



Unlock^{FX}

Soundbank Manual

Software Version 1.0

EN 230614

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Introduction



Unlock – Open & Shut Foley Designer

Unlock delivers a flexible and easy-to-use sound design tool giving you everything you need to create incredibly detailed and realistic open, shut, and knocking sounds for doors of nearly every size, build, and environment. With a massive library of professionally recorded samples, Unlock delivers an epic collection of door and auxiliary sounds such as creaks, squeaks, locks, handles, sliding and rolling, air, metal, drag, bells, glass, and wood, which can be layered, tweaked, and finalized with effects to create the perfect sound for your production.

Deep, flexible, well organized, and extremely easy to use, Unlock is an indispensable tool for post facilities and sound designers.

Make an Entrance

Unlock was designed from the ground-up as a creative tool for post-production professionals, providing a fast and intuitive way to create opening, closing, and knocking door sounds for film, games, and more. With a massive library of over 29,000 samples was meticulously recorded to cover a wide range of use-cases, including real round robins for each of the doors and sub-layer sounds for exceptionally natural and convincing results in most situations.

Intuitive Workflow

Unlock 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, door and handle controls to precisely match the on-screen action, all in a clear and intuitive single-panel interface.

Doors, and More!

Unlock is packed with doors of nearly every variety, from interior to exterior, residential to commercial, lockers, bureaus, cabinets, appliances including ovens, dishwashers, fridges, microwaves, car doors, shower doors, elevator doors, and so much more. Door and handle sounds have all been recorded separately, along with open and close motions, allowing for total control over the response. If that's not enough, Falcon users can import their own samples, opening Unlock's powerful engine for use with any sound at your disposal.

Nail Every Detail (with Sub-Layers)

Unlock comes with 3 fully-customizable sub-layers allowing you to match the on-screen action perfectly. From all sorts of creaky hinges and rolling casters, to chain locks and glass windows, even other doors, you can layer, mix, and tweak your sound to create seamless realism for almost any performance. Explore categories such as air, bells, drag, doors, glass, handles, metal, sliding, rolling, and wood, or drag-and-drop your own material for even more flexibility.

Make It Shine

Last but not least Unlock 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 Way Forward is Through

Unlock is a versatile and comprehensive solution for door 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
- 4.67 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 ► Door and Handle

» Material

Shows the currently selected door and handle set (click the image to open browser)



Note: click the X of the upper right to close the browser

» Trigger buttons

Click the buttons at the upper right of the Material picture to audition the open, shut and knock sounds

» Door

- Power : Enable/disable the layer
- Volume: Adjust the level of the layer
- Length: Adjust the length of open and shut sounds
- Level meter: Displays the current level
- Solo: Solo the door sound
- Pitch: Adjust the pitch
- Filter: Adjust the intensity of the LP (left side) or HP (right side) filter

» Handle

- Power : Enable/disable the layer
- Volume: Adjust the level
- Grab: Adjust the level of the handle grab sound
- Rel.: Adjust the level of the handle release sound
- Level meter: Displays the current level
- Solo: Solo the handle sound
- Pitch: Adjust the pitch
- Filter: Adjust the intensity of the LP (left side) or HP (right side) filter

» Round Robin

- Auto: Enable/disable auto round robin
- 1/2/3/4: Select and indicate the round robin layer played

User Interface - Main



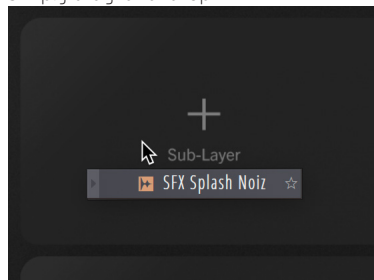
4 ► Sub Layers

Allows the inclusion of many different additional effects, including multiple squeaks, air, bells, roll, locks, glass.

- » **+ Sub Layer**
Activate the Sub Layer
- » **Power**
Enable/disable the layer
- » **Menu**
Select the sub layers
- » **Level meter**
Shows the level
- » **Solo**
Solo the sub-layer
- » **Close [X]**
Deactivates the layer
- » **Volume**
Adjust the level
- » **Offset**
Adjust the timing offset
- » **Pitch**
Adjust the pitch
- » **Filter**
Adjust the intensity of the LP (left side) or HP (right side) layer
- » **Trigger buttons**
Click the buttons at the left of the sub layers to audition it

» User samples

To load your own sample in a sub-layer, simply drag-and-drop



5 ► Microphone

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

6 ► Speed

- » **Speed**
Adjust the time between the Open and the Shut sounds
- » **Auto**
Auto adjusts the open/shut door speed

7 ► Distance and Reverb

- » **Distance**
Adjust the distance of the door.
By default, Distance is assigned to the MIDI ModWheel
- » **Reverb Send**
Amount of reverb send
- » **Link**
Link the Reverb Send and Distance

8 ► Vel. Amount

Sets the velocity sensitivity of the action

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
- » **High/Mid/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

Samples List

Door Layer

House

Bathroom 01
Bathroom 02
Bathroom 03
Bedroom 01
Bedroom 02
Bedroom 03
Bedroom 04
Bedroom 05
Entrance 01
Hallway 01
Hallway 02
Hallway 03
Hallway 04
Hallway 05
Hallway 06
Hallway 07
Hallway 08
Hallway 09
Hallway 10
Kitchen 01
Kitchen 02
Kitchen 03
Living Room 01
Living Room 02
Living Room 03
Living Room 04
Living Room 05
Shower 01
Shower 02
Stairwell 01
Toilets 01
Toilets 02
Toilets 03
Toilets 04
Vestibule 01
Vestibule 02

Office

Office 01
Office 02
Office 03
Studio 01
Studio 02
Studio 03
Studio 04

Cupboards

Bathroom Cupboard 01
Bedroom Cabinet 01
Bedroom Cabinet 02
Bedroom Cabinet 03
Bedroom Cabinet 04
Bedside Table Cupboard 01
Bedside Table Cupboard 02
Cupboard Inside 01
Desk Cupboard 01
Desk Cupboard 02
Furniture Cupboard 01
Furniture Cupboard 02
Furniture Cupboard 03
Furniture Cupboard 04
Furniture Cupboard 05
Furniture Cupboard 06
Furniture Cupboard 07
Furniture Cupboard 08
Kitchen Cupboard 01
Kitchen Cupboard 02
Kitchen Cupboard 03
Kitchen Cupboard 04
Kitchen Cupboard 05
Locker 01
Locker 02
Locker 03
Wardrobe 01
Wardrobe 02
Wardrobe 03
Wardrobe 04

Appliance

Dish Warmer Radiator
Dishwasher 01
Dishwasher 02
Dishwasher 03
Freezer 01
Freezer 02
Freezer 03
Freezer 04
Freezer 05
Fridge 01
Fridge 02
Fridge 03
Fridge 04
Fridge 05
Fridge 06
Fridge Inside 01
Microwave 01
Microwave 02
Microwave 03
Microwave 04
Microwave 05
Microwave 06
Microwave Inside 01
Oven 01
Oven 02
Oven 03
Oven 04
Oven Inside 01
Washing Machine 01
Washing Machine 02
Washing Machine 03
Washing Machine 04

Sliding

Sliding Cupboard 01
Sliding Cupboard 02
Sliding Cupboard 03
Sliding Garden 01
Sliding Garden 02
Sliding Living Room 01
Sliding Wardrobe 01
Sliding Wardrobe 02
Sliding Wardrobe 03
Sliding Wardrobe 04
Sliding Wardrobe 05
Sliding Wardrobe 06

Automatic

Elevator Inside 01
Elevator Outside 01

Cars

Car Door Outside 01
Car Trunk Outside 01

Samples List

Sub-Layers

Air

AIR Pneumatic 01
AIR Pneumatic 02
AIR Pneumatic 03
AIR Pressurized 01
AIR Pressurized 02
AIR Pressurized 03

Bell

BELL Carillon 01
BELL Carillon 02
BELL Carillon 03
BELL Carillon 04
BELL Carillon 05

Drag

DRAG Broom On Carpet
DRAG Broom On Concrete
DRAG Broom On Linoleum
DRAG Broom On Wood
DRAG Generic On Carpet 01
DRAG Generic On Carpet 02
DRAG Generic On Concrete 01
DRAG Generic On Concrete 02
DRAG Generic On Linoleum 01
DRAG Generic On Linoleum 02
DRAG Generic On Wood 01
DRAG Generic On Wood 02
DRAG Glass On Carpet
DRAG Glass On Concrete 01
DRAG Glass On Concrete 02
DRAG Glass On Linoleum
DRAG Grass
DRAG Gravel 01
DRAG Gravel 02
DRAG Gravel 03
DRAG Gravel 04
DRAG Leaves
DRAG Metal On Concrete 01
DRAG Metal On Concrete 02
DRAG Metal On Concrete 03
DRAG Metal On Concrete 04
DRAG Metal On Concrete 05
DRAG Metal On Linoleum
DRAG Metal On Wood 01
DRAG Metal On Wood 02
DRAG Plastic
DRAG Plastic On Carpet
DRAG Plastic On Concrete
DRAG Rock On Concrete 01
DRAG Rock On Concrete 02
DRAG Rock On Concrete 03
DRAG Rock On Concrete 04
DRAG Rubber On Carpet
DRAG Rubber On Concrete
DRAG Rubber On Linoleum
DRAG Rubber On Wood
DRAG Sand
DRAG Wood On Carpet 01
DRAG Wood On Carpet 02
DRAG Wood On Carpet 03
DRAG Wood On Concrete 01
DRAG Wood On Concrete 02
DRAG Wood On Concrete 03
DRAG Wood On Concrete 04
DRAG Wood On Concrete 05
DRAG Wood On Linoleum 01
DRAG Wood On Linoleum 02
DRAG Wood On Linoleum 03
DRAG Wood On Linoleum 04
DRAG Wood On Wood 01
DRAG Wood On Wood 02
DRAG Wood On Wood 03

Glass

GLASS Squeak 01
GLASS Squeak 02
GLASS Squeak 03

Handle

HANDLE Bathroom 01
HANDLE Bathroom 02
HANDLE Bathroom 03
HANDLE Bedroom 01
HANDLE Bedroom 02
HANDLE Bedroom 03
HANDLE Bedroom 04
HANDLE Bedroom 05
HANDLE Entrance 01
HANDLE Hallway 01
HANDLE Hallway 02
HANDLE Hallway 03
HANDLE Hallway 04
HANDLE Hallway 05
HANDLE Hallway 06
HANDLE Hallway 07
HANDLE Hallway 08
HANDLE Hallway 09
HANDLE Kitchen 01
HANDLE Kitchen 02
HANDLE Kitchen 03
HANDLE Living Room 01
HANDLE Living Room 02
HANDLE Living Room 03
HANDLE Living Room 04
HANDLE Living Room 05
HANDLE Office 01
HANDLE Office 02
HANDLE Office 03
HANDLE Sound Studio 01
HANDLE Sound Studio 02
HANDLE Sound Studio 03
HANDLE Sound Studio 04
HANDLE Stairwell 01
HANDLE Toilets 01
HANDLE Toilets 02
HANDLE Toilets 03
HANDLE Toilets 04
HANDLE Vestibule 01
HANDLE Vestibule 02

Lock

LOCK Chain
LOCK Keys 01
LOCK Keys 02
LOCK Latch
LOCK Metal 01
LOCK Metal 02
LOCK Metal 03
LOCK Metal 04
LOCK Metal 05
LOCK Metal 06
LOCK Metal 07
LOCK Metal 08
LOCK Metal 09
LOCK Metal 10
LOCK Metal 11
LOCK Metal 12
LOCK Metal 13
LOCK Metal And Wood 01
LOCK Metal And Wood 02

Metal

METAL Chain 01
METAL Chain 02
METAL Squeak 01
METAL Squeak 02
METAL Squeak 03
METAL Squeak 04
METAL Squeak 05
METAL Squeak 06
METAL Squeak 07
METAL Squeak 08

Roll

ROLL Concrete 01
ROLL Concrete 02
ROLL Metal 01
ROLL Metal 02
ROLL Metal 03
ROLL Metal 04
ROLL Plastic 01
ROLL Plastic 02
ROLL Plastic 03
ROLL Wood 01
ROLL Wood 02
ROLL Wood 03









Wood

WOOD Creak 01
WOOD Creak 02
WOOD Creak 03
WOOD Creak 04
WOOD Creak 05
WOOD Squeak 01
WOOD Squeak 02
WOOD Squeak 03
WOOD Squeak 04
WOOD Squeak 05
WOOD Squeak 06
WOOD Squeak 07
WOOD Squeak 08
WOOD Squeak 09
WOOD Squeak 10
WOOD Squeak 11
WOOD Squeak 12
WOOD Squeak 13
WOOD Squeak 14
WOOD Squeak 15
WOOD Squeak 16
WOOD Squeak 17

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/ 
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- FAQ ilok.com/supportfaq 

Unlock^{FX}

Credits and Thanks

Produced by UVI

Development

Antoine Martin
Benjamin Remize

Sound Design

Thomas Guillory
Tom Macary
Gilles Marsalet
Benjamin Remize

Software + Scripting

Rémy Muller
Olivier Tristan

GUI + Design

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita

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HAL
Poly Son Post Production
Lucien Richardson



UVI.NET