Quadra

TRAVELER

Soundbank Manual

Software Version 1.0
EN220118

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UVI.NET

Table of Contents

Introduction
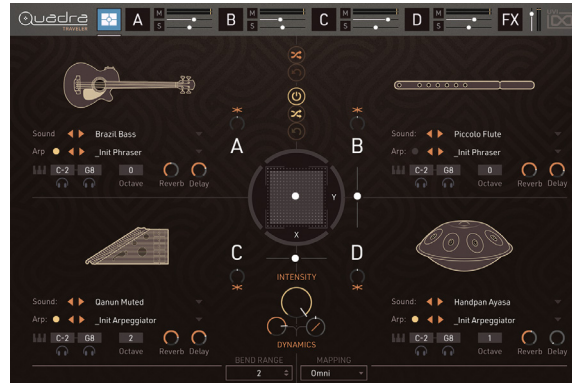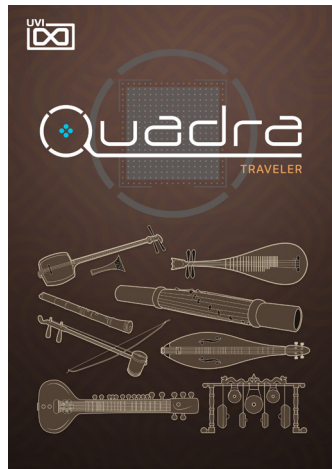
Quadra: Traveler
Multi-Instrument and Sequence Designer

Quadra is a powerful 4-part multi-instrument and sequence designer, ideal for the creation of dynamic, rhythmic, and evolving sequences utilizing a blend of regional instruments from around the world with a curated selection of synth sounds.

Quadra leverages a powerful instrument selection, deep factory library, focused and intuitive workflow, and expressive performance controls to deliver cinematic sound quality and near endless musical inspiration.

Quadra is a versatile instrument, capable of a wide range of sounds and uses from standard fare instrumentation to evolving, complex, and adaptive progressions and harmonizations that can be morphed and performed in numerous ways to suit the needs of your production. With a masterful selection of hundreds of professionally designed presets, Quadra offers incredible sound quality and near endless inspiration on-demand.

CURATED INSTRUMENT SELECTION
Quadra provides 4 robust instrument layers that can be used together to create striking and evocative performances. Each layer can be assigned from a selection of XXX multi-sampled sources including regional instruments from around the world and a selection synth sounds chosen to complement each other.

Fretted instruments: baglamas, banjo, Chinese pipa, oud, saz, bass, Celtic twelve string guitar, chonguri, and more
Wooden instruments: balafon, gamelan, kalimba, sanza, mbira, steel drums and handpan
Keyboard instruments: cabinet organ, accordion, Indian harmonium, Nordic upright piano
String instruments: zither, cymbalum, dulcimer, erhu, guzheng, koto, lyra, qanun, shamisan, valiha, and viola
Wind instruments: alphorn, various flutes, duduk, key shakuhachi, bagpipes, pan flute and more,
Synthesizers: analog, FM, modeled, PCM, and speaker synths

POWERFUL, EXPRESSIVE CONTROL
Quadra is a creative workspace where you're free to layer sounds to create complex and evolving tones and sequences, or assign them to keyzones and perform them discretely. Play sounds directly or augment them in realtime with arpeggiators, phrase sequencers and effects to create rhythmic and melodic motifs. Morph between sounds with a mappable XY pad to create movement and narrative, and automate the overall intensity of your soundscape with global dynamics and transient emphasis controls.

FOUR TIMES THE FUN
Each layer in Quadra is a fully-kitted instrument, complete with ADSR amp and multimode envelope control, unison, powerful 64-step arpeggiator/phrase sequencers, MIDI effects such as Euclidean Emphasis and Pitch Drift, realtime scale quantization, audio effects including a frequency shifter, waveshaper, chorus, phaser, and 3-band EQ, reverb and delay sends, and pre-mapped effects like vibrato, tremolo, a second frequency shifter, and overdrive, that you can perform instantly with the modwheel on your controller keyboard.

SUPERCHARGED SEQUENCES WITH ADVANCED MIDI EFFECTS
At the heart of each of Quadra's instrument layers is a powerful, multimode 64-step sequencer with MIDI effects, allowing you to quickly add rhythmic grooves, create arpeggiator sequences, add harmonies, and even quantize the incoming notes to specific scales. Choose a global rate, gate length, and max velocity, then customize your sequence with per-step velocity, link, harmonization, pitch offset, octave offset, gate, step repeat and panning. Save your patterns to disk as presets to share, or use the handy "copy-to" button to quickly duplicate your finished sequence from one layer to another.

Quadra includes a number of MIDI effect modules that allow you to embellish and augment your sequences in creative ways, including Euclidean Emphasis which adds rhythmic accents, MIDI Delay, Random, and Pitch Drift which enrich your sequence, and a scale quantizer that allows you to snap all notes to a scale of your choosing. You can even drag-and-drop the modified sequences as MIDI into a track of your DAW.

WELLSPRING OF INSPIRATION
The musicality of Quadra shines through its factory preset bank. Find instant inspiration with a wide variety of creative visions imparted by our fantastic sound design team, including in-house veterans and industry stalwarts. Whether you're working in film, games, or music, you'll discover a generous collection of imaginative and moving themes, and inspiring sound combinations ready to use in your current projects.

A deep library of eclectic sounds from around the world come together in Quadra, giving you a powerful, expressive, and deeply-customizable instrument and sequence designer suitable for creating everything from steady locked grooves to polyrhythmic and evolving cinematic soundscapes.

A perfect tool to add instant regional vibes and find creative inspiration for your productions!

Minimum System Requirements
• Latest version of UVI Workstation or Falcon
• 4.33GB of disk space
For more information on the installation process, please refer to the document:
Soundbank Installation Guide

User Interface - Main

Global Control **1**

General Controls **3**

Master Volume **2**

Layer Controls **4**

1 ▶ Global Controls

» **Pages**
Change current page: Main, A, B, C, and D layers, and FX

» **Layer Mute**
» **Layer Solo**
» **Layer Level**
» **Layer Pan**

2 ▶ Master Volume

Set the Output Gain

3 ▶ General Controls

» **Randomize Sound** ⤨
Click to randomize all sound presets

» **Undo Randomization** ↺
Revert to the previous setting (up to 10 times)

» **Power Arpeggiator** ⏻
Enable/disable all layer arpeggiators

» **Randomize Arpeggiators** ⤨
Click to randomize all arpeggiator presets

» **Undo Randomize Arpeggiators** ↺
Revert to the previous setting (up to 10 times)

» **XY Control**
Click-drag to morph layer mix (A/B/C/D)

» **X Slider**
Adjust X axis only (A<>B, C<>D levels)

» **Y Slider**
Adjust Y axis only (A<>C, B<>D levels)

» **Intensity**
A global velocity divider

» **Dynamics Amount**
Adjusts the global amplitude velocity amount

» **Dynamics Curve**
Adjusts the global amplitude velocity curve

» **Bend Range**
Set global pitch bend range

» **Mapping**
Omni: All layers recieve all MIDI channels
Split: Layers A to D are sequentially mapped to MIDI channels 1 through 4

4 ▶ Layer Controls (A/B/C/D)

» **Sound**
Select sounds by drop-down menu or by using the ◄► arrows

» **Arpeggiator**
Click the ● button to toggle the Arpeggiator, select arp presets by drop-down menu or by using the ◄► arrows

» **Keyboard Balance** ✳
Adjust the balance between low and high registers of the keyboard

» **Keyboard Range** ▮▮▮
Click the headphone icon 🎧 and hit a MIDI note on your controller keyboard to set the range of notes that each layer will respond to

» **Octave**
Adjust the octave offset

» **Reverb**
Adjust the reverb send level

» **Delay**
Adjust the delay send level

(Detailed controls available in layer editors)

User Interface - Sound Edit

1 ▶ Layer Global
» **[Sound]** - Click to view/edit SOUND controls
» **[Arp]** - Click to view/edit ARP controls
» **[Arp ⏻]** - Click to toggle the layer arpeggiator

2 ▶ Preset
» **Preset** - Change presets by drop-down menu or by using the ◀▶ arrows
» **Load** 🗁 - Click to load a user sound preset
» **Save** 🖫 - Click to save the current sound settings as a user preset
» **Copy To** 🗐 - Copy the current sound settings to one of the other layers
» **Sound** – Select sounds by drop-down menu or by using the ◀▶ arrows [same as on Main page]

3 ▶ AUX Sends
» **Reverb** - adjust the reverb send level
» **Delay** - adjust the delay send level

[same as on Main page]

4 ▶ Amplitude
» **Level** - Adjust the overall layer level
» **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope
» **Attack and Decay Curve –** Adjust the curve of attack and decay/release envelope stages

5 ▶ Filter
» **Power** - Activate the filter
» **Mode** - Select between LP (lowpass), BP (bandpass) or HP (highpass) filter shapes
» **Frequency** - Set the filter cutoff frequency
» **Resonance** - Set the filter resonance amount
» **Drive** - Set the filter drive amount
» **Depth** - Set the filter depth amount
» **Velocity –** Set the filter velocity sensitivity

» **Wheel** - Set modwheel influence of filter depth
» **ADSR** - Typical ADSR envelope for the Filter
» **Attack and Decay Curve** - Adjust the curve of attack and decay/release envelope stages

6 ▶ Pitch + Voicing
» **Color** - Shifts color based on adjacent samples
» **Octave** - Transpose the pitch in octaves
» **Semitone** - Transpose the pitch in semitones
» **Unison Mode** - None / Alternate / Unison Classic
» **Spread** - Change the stereo width [Alt/Unison]
» **Detune** - Adjust the layer detune amount [Unison only]

7 ▶ Expression Effects
A selection of per-layer audio effects set to respond to your MIDI keyboard's modwheel or note velocity for expressive control. Click the name to view parameters for each effect, use the ■ button to turn the effects on/off.

» **Vibrato**
Speed - Set the vibrato speed
Depth - Set the effect depth
Wheel - Enable the modwheel control

» **Tremolo**
Speed - Set the tremolo speed
Depth - Set the effect depth
Wheel - Enable the modwheel control

» **Frequncy Shifter**
Coarse - Set the frequency
Velocity - Set the velocity modulation amount
Wheel - Set the modwheel control depth

» **Drive**
Velocity - Set the velocity modulation amount
Wheel - Set the modwheel control depth

8 ▶ Effects
A selection of per-layer audio effects. Click the name to view parameters for each effect, use the ■ button to turn the effects on/off.

» **Frequency Shifter**
Coarse - Set the effect intensity
Spread - Set the channel shift offset
Mix - Set the effect dry/wet balance

» **Waveshaper**
Mode - Set the waveform of the effect
In / Out - Set the input and out gain
Amount - Set the effect amount
Mix - Set the effect dry/wet balance

» **Chorus**
Speed - Set the modulation speed
Depth - Set the modulation depth
Edge - Set the feedback amount
Mix - Set the effect dry/wet balance

» **Phaser**
Speed - Set the modulation speed
Feedback - Set the feedback amount
Mix - Set the effect dry/wet balance

» **Equalizer**
Low - Set the low frequency band gain
Mid - Set the middle frequency band gain
Mid Frequency - Set the frequency of the middle band
High - Set the high frequency band gain

User Interface - Arpeggiator Edit

1 ▶ Layer Global
- » **[Sound]** - Click to view/edit SOUND controls
- » **[Arp]** - Click to view/edit ARP controls
- » **[Arp ⏻]** - Click to toggle the layer arpeggiator

2 ▶ Preset
- » **Preset** - Change presets by drop-down menu or by using the ◀▶ arrows
- » **Load** ☰ - Click to load a user arp preset
- » **Save** ⎙ - Click to save the current arp settings as a user preset
- » **Copy To** ⧉ - Copy the current arpeggiator settings to one of the other layers

3 ▶ Chord Detector
- » **Chord** - Indicates the chord type detected from current incoming MIDI notes

4 ▶ Record
- » **Record** - Click to start recording incoming MIDI notes for export, click again to stop recording
- » **Export** ⤴ - Exports the recorded MIDI data, Drag the button and drop on your DAW's MIDI/Instrument track, or desktop

5 ▶ Arpeggiator
- » **Mode** - Click to set the arpeggiator mode: Arpeggiator, or Phraser
- » **Motion** - Click to set the arpeggiator motion up, down, or up+down [Arp mode only]
- » **Octave Low/High** - Lock the sequence in a specific octave range, with lowest and highest octave [Phraser mode only]
- » **Max** - Max velocity (clamps step velocity value)
- » **Steps** - Set the number of steps
- » **Rate** - Set the step duration
- » **Gate** - Set the global gate amount [clamps step gate value]

» Page - Switch between 4 16-step pages of the sequence
- » **Scroll** - Enable to change pages automatically with the sequence playhead
- » **Link** - Enable to duplicate edits across all pages
- » **Loop** - Enable to loop playback of a single page
- » **Step Editor**
  - **Vel** - Click-drag to set the velocity
  - **Link** - Enable to sustain the previous step
  - **Type** - Set the step type (Basic, Harmonized or Chord) based on mode
  - **Pitch** - Set a pitch offset in semitones
  - **Octave** - Set a pitch offset in octaves
  - **Gate** - Set the step gate duration
  - **Repeat** - Set the step gate duration
  - **Pan** - Set the step pan
  - **Menus** ▾ - Click the ▼ button to right side of each row to either initialize, randomize, or select a preset. Affects the visible page, or entire sequence if [Link] is enabled.

6 ▶ Euclidean Emphasis
Set a variable accent amount using euclidean patterns with octave and sidechain. Euclidean pattern step length and octave are independent of the arpeggiator global settings.
- » **Power** - Click to enable the effect
- » **Amount** - Set the effect amount
- » **Hit** - Set the number of active steps
- » **Steps** - Set the euclidean pattern step length
- » **Octave** - Set the accent octave
- » **Velocity** - Set the accent velocity
- » **Sidechain** - Sidechains the main sequence with the euclidean sequence

7 ▶ MIDI Effect
Plays a harmonic sequence on top of the incoming notes in one of 3 modes
- » **Power** - Click to enable the effect
- » **Amount** - Set the effect amount
- » **Mode** - Set the MIDI effect mode
  MIDI Delay - Layers the last played note atop the currently playing step
  Random - Randomly chooses a note from the pressed chord and layers it atop the currently playing step
  Pitch Drift - A MIDI delay with pitch offset and skew parameters
- » **Pitch** - Set the pitch shift in semitones
- » **Speed** - Set the note duration
- » **Decay Time** - Pitch decay time
- » **Ramp Time** - Ramping time from the init pitch to target
- » **Pan Mode** - Set the pan mode: [From Sequence], or [Random] with Spread control

8 ▶ Scale Quantizer
Quantizes the sequence output according to the following settings:
- » **Power** - Click to enable the effect
- » **Mode** - Set the quantization mode:
  Auto - Analyzes the current mode (major, minor) and scales the sequence accordingly
 **Manual** - Quantizes output to a user selected scale and key
  Manual mode options:
- » **Scale** - Set the scale
- » **Root Lock** 🔒 - Click to lock the root key
- » **Root Key** - Set the locked root key

User Interface - FX

1 ▶ AUX FX

» **AUX Reverb**
  On/Off - Click the effect name to toggle on/off
  Size - Set the reverb room size
  Decay - Set the reverb decay time
  Lo/Hi Decay - Multiplies the decay time (-/+)
  for the low and high frequencies
  Modulation Depth - Set the modulation depth
  Modulation Rate- Set the modulation speed

» **AUX Delay**
  On/Off - Click the effect name to toggle on/off
  Time - Set the delay time
  Delay Pan - Set the stereo position of the delay
  Feedback - Set the delay feedback amount
  Feedback Pan - Set the feedback pan position
  Lo/High Cut - Set the delay output's Low-Cut
  and High-Cut filter frequencies
  Rotation Output - Set the delay output phase
  Rotation Feedback- Set the delay feedback
  phase

2 ▶ Global Bus FX

» **Drive**
  On/Off - Click the effect name to toggle on/off
  Amount - Set the drive amount
  Tone - Adjust the brightness of the effect
  (Lowpass filter frequency)
  Gain Out - Set the output gain of the effect

» **Compressor**
  On/Off - Click the effect name to toggle on/off
  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
  Make Up - Set the makeup gain amount

» **EQ**
  On/Off - Click the effect name to toggle on/off
  Gain - [High/Mid/Low] Set the gain amount
  [+/-] for each band
  Mid ƒ - Set the frequency of the Mid band

» **Maximizer**
  On/Off - Click the effect name to toggle on/off
  Threshold - Set the input level at which limiting
  will begin

Quadra
TRAVELER

UVI

Preset List

01 CLOUD
Arctic Arpeggios
Atlas Mist
Celestial Grand
Days By
Deep World 1K
Dreaming Ocean
Felt Room
Fiery Tooth
Forest Treasure
Frozen Land
Handpan Hike
Himalayan Bird
Ice Palace
Jamboree
Last Hope
Lost Boat
Lunar Eclipse
Lyrachi
Mandolin Magic
Masai Mara
Mer D'Hiver
Metal Cascade
Milky Way
Minor Celestial
Molecular
Palindrome
Quiet Castle
Secret Beach
Snowman
Strange Room
Travelling West
Wanderlust
War Mist
Whisper
Zebra Contact

02 REALISTIC
Acanthe
Canyon MW
Cocoa Beach MW
Cycling East
Cymbalum Dance 1K
De Beber
Descent
Flute Ballad 1K
Half Duduk
Heron
Hijazz
Kabukicho Split
Minor Havana
Morning Faun 1K
Mysterious Jungle
Oriental Odyssey
Rabat Connection
Sanctuary MW
Santori
Smoky Club 1K
Space Cowboy 1K
Stambali
Texas Sun
Third Mountain

03 PICKED MOTION
A Quiet Band
Alive Horse
Amarillo
Argonautes
Bamako 1K
Caravan 1K
Citadel MW
Country Dad
Country Son
Gnawa Ballad
Greek Island
Harvest
Italian Forest
Izmir Night 1K
Kalevala
Lazy Sunday
Light Bath MW
Lighthouse
Lonesome Rider
Odyssey
Open Mind MW
Organic Tremolo
Palamino
Pampas MW
Playa Knight
Rosace Quartet
Runes
Tombouctou

04 WOODWIND CYCLES
Bayaka Dance 1K
Bebey
Blossom
Blow Up
Breath Of The Winds
Cavalcade
Ceremony
Delicate Engine
Dirty Air
Fanfare
Feutrine
Field Wind
Hearing
Highlands 1K
Hours
Peter Wheely MW
Raining Wood
Sauna
Secret Garden
Soft Dreams
Street Dunes
Sun Salute 1K
Tinker Bell
Violeta
Woodland Realms

05 HYBRID ORGANIC
A Baker Street
Bakelite Funk
Banjo Storm
Bliss
Citizen
Cuomo
Escape Meditation
Forest Bathing
Gold Trap
Gumbo
Iceberg
Java Waltz
King Galette
Lullaby
Mandarine
Monkey Town
Mountain Climb 1K
Mystery Cave
Pandora
Peaceful Act
Pico Energy
Sailor
Savana
Sharp Peak MW
Side Quest
Slow Oscar
Spinning Picks
Stab Bam
Strung Hero MW
Uptown Road
Waiting List
Yelema

06 ELECTRONIC
Atekno MW
Barrage MW
Computing MW
EBMechanik
Four Heads
Genesis
Goa Journey
Jungle Chase
Late Party
Motion Acoustic MW
Pixels
Pizza Chords
Polished Flutter MW
Prowler
Quiet Trance
Ringo Reminder
Searching
Sinus Party
Space Tango
Sphaera
Spring Call
Tangerine
Techno Traveler
Thief Walk
Yesterday MW

07 HEAVY
Awakening MW 1K
Awakening MW
Basement MW
Black Knights 1K
Conduct MW
Cyber Night
Dark Motion
Ethno Rock 1K
Gain Bear
Harpies MW
Hidden Banjo 1K
League 1K
Lost Ruins
Mechanics MW
Minor Hunter
Monome
Moon Rover
Mystery Town
Night Shape
Orbital Rain
Panic
Saturn Ring MW
Simple Panic
Thalassa 1K
Timer
Tuk-Tuk Escape 1K
War Ready
Waveshaping

08 EXPERIMENTAL
A Falling
Apache Pulse
Dad Move
Dazed
Deep Cavern
Desert Droids
Doom City
Froggy Food
Glitchy Mandolin
Halfunction
High Wheel Survive
Klune Drone
Micro Perc
Modal Grain
Mongolian Bazar
Morsing Nation MW
Moving Circle
Mystic Force
Punk Tick
Ring Box 1K
Super Salad
The Horror
Thrown Away
Time Adventure
Weird Voices 1K
Wet Lands

Preset List

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09 INSTRUMENTS

BAS Fusion
BAS More Than Bass
BAS Muted One
BAS Scott Gil
BAS Syn Bass
BAS West Indies
BEL Issima
BEL Mondo
BEL Phase T
BEL Rio Grande
BEL Ville
GTR African Roots
GTR Desperados
GTR Dobro Spirit
GTR First Class
GTR Granular Twelve
GTR Khyal
GTR Modirty
GTR Muted Mando
GTR Nordic Tales
GTR Tremoland
KEY Acoustic Wild
KEY Highland
KEY Himalayan Church
KEY Hybrid Keys
KEY Iceberg
KEY Nordic Octave
KEY Sad Saloon
KEY Stack Express
MLT Bawlers
MLT Gamelan Style
MLT Low Metal Spring
MLT Mallet Chart
MLT Perc Focus
MLT Soft Metals
MLT Steel Treasure
MLT Sunrise
MLT Tight Sanza
PAD Arrow Heart
PAD Desert Spirit
PAD Fantasia
PAD Haunted
PAD Mellow Cotton
PAD Ominous Saw
PAD Ominous Sine
PAD Padubuk
PAD Space Phaser
PAD Split Mood
PAD Suspend FX
PAD When Wind Blow
PLK Eight Bit
PLK Green Box
PLK Log Sharp Wheel
PLK Open Secret
PLK Organic Synth
PLK Sun Shining
PLK Syn Pluck

STR Asian Dream
STR Celtic Cross 1
STR Celtic Cross 2
STR Dirty Cym
STR Japan Expo
STR Kabuki
STR Oudini
STR Water Pizz
SYN Dirtygital
SYN FM Analog
SYN Hybrid Bells
SYN Organic Pluck
WLD Dobron Coco
WLD Emily In Paris
WLD Lay 2 Brebiss
WLD Occidental Koto
WLD Orientalist
WLD Saigon
WLD Shade Leaf
WLD Syros
WLD Table Topless
WLD Tokyo Pizz
WLD Valley Sun
WLD Wheelage
WND Distant Places
WND Dragon Whistle
WND Dreamy Fluty
WND Dubuk Horus
WND Flute Stack
WND Future Pan
WND Model Flutes

Layer Presets

_Init Release Long
_Init Release Short
_Init Saw Basic
_Init Saw Uni
Bass Basic
Bass Chorus Phaser
Bass Sub
Bass Unisynth
Flutremolo
Keys Broken
Long Bell Light Vib
Noise Attack Phase
Pad Basic
Pad Brass
Pad Gate
Perc Wheel Filter
Phasor Clavish
Phasor Movement
Piano Sadulcimer
PizzicatOud
Roncoco Muted
Shaper Chorus Transient
Shifter Metallic
Short Xtra Attack
Stereo Crunch FM
Stereo Pluck
Stereo Short
Synth Chorale
Synth Pluck Filter
Synth Strings

Layer Sound List

BASS
Ampeg Acoustic Bass
Bass Muted Pick DI
Brazil Bass
Contrabass Pizzicato Vibrato
Cuba Bass
Jazz Double Bass 1
Jazz Double Bass 2
West Indies Bass

FRETTED
Baglamas Sustain
Baglamas Tremolo
Bajo Quinto
Banjo Muted
Banjo Sustain
Bouzouki Sustain
Bouzouki Tremolo
Celtic Twelve Strings
Charango Muted
Charango Sustain
Chinese Pipa
Chonguri Plucked
Dobro Harmonics
Dobro Slide
Dobro Sustain
Electric Mandolin Muted
Gerome Finger
Irish Bouzouki Muted
Low Nigerian Muted
Mandolin Picked
Mandolin Tremolo
Nagoya Harp Muted DI
Nagoya Harp Muted Mic
Oud Picked
Ronroco Muted
Russian Balalaika Muted
Saz Sustain
Sitar Sustain
Spanish Guitar Picked
Strat Muted Short
Tchad Guitar

KEYBOARDS
Cabinet Organ
Carina Accordion Bandoneon
Carina Accordion Master
Carina Accordion Oboe
Eastern Accordion Octave
Eastern Accordion Sustain
Indian Harmonium
Naeshult Piano
Nordic Upright
Parisian Accordion
Piano Bastringue
Piano Gomme
Sanza Keys

METAL & WOOD
Metal & Wood
Balafon Guinean
Balafon Octave
Balafon Small
Bian Qing
Gamelan Saron
Handpan Ayasa
Handpan Bell Double
Kalimba Sustain
Karimba Sustain
Marimba Cotton
Mbira Nyunga
Mbira Zimbabwe
Morsing
Morsing Vibrato
Sanza Congolese
Sanza Congolese Hard
Sanza Luba
Steel Drums

STRINGS
Alpine Zither
Cymbalum Muted
Dulcimer Sustain
Dulcimer Triple
Erhu Pizzicato
Guzheng Muted
Gypsy Violin Pizzicato
Gypsy Violin Staccato
Koto Fingered
Koto Picked
Koto Tremolo
Lyra Sustain
Qanun Muted
Shamisen Picked
Valiha Sustain
Viola Armonici Pizzicati
Viola Picked
Viola Short Spiccato

SYNTH

ANALOG PLUCK
Attack Nalog
Big Saw Perc
Buzz Pluck
CS Decay
Emilie
Filter Env
Multiwave
Octavibre
Organ Perc
Rezinoid
Ringo Mod
Robotanic
Short Stab
Space Detune
Square Buzz
Square Pluck
Tiny Cotine
Waveform Saw
Waveform Sine

FM WORLD
Chinese Synth
Flute Section
FM Bag Pipes
FM Steel Drums
Guitarish
Hard Scottish
Indian Synth
Kalimbox
Log Bamboo
Mello Flute
Metal And Wood
Ominous Digital
Pan Flute Bright
Pan Flute Dark
Shakuhasynth
Stereo Flute
Synth Oud
Typical DX
World FM Harp

MODELLED
Dulcibride
Fake Banjo
Fake Fiddle
Glass Blow
Greek Strings
Guitafrica
Kotology
Low Breath
Metal Flute
Mod Sitar
Piccolo Flute
Shamish Zen
Shy Nai
Vocalish
Xylo Jungle

VINTAGE PCM
Balaphonic
Ethno Bells
Flute Ens
Hook Harina
Klung Ann
Kyoto Strings
Mod Pitch Flute
Modeled Kalimba
Modeled Pan Flute
Musette
PCM Xylofon
Pekinoise
Pipe Bags
Shakuhachi
Soft Dulcimer
Space Dulcimer
Steelarge
Stringed Curry
Synth Log
Table Strings
Texas Mood
Tiny Gamelan
Windy Log

TRANSIENT NOISE
Cowbell Brush Hit Noise
Cowbell Brush Sus Noise
Dulcitone Noise
Kalimba Noise
Sanza Congolese Noise
Sanza Keys Full Noise
Sanza Luba Noise
Upright Noise
Vibraphone Stick Noise

WINDS
Alphorn Staccato
Ande Flute
Arabic Flute
Bag Pipes
Djafe Flute
Duduk Vibrato
Folk Recorder
Horn Goat Flute
Key Recorder
Latin Panpipe
Nordic Whistle
Pan Flute Staccato
Shakuhachi Staccato
Shakuhachi Sustain

Links

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