



# noctua

## Soundbank Manual

Software Version 1.0  
EN231214

n o c t u a



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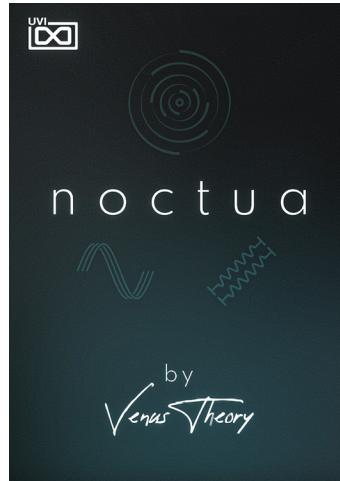
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## Introduction



### Noctua by Venus Theory Modern Cinematic Soundscape Synthesizer

From the mind of Venus Theory, renowned sound designer and YouTube creator, Noctua combines the worlds of hardware synthesis and boutique effects to realize an exquisite collection of hand-built instruments, ready to create sprawling soundscapes and evolving cinematic universes, rich with detail and movement.

Dive into an incredible multi-layer instrument built on hand-crafted samples, push and pull each layer individually with discrete microtonal sequencers, transform them with custom designed single-knob effect chains, and then finalize your sound with delay, reverb, and master buss processing - all from a single, refined and highly focused tool.

#### Hand-Crafted Sounds

All sounds in Noctua were designed, recorded and processed by Venus Theory to capture the raw and visceral world of cinematic sound design. Outfit two layers with any sound from three categories; 'Effects Box' sounds were sourced from handmade FX box instruments designed by Venus Theory and processed with pedals and granular processing chains, 'Analog' sounds were recorded from a selection of analog synths and pedal chains, and 'EMF' sounds explore EMF recordings, transformed and multi-sampled using various techniques and effect chains to create usable sonic instruments. Finally, a morphable sub-oscillator delivers a powerful and rich low-end.

#### 3 Microtonal Sequencers

Each of Noctua's 3 sound layers has been fitted with a complex, microtonal sequencer with built-in randomization and probability. From subtle modulation and detuning to complex voicing and progressions, each layer can be customized with deep sequence control to create lush movement and sonic narrative, all with clear and easy-to-use controls.

#### Master Buss Processing

Noctua's sound sources are treatable with fully adjustable delay and reverb sends along with powerful master buss processing including overdrive, compressor, eq, and maximizer let you dial-in the perfect sound, all from within the instrument - delivering a complete toolbox for evolving, cinematic sound design.

#### Powerful Macro FX

Noctua features a custom designed selection of one-knob fx chains. Here you can quickly browse different treatments and utilize them for sonic reinforcement, or to create performance-based transformations to the overall energy and grit of your sound. Each chain was designed by Venus Theory, providing a wide range of unique characters to explore.

#### Professional Presets

100 HAND-CRAFTED PRESETS ARE INCLUDED, PROFESSIONALLY DESIGNED BOTH BY VENUS THEORY AND THE UVI SOUND DESIGN TEAM, DELIVERING STYLISH AND RARIFIED SONIC TAPESTRIES, FROM BROODING AND NUANCED TO TERRIFYING. PRESETS ARE FULLY EDITABLE, ALLOWING YOU TO EASILY ADAPT THE IDEAS TO SUIT YOUR NEEDS, OR CREATE YOUR OWN DESIGNS FROM SCRATCH.

Noctua is a unique and characterized instrument, and a powerful sound design tool, thoughtfully constructed and refined over a year of development to provide a creative and deeply versatile environment for cinematic soundscape exploration and modern production - a free gift from UVI!

#### Minimum System Requirements

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

For more information on the installation process, please refer to the document: [Install Guide](#)

# User Interface - Main



## 1 ► Pages

Change current page: Main, Arp, and FX

## 2 ► Level Meter

Displays output level

## 3 ► Sample Layer I / II

- » **Sample** - Change sample with drop-down menu
- » **Power**  - Click to enable the layer
- » **Pan** - Adjust the layer's stereo pan position
- » **Gain** - Adjust the layer level (with VU)
- » **Pitch** - Set the layer pitch in semitones
- » **Drive** - Set the drive amount
- » **Sends - Reverb** - Set the reverb send level
- » **Sends - Delay** - Set the delay send level

## 4 ► Sub Layer III

- » **Power**  - Click to enable the layer
- » **Pan** - Adjust the layer's stereo pan position
- » **Gain** - Adjust the layer level (with VU)
- » **Morph** - Set the oscillator waveform
- » **Octave** - Transpose the pitch in octaves
- » **FM** - Set the FM depth

## 5 ► Amplitude

- » **Layer Edit Select [I/II/III]** - Click I, II or III switch to select the envelope to edit
- » **Link Edit** - Click the chain icon to enable linked editing for all layers
- » **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope

## 6 ► Filter

- » **Layer Edit Select [I/II/III]** - Click I, II or III switch to select the filter to edit
- » **Link Edit** - Click the chain icon to enable linked editing for all layers
- » **Frequency** - Set the filter frequency
- » **Resonance** - Set the filter resonance amount
- » **Env Depth** - Set the filter depth amount
- » **HP/LP** - A one-knob low-pass and high-pass combo filter
- » **ADSR** - Typical ADSR envelope for the Filter

## 7 ► Tremolo

- » **Layer Edit Select [I/II/III]** - Click I, II or III switch to select the effect to edit
- » **Link Edit** - Click the chain icon to enable linked editing for all layers
- » **Mix** - Set the dry/wet balance
- » **Rate** - Set the modulation speed
- » **Host Sync Off** - Set the speed in Hz
- » **Host Sync On** - Set the speed in musical units such as 1/4, 1/8 dots, 1/16 triplet and so on
- » **Host Sync**  - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Shape** - Set the modulation shape

## 8 ► Mood

- » **Mood** - Change the effect type with drop-down menu or by using the [<> ] buttons
- » **Afterburner** - Adds hard distortion
- » **Air** - Adds air vibes
- » **Bitdrive** - Decimate bits and adds drive
- » **Bones** - Combo effect with filters and drives
- » **Diffusion** - Add diffusion with the drive
- » **Grain Drive** - Add granular effect with drive
- » **Metals** - Adds metallic vibes with distortion
- » **Pulsar** - Adds pulsing effect with drive
- » **Washout** - Combo effects with diffusion delay and granular
- » **Wide Heat** - Combo effects with multi-band drive and stereo width
- » **Amount** - Set the effect amount
- » **Mix** - Set the dry/wet balance

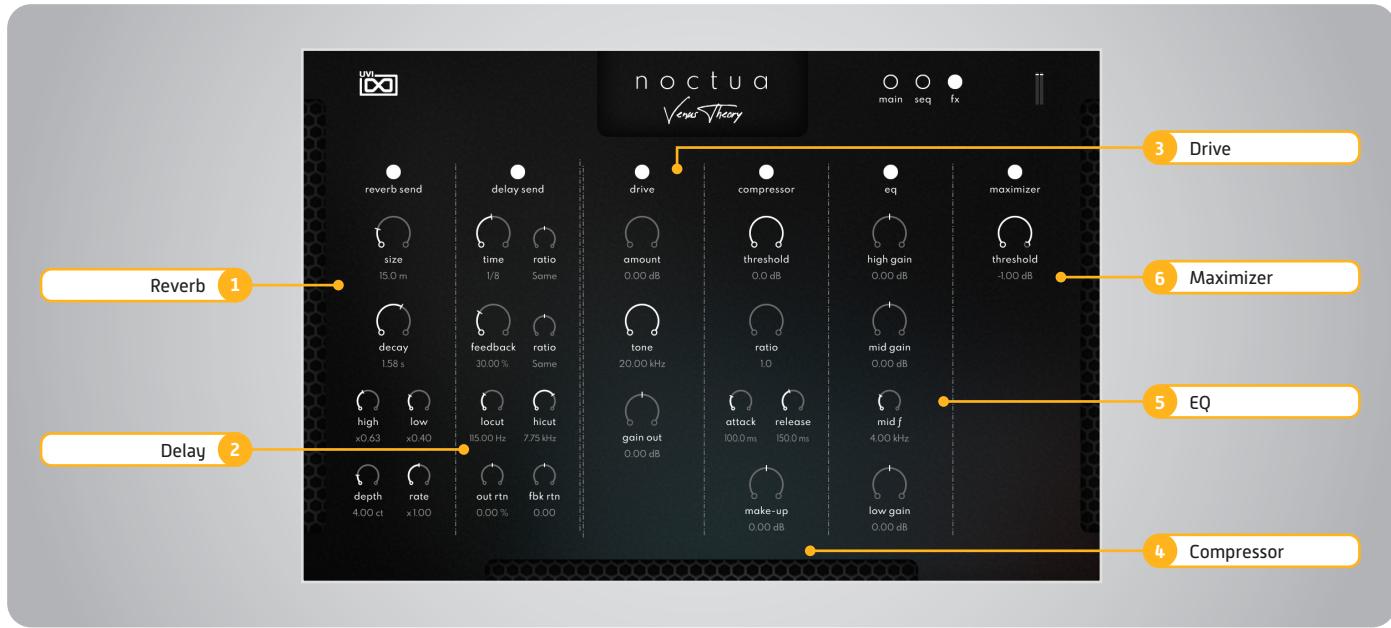
## User Interface - Arpeggiator Edit



### 1 ► Arpeggiator

- » **Layer Edit Select [I/II/III]** - Click I, II or III switch to select the arpeggiator to edit
- » **Link Edit** - Click the chain icon to enable linked editing for all layers
- » **Power ●** - Click to enable/disable the arpeggiator
- » **Rate** - Set the step duration
- » **Steps** - Set the number of steps
- » **Step Editor**
  - Vel** - Click-drag to set the velocity
  - Link** - Enable to sustain the previous step
  - Semi** - Set a pitch offset in semitones
  - Cent** - Fine tune the pitch in cents
  - Ratchet** - Set the count of ratcheting incoming note events
  - Chance** - Set the amount of the note-on possibility
  - Pan** - Set the step pan

# User Interface - FX



## SEND Effects

### 1 ▶ Reverb

- » **Power** ● - Click to enable/disable the effect
- » **Size** - Set the reverb room size
- » **Decay** - Set the reverb decay time
- » **High / Low** - Multiplies the decay time (-/+) for the high and low frequencies
- » **Depth** - Adjust the modulation depth
- » **Rate** - Adjust the modulation speed

### 2 ▶ Delay

- » **Power** ● - Click to enable/disable the effect
- » **Time** - Set the [host synced] delay time
- » **Ratio** - Adjust the L/R ratio of the main stereo delay path
- » **Feedback** - Set the delay feedback amount
- » **Ratio** - Adjust the L/R ratio of the stereo feedback path
- » **Lo Cut / Hi Cut** - Set the delay output's High-Cut and Low-Cut filter frequencies
- » **Out Rtn** - Adjust the rotation angle of the stereo output path
- » **Fbk Rtn** - Adjust the rotation angle of the stereo feedback path

## Global Effects

### 3 ▶ Drive

- » **Power** ● - Click to enable/disable the effect
- » **Amount** - Set the drive amount
- » **Tone** - Set the frequency of the contour filter
- » **Gain Out** - Set the output gain

### 4 ▶ Compressor

- » **Power** ● - Click to enable/disable the effect
- » **Threshold** - Set the level at which compression starts
- » **Ratio** - Sets the compression ratio
- » **Attack** - Set the attack time
- » **Release** - Set the release time
- » **Make-up** - Set the gain compensation for the gain reduction by compression

### 5 ▶ EQ

- » **Power** ● - Click to enable/disable the effect
- » **High** - Set the high frequency band gain
- » **Mid** - Set the middle frequency band gain
- » **mid f** - Set the center frequency of the middle band
- » **Low** - Set the low frequency band gain

### 6 ▶ Maximizer

- » **Power** ● - Click to enable/disable the effect
- » **Threshold** - Set the input level at which limiting will begin

## Preset List

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### Alarms

Activation  
Anchor Point  
Anomaly  
Blackwave  
Broken Beacon  
Bruiser  
Fangs  
Fathom  
Full Throttle  
Knockout  
Lightwave  
Mobius  
Mutant  
Rage  
Shockwave

### Bass

Abyss  
Apex  
Below  
Chimera  
Citadel  
Crushed  
Moontribe  
Nightfall  
Rapture  
Requiem  
Resist  
Silhouette  
Tempest  
Undertow

### Leads

Eclipse  
Epoch  
Falling  
Genesis  
Lumen  
Monolith  
Neon  
Polaris  
Red Mist  
Supermassive

### Sequenced

Binary Systems  
Drive  
Echoes  
Enclave  
Facing Darkness  
Nexus  
Paradox  
Reactor  
Rearview  
Retribution  
Rise  
Sentinel  
Spines  
Stillness  
Transit Induction

### Ambience

Colossus  
Creep  
Cycles  
Dark Times  
Eternal  
Genesis  
Hunt  
Pandora  
Phantasm  
Rust Haven  
Shatter

### FX

Bender  
Carbide  
Graviton  
Hammer  
Meatgrinder  
Nebula  
Poison  
Soliloquy  
Vertex

### Pads

Afterglow  
Breathing  
Catalyst  
Glint  
Lost Kingdom  
Norway  
Parks on Fire  
Pursuit  
Scattered  
Scorched Sky  
Speaking  
Surrounded  
Tubes and Wires

### Stabs

Bitter  
Dark Star  
Depths  
Luminary  
Nemesis  
Punisher  
Rift  
Specter  
Vortex

Layer List

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**Analog**

apogee  
asteroid  
celestial  
constellation  
gravity  
lunar  
nebula  
pulsar  
supernova  
transit

**EMF**

ampere  
capacitor  
current  
diode  
electron  
induction  
inverter  
plasma  
superconductor  
voltage

**FX Box**

abyssal  
dirge  
eclipse  
enigma  
lurking  
malevolent  
shrouded  
spectre  
veils  
wraith

## Links

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### UVI

Home . . . . .	<a href="http://uvi.net/">uvi.net/</a> ↗
UVI Portal . . . . .	<a href="http://uvi.net/uvi-portal">uvi.net/uvi-portal</a> ↗
SonicPass . . . . .	<a href="http://uvi.net/sonicpass">uvi.net/sonicpass</a> ↗
Manage Your Products . . . . .	<a href="http://uvi.net/download-with-portal">uvi.net/download-with-portal</a> ↗
Soundbank Installation Guide . . . . .	<a href="http://installing_uvi_soundbanks_en.pdf">installing_uvi_soundbanks_en.pdf</a> ↗
UVI Workstation User Guide . . . . .	<a href="http://uviworkstation_user_guide_en.pdf">uviworkstation_user_guide_en.pdf</a> ↗
FAQ . . . . .	<a href="http://uvi.net/faq">uvi.net/faq</a> ↗
Tutorial and Demo Videos . . . . .	<a href="http://youtube.com/">youtube.com/</a> ↗
Support . . . . .	<a href="http://uvi.net/contact-support">uvi.net/contact-support</a> ↗

### iLok

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FAQ . . . . .	<a href="http://ilok.com/supportfaq">ilok.com/supportfaq</a> ↗

# noctua

## Credits and Thanks

### Produced by UVI

### Recording / Editing / Sound Design

Venus Theory  
Carlo De Gregorio

### Software + Scripting

Théo Gallienne  
Thomas Kowalski  
Rémy Muller  
Olivier Tristan

### GUI + Design

Venus Theory  
Nathaniel Reeves

### Documents

Nathaniel Reeves  
Kai Tomita



UVI.NET