



Unlock^{FX}

Soundbank Manual

Software Version 1.0
EN 230614

Unlock^{FX}



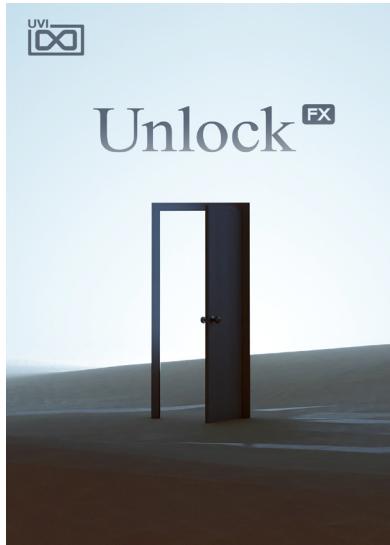
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Introduction



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](#)

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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 (Power button): 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 (Power button): 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

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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

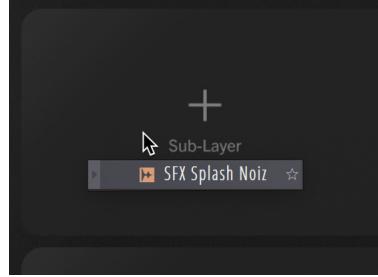
Adjust the intensity of the LP (left side) or HP (right side) layer

» 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

» 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

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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
 Bedroom 06
 Bedroom 07
 Bedroom 08
 Bedroom 09
 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

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

Office

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

Samples List

Sub-Layers

Air	Drag	Glass	Lock	Wood
AIR Pneumatic 01	DRAG Broom On Carpet	GLASS Squeak 01	LOCK Chain	WOOD Creak 01
AIR Pneumatic 02	DRAG Broom On Concrete	GLASS Squeak 02	LOCK Keys 01	WOOD Creak 02
AIR Pneumatic 03	DRAG Broom On Linoleum	GLASS Squeak 03	LOCK Keys 02	WOOD Creak 03
AIR Pressurized 01	DRAG Broom On Wood		LOCK Latch	WOOD Creak 04
AIR Pressurized 02	DRAG Generic On Carpet 01		LOCK Metal 01	WOOD Creak 05
AIR Pressurized 03	DRAG Generic On Carpet 02	HANDLE	LOCK Metal 02	WOOD Squeak 01
	DRAG Generic On Concrete 01	Bathroom 01	LOCK Metal 03	WOOD Squeak 02
	DRAG Generic On Concrete 02	Bathroom 02	LOCK Metal 04	WOOD Squeak 03
	DRAG Generic On Linoleum 01	Bathroom 03	LOCK Metal 05	WOOD Squeak 04
	DRAG Generic On Linoleum 02	HANDLE Bedroom 01	LOCK Metal 06	WOOD Squeak 05
	DRAG Generic On Wood 01	HANDLE Bedroom 02	LOCK Metal 07	WOOD Squeak 06
	DRAG Generic On Wood 02	HANDLE Bedroom 03	LOCK Metal 08	WOOD Squeak 07
	DRAG Glass On Carpet	HANDLE Bedroom 04	LOCK Metal 09	WOOD Squeak 08
	DRAG Glass On Concrete 01	HANDLE Bedroom 05	LOCK Metal 10	WOOD Squeak 09
	DRAG Glass On Concrete 02	HANDLE Entrance 01	LOCK Metal 11	WOOD Squeak 10
	DRAG Glass On Linoleum	HANDLE Hallway 01	LOCK Metal 12	WOOD Squeak 11
	DRAG Grass	HANDLE Hallway 02	LOCK Metal 13	WOOD Squeak 12
	DRAG Gravel 01	HANDLE Hallway 03	LOCK Metal And Wood 01	WOOD Squeak 13
	DRAG Gravel 02	HANDLE Hallway 04	LOCK Metal And Wood 02	WOOD Squeak 14
	DRAG Gravel 03	HANDLE Hallway 05		WOOD Squeak 15
	DRAG Gravel 04	HANDLE Hallway 06		WOOD Squeak 16
	DRAG Leaves	HANDLE Hallway 07		WOOD Squeak 17
	DRAG Metal On Concrete 01	HANDLE Hallway 08		
	DRAG Metal On Concrete 02	HANDLE Hallway 09		
	DRAG Metal On Concrete 03	HANDLE Kitchen 01		
	DRAG Metal On Concrete 04	HANDLE Kitchen 02		
	DRAG Metal On Concrete 05	HANDLE Kitchen 03		
	DRAG Metal On Linoleum	HANDLE Living Room 01		
	DRAG Metal On Wood 01	HANDLE Living Room 02		
	DRAG Metal On Wood 02	HANDLE Living Room 03		
	DRAG Plastic	HANDLE Living Room 04		
	DRAG Plastic On Carpet	HANDLE Living Room 05		
	DRAG Plastic On Concrete	HANDLE Office 01		
	DRAG Rock On Concrete 01	HANDLE Office 02		
	DRAG Rock On Concrete 02	HANDLE Office 03		
	DRAG Rock On Concrete 03	HANDLE Sound Studio 01		
	DRAG Rock On Concrete 04	HANDLE Sound Studio 02		
	DRAG Rubber On Carpet	HANDLE Sound Studio 03		
	DRAG Rubber On Concrete	HANDLE Sound Studio 04		
	DRAG Rubber On Linoleum	HANDLE Stairwell 01		
	DRAG Rubber On Wood	HANDLE Toilets 01		
	DRAG Sand	HANDLE Toilets 02		
	DRAG Wood On Carpet 01	HANDLE Toilets 03		
	DRAG Wood On Carpet 02	HANDLE Toilets 04		
	DRAG Wood On Carpet 03	HANDLE Vestibule 01		
	DRAG Wood On Concrete 01	HANDLE Vestibule 02		
	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			

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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 

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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
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Lucien Richardson

