



n o c t u a

Soundbank Manual

Software Version 1.0
EN231214

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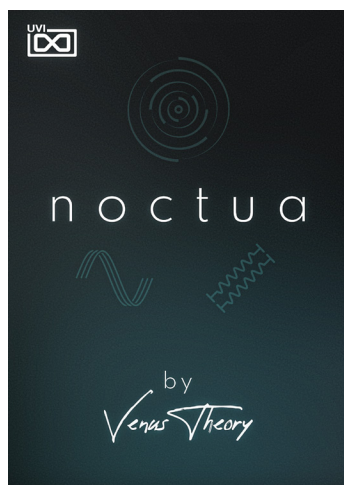
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noctua



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 charactered 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
- 161 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

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
Sentinal
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
Clint
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

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

UVI

Home	uvi.net/ 
UVI Portal	uvi.net/uvi-portal 
SonicPass	uvi.net/sonicpass 
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

Home	ilok.com/ 
iLok License Manager	ilok.com/ilm.html 
FAQ	ilok.com/supportfaq 

noctua

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

Venus Theory
Carlo De Gregorio

Software + Scripting

Théo Gallienne
Thomas Kowalski
R  my Muller
Olivier Tristan

GUI + Design

Venus Theory
Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita



UVI.NET