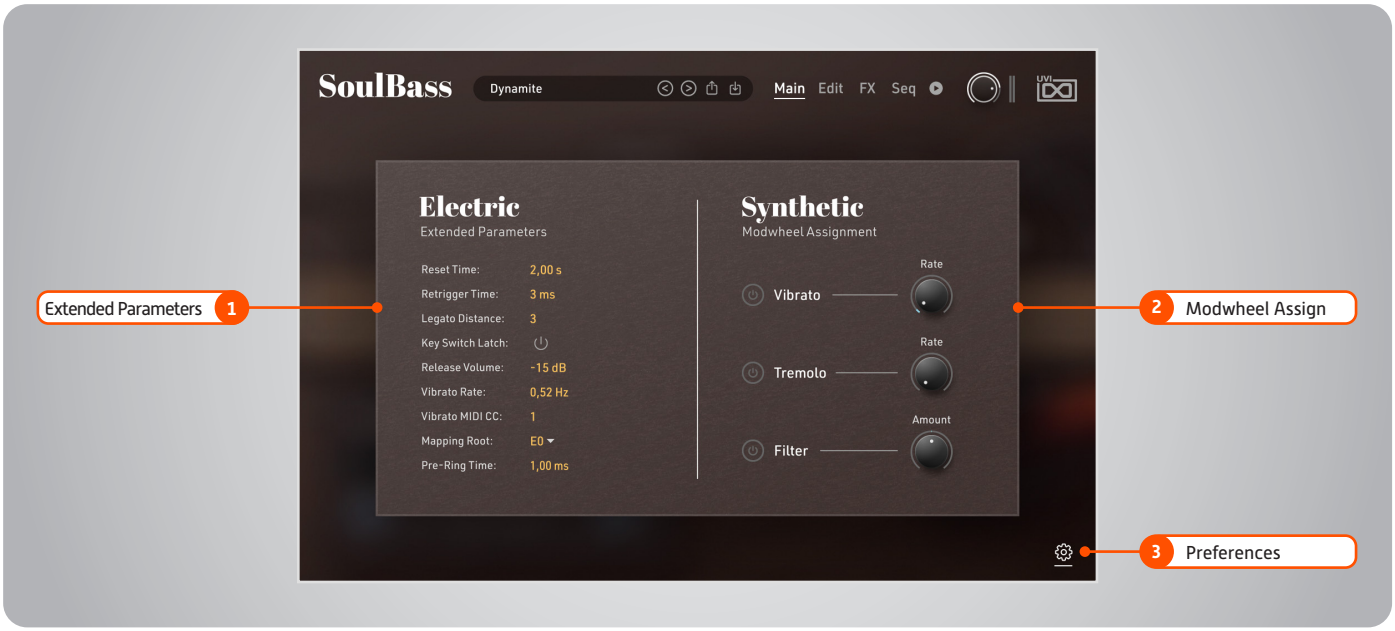
Two steps to export MIDI:

1. Click the MIDI botton to generate MIDI from current patter of choose

2. The MIDI button will turn blue, then drag the button and drop on your DAW

NOTE: Choose another pattern will clear current MIDI generation

User Interface - Preferences



1 Extended Parameters

Options for electric layer

- **Reset Time** - Set the time to reset the virtual Hand Position
- **Retrigger Time** - Set the time to detect retrigger
- **Legato Distance** - Set the note distance (interval) to trigger legato
- **Key Sqitch Latch** ⏻ - Enable/disable the key switch latching
- **Release Volume** - Set the release sample volume
- **Vibrato Rate** - Set the vibrato rate
- **Vibrato MIDI CC** - Set the continuous controller message used control vibrato
- **Mapping Root** - Set the keyboard range, E0 or E1 (default)
  NOTE: This won't be shift the sample pitch but shifts keyboard play range and key switches for for actual play pitch (E0) or fit for regular 61 keys controller without using hardware octave shift
- **Pre-Ring Time** - Adjust the pre-ring time to preserves transients

2 Modwheel Assignment

Modwheel settings for synthetic layer

- **Power** ⏻ - Enable/disable the modwheel assignment for Vibrato, Tremolo and Filter
- **Vibrato Rate** - Set the modwheel contribution to vibrato rate
- **Tremolo Rate** - Set the modwheel contribution to tremolo speed
- **Filter Amount** - Bipolar setting adjusts the modwheel contribution to filter cutoff (positive values further open the filter while negative values further close it)

3 Preferences

Click to close Preferences and return to the Main page

Soul Bass

Preset List

Finger - Bridge

_Init
Clicking
Contra Finger
Deep Hiss
Digi Slap
Dum Surf
Dynamite
Five Flash
Gimmick A
Gran Blue Bass
Gran Blue Keys
Inflator
Knee Deep
Levin Octave
London Borough
Precision
Slap Neon
Soul Sitar
Sticky Short
Thunder Liquid
Toy Bass
Trash Bass
Under Filter
Vintage Upright

Electric
British
Cube
Detroit
Dry
Jazz
Twang
US
West

Synthetic
Clinton G
Hung Up
Late Lister
Lingus Vibe
Odd Past
Pretty Hook
Rezap
Wooders

Finger - Mute

_Init
Clicking
Contra Finger
Deep Hiss
Digi Slap
Dum Surf
Dynamite
Five Flash
Gimmick A
Gran Blue Bass
Gran Blue Keys
Inflator
Knee Deep
Levin Octave
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US
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Finger - Neck

_Init
Clicking
Contra Finger
Deep Hiss
Digi Slap
Dum Surf
Dynamite
Five Flash
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Gran Blue Keys
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Pick

_Init
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Slap

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Soul Bass

Synthetic Sound List

Analog

Click Sub
Half Mind
Jack Granule
Lil Drive
ModBox
Modular
Pure Analog
Saturn Modular
Super Ape
Talking Edge
Tubass
Ultra Fonk

FM

Bassish
Danger House
Digiclick
Digital Solo
Digital World
Double Slap
DX Slap
FM Tines
Lately Mono
Steady Hit

Modelisation

Bottle Marimba
Brasilian Stick
Cheesy Piano
Chopper
Clack Piano
Digi Slap
Digital Fret
Double Bass
Fretless Bass
Harpish
Japan Pick
Looser Sitar
Muted Funk 1
Muted Funk 2
Wind Wave
Wood Mallet

Vintage Digital

Attack Clav
Digital Keys
Kalimbass
Low Guitar
Metalhit
Muted Strat
Perc Flute
Pick Bass
Pink Horn
Plucky Sub
Pop Slap
Reso Organ 1
Reso Organ 2
Reso Organ 3
Reso Organ 4
Saxophon
Singer Bass
Syn Wave 1
Syn Wave 2
Vintage Slap
Vocal Bell
Windy Keys
Wooden Blades

Waveform

PWM
Saw
Sine
sine Saw
Square
Triangle
Tuned Noise

Links

UVI

Home	uvi.net/
UVI Portal	uvi.net/uvi-portal
Manage Your Products	uvi.net/download-with-portal
Soundbank Installation Guide	installing_uvi_soundbanks_en.pdf
UVI Workstation User Guide	uviworkstation_user_guide_en.pdf
FAQ	uvi.net/faq
Tutorial and Demo Videos	youtube.com/
Support	uvi.net/contact-support

iLok

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FAQ	ilok.com/supportfaq

Soul Bass

Credits and Thanks

Produced by UVI

Electric Bass played and recorded
Pierre Martin

Editing / Sound Design / MIDI Programing
Alain Etchart
Théo Gallienne
Kévin Guilhaumou
Thomas Kowalski
Floriane Palmkrantz
Emeric Tschambser
Damien Vallet

Software + Scripting
Thomas Kowalski
Rémy Muller
Olivier Tristan
Damien Vallet

GUI
Nathaniel Reeves

Documents
Nathaniel Reeves
Kai Tomita

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UVI.NET