GLASS ORCHESTRA

Soundbank Manual

Software Version 1.0

GLASS ORCHESTRA

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GLASS ORCHESTRA

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Introduction

Glass Orchestra
Sounds from an Otherworld

AN ORCHESTRA UNLIKE ANY OTHER
Ethereal, supernatural, incomparable – Jean-Claude Chapuis' lifelong passion for glass instruments has resulted in a completely unique ensemble; the Glass Orchestra at the prestigious Philharmonie de Paris. Comprised of 14 instruments, the Glass Orchestra is a vivid, one-of-a-kind excursion off the well-trodden path of convention, into an obscure otherworld of shimmery tonal percussion and haunting resonant timbres, ripe for creative exploration.

Impassioned Instruments
The instruments of Glass Orchestra are as deep and varied as they are distinct, each expertly and extensively sampled, exploring numerous playing styles from traditional to experimental. Discover an incredible range of new sounds, from delicate to thunderous, angelic to atonal – Glass Orchestra is pure sonic adventure, rich with inspiration for musicians, producers, and sound designers of any background.

Exquisitely Crafted
We approached Glass Orchestra with the utmost care. Each instrument was studied individually to find the most sonically interesting mic configurations and playing methods. The result is a singular collection, offering highly-detailed and effortlessly playable instruments each with 3 mixable mics, allowing precise sculpting of tone and presence, and the powerful expressive capabilities of native MPE support.

Sounds from an Otherworld
The instruments in Glass Orchestra may seem familiar at first glance, but on inspection their sounds are anything but typical. Sometimes beautiful, sometimes haunting, and sometimes deeply unnerving, Glass Orchestra offers an impressive range of both traditional and creative sounds, suitable for a wide range of uses.

Creative Architecture
The rich and detailed recordings of Glass Orchestra are presented within a powerful sound design environment. From familiar synth-style amplitude and filter controls with optional True Release, to deep internal modulation, powerful macro and bus effects, and a featured arpeggiator/phraser, the sounds of Glass Orchestra can easily be enhanced or radically altered to suit manifold creative visions.

Inspirational Presets
Glass Orchestra features a large selection of factory presets, hand-crafted by the sound design team at UVI. From the pure sounds of the natural acoustic instruments, to more exotic and experimental interpretations, there are dozens of configurations available for exploration, ready to use in your productions, or as starting points for your own sound design.

Explore the life's work and singular creative vision of a dedicated master craftsman in this inspiring, ethereal, and one-of-a-kind collection of the world's only Glass Orchestra.

Minimum System Requirements
- Latest version of UVI Workstation or Falcon
- 21GB of disk space

For more information on the installation process, please refer to the document: Install Guide
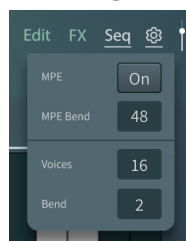
GLASS ORCHESTRA

UVI

User Interface - Main

1 Pages

2 Master Volume

3 Settings

4 Mics

5 MIDI

6 Macro Effects

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1 ▶ **Pages**

Change current page: Main, Edit, FX and Seq

2 ▶ **Master Volume**

Set the global output level with VU

3 ▶ **Settings** ⚙

- » **MPE** - Click to enable MPE mode
- » **MPE Bend** - Set pitchbend range in MPE mode
- » **Voices** - Set the global polyphony
- » **Bend** - Set the global pitchbend range

4 ▶ **Mics**

- » **Power** - Click the toggle to enable the mic
- » **Volume** - Adjusts the level of the mic
- » **Crystalline** - Pristine stereo mic configuration
- » **Natural** - Natural sounding stereo mic configuration
- » **Mono** - Mono mic

5 ▶ **MIDI**

- » **Curve** ◯ - Click-drag to adjust the curve of MIDI response
- » **Mode** - Set the dynamics control mode
  Velocity - Controlled by note velocity
  Modwheel - Controlled by modwheel
- » **Dynamics** - Adjusts the dynamics response
- » **Intensity** - Adjusts the intensity of the performance
  *Not available in some patches

6 ▶ **Macro Effects**

5 one-knob effects for quick tweaking of the sound

- » **Power** ⏻ - Click to enable the effect
- » **Drive** - Adjusts the amount of the drive effect. The drive type can be set in FX page
- » **Phase** - Adjusts the phase/chorus type modulation effect. The modulation effect mode can be set in FX page
- » **Grains** - Adjusts the special grain based combo effect
- » **Delay** - Adjusts the amount of the delay effect
- » **Reverb** - Adjusts the amount of the reverb effect

Keyboard Range

White & Black keys - Original pitch range of the instrument
Turquoise keys - Extended range

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User Interface - Edit

1 ▶ Amplitude

- » **Gain** - Adjust the output gain
- » **Pan** - Adjust the stereo pan position
- » **Smooth Filter** - Set the velocity amount of LP 6dB/oct filter for smooth timbre changes
- » **True Release** - Enables release sample
- » **Release** - Adjust the release sample level
- » **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope D/S/R parameters will affect the release sample in True Release mode
- » **Attack and Decay Curve** ⊘ - Click-drag to adjust the curve of attack and decay/release envelope stages

2 ▶ Filter

- » **Power** ⏻ - Activate the filter
- » **Mode** - Set the filter mode, between lowpass, bandpass, and highpass filter shapes
- » **Cutoff** - Set the filter cutoff frequency
- » **Q** - Set the filter resonance amount
- » **Drive** - Set the filter drive amount
- » **Env. Depth** - Set the filter envelope depth amount
- » **ADSR** - Typical ADSR envelope for the Filter
- » **Attack and Decay Curve** ⊘ - Click-drag to adjust the curve of attack and decay/release envelope stages

3 ▶ Pitch & Voicing

- » **Voice mode** - Set the voice mode
  Polyphonic - Polyphonic mode
  Poly Portamento - Polyphonic with portamento
  Mono Portamento - Mono legato mode
- » **Pitch** - Adjust the pitch in cents
- » **Octave** - Adjust the pitch in octaves
- » **Color** - Shifts color based on adjacent samples
- » **Depth** - Set the depth of the pitch envelope
- » **Time** - Set the pitch glide time
- » **Time Curve** ⊘ - Click-drag to adjust the curve of the glide time

4 ▶ LFO A

- » **Power** ⏻ - Enable/disable the LFO
- » **Host Sync** ⧖ - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Mode** - Set the voice mode between Legato and Retrigger
- » **Shape** - Select the modulation shape
- » **Phase** - Adjust the LFO start phase
- » **Frequency** - Adjust 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
- » **Depth** - Set the modulation depth amount

5 ▶ LFO B

- » **Power** ⏻ - Enable/disable the LFO
- » **Shape** - Click to choose a shape from menu
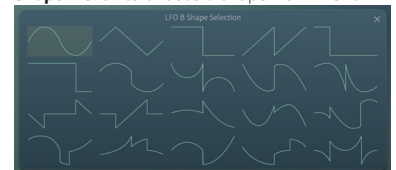
To close the menu click 'X' on the upper left
- » **Humanize** - Adjust the randomize amount
- » **Smooth** - Adjust the smoothing amount
- » **Mode**, **Frequency**, **Depth** and **Host Sync** ⧖ - *See LFO A*

▶ Modulation Edit

Internally-modulatable parameters have small mod knobs at the left of their main knobs

Click-drag the available mod knobs to set the modulation amount. You can also click the Open Modulation Panel button for more precise control

At the right of modulatable parameters, click the ⊖ button to open the Modulation Panel

↩ *[Undo Edits]* - Click to exit the editor without changes

X [Close] - Click to close the editor

User Interface - FX

Macro Effects

1 ▶ Drive

- » **Power** ⏻ - Click to enable/disable the effect
- » **Mode** - Set the drive mode
  - *Mild* - Basic overdrive
  - *Crunch* - Analog crunch sound
  - *Overdrive* - Gentle TS overdrive
  - *Clipper* - Diode clipper
  - *Zombie* - Combo distortion
- » **Gain In** - Set the input gain
- » **Gain Out** - Set the output gain
- » **Amount** - Set the effect amount

2 ▶ Phase

- » **Power** ⏻ - Click to enable/disable the effect
- » **Mode** - Set the modulation effect mode
  - *Thorus* - Multi-voice chorus
  - *Phasor* - Multi-stage phase effect
  - *Rotary* - Rotary speaker emulator
  - *Flanger* - Classic flanger
- » **Speed** - Set the modulation speed
- » **Depth** - Set the modulation depth
- » **Mix** - Set the effect dry/wet balance

3 ▶ Grains

- » **Power** ⏻ - Click to enable/disable the effect
- » **Coarse** - Adjust the grain size
- » **Density** - Set the amount of the grains
- » **Mix** - Set the effect dry/wet balance

4 ▶ Delay

- » **Power** ⏻ - Click to enable/disable the effect
- » **Host Sync** ⟁ - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Time** - Set the delay time
- » **Feedback** - Set the delay feedback amount
- » **LP | HP** - A one-knob low-pass and high-pass combo filter for the delay signal
- » **Mix** - Set the dry/wet balance

5 ▶ Reverb

- » **Power** ⏻ - Click to enable/disable the effect
- » **Decay** - Set the reverb decay time
- » **Size** - Set the reverb room size
- » **LP | HP** - A one-knob low-pass and high-pass combo filter for the reverb signal
- » **Mix** - Set the dry/wet balance

Bus Effects

6 ▶ EQ

- » **Power** ⏻ - Click to enable/disable the effect
- » **High** - Set the high frequency band gain
- » **Mid** - Set the mid frequency band gain
- » **Low** - Set the low frequency band gain
- » **ƒ [Crossover Frequency]** - Set the frequency between low and mid bands, and between mid and high bands

7 ▶ Maximizer

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

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User Interface - Seq
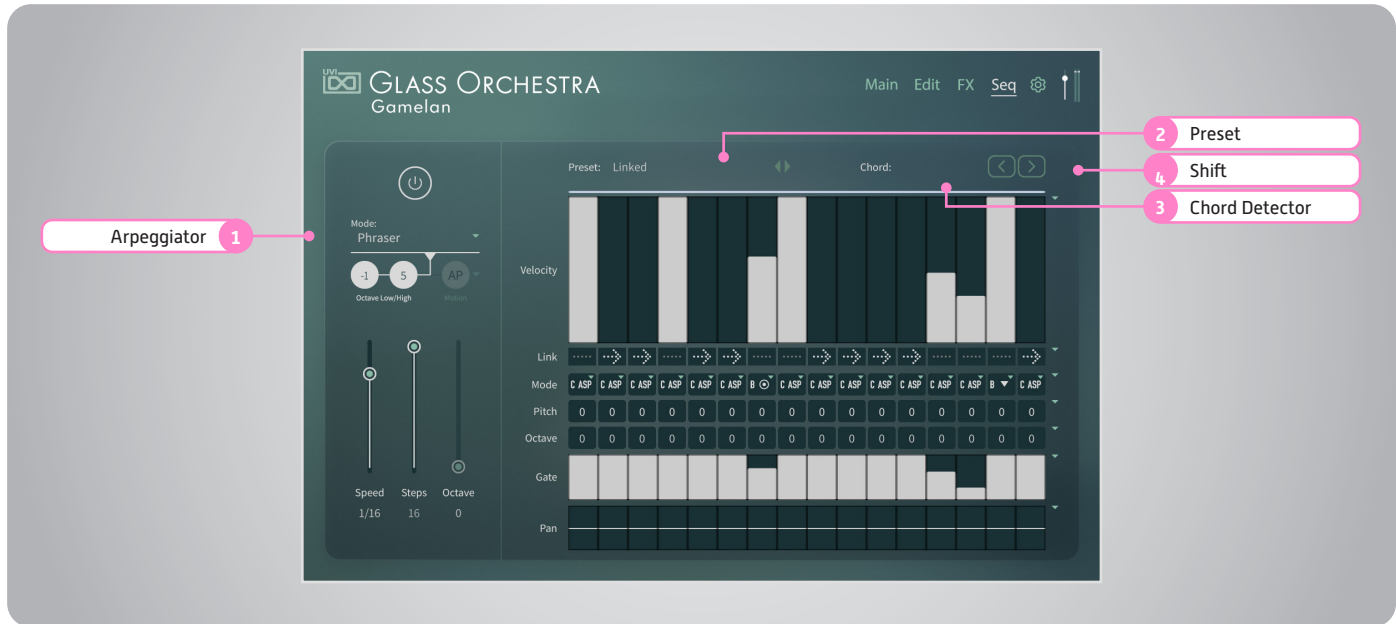
1 ▶ Arpeggiator

» **Power** ⏻ - Disable the arpeggator
» **Mode** - Click to set the arpeggiator mode: Arpeggiator, or Phraser
» **Octave Low/High** - Lock the sequence in a specific octave range, with lowest and highest octave [Phraser mode only]
» **Motion** - Click to set the arpeggiator motion as played, up, down, or up+down [Arp mode only]
» **Speed** - Set the step duration
» **Steps** - Set the number of steps
» **Octave** - Set the octave range of the arpeggiation
» **Step Editor**
   Vel - Click-drag to set the velocity
   Link - Enable to sustain the previous step
   Mode - 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
   Pan - Set the step pan
   ▼ - Click the triangle button to the right side of each row to either initialize, randomize, or select a preset.

2 ▶ Preset

Change presets by drop-down menu or by using the [<] [>] arrows

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

4 ▶ Shift

Shift a step ahead or behind by using the [<] [>] arrows at both sides of the Step Editor

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The Instruments

Gamelan
Available in both bowed and percussive flavors, using numerous mallets and sticks including cotton, liege, rubber, soft, soft muted, and hand. Wonderful percussion possibilities and creative slide FX.

Seraphin
Beautifully crafted playing glasses with sustained sounds from rubbing with fingers. Includes classic sustain and staccato modes, along with unconventional modes like "Truncated", and a percussive mode played with a liege.

Marimba
Available in both bowed and percussive flavors, using numerous mallets and sticks including cotton, liege, rubber, soft, soft muted, and hand. Highly-crystalline sound. Includes reverse bowed samples.

Glass Armonica
Exceptionally rare Bohemian glass Armonica. Sustained, almost meditative sounds created by rubbing with fingers. Includes a number of percussive modes made with and without the rotor active, along with slide FX.

Glass Bells
An extensive set of bells with incredible stereo response (each recorded in mono as well). Percussion-focused, utilizing mallets and sticks including cotton, hard, liege, rubber, soft, and soft muted.
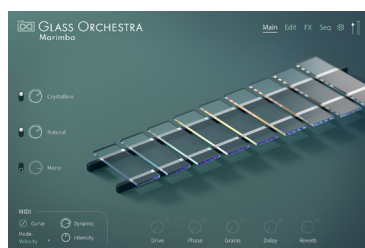

Cristal Baschet
Huge sustained sounds available in a number of additional modes including crescendo, staccato, releases, truncated, low sustain, and percussive modes made striking both the glass and metal rods. Extensive effect possibilities.
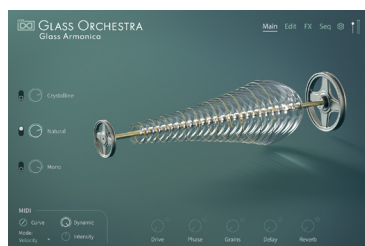

Harp
Offers an extensive set of percussive options, including a number of bowed modes. Recorded individually with mono, contact, and a particularly lovely mid/side mic configuration.

Cymbal Bells
Similar to Glass Bells with a more filtered and resonant sound. Percussion-focused instrument, utilizing mallets and sticks including cotton, hard, liege, rubber, soft, and soft muted.

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The Instruments


Verrophone

Similar in style to Seraphin but richer and dirtier – utilizing large, tuned glass cylinders. Beautiful sustained sounds, with an exceptionally charactered staccato mode.


Chimes

Two unique sets of chimes, one more tonal, and one more oriented towards noise/shaker-like sounds. Percussive modes including liege, metal, wood, muted, and classic glissandos with hands and sticks.
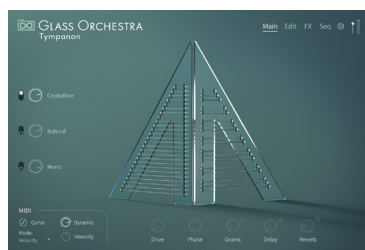
Tympanon

Large yet intricate, featuring high-pitched and crystalline sounds with incredible sustain. Played with sticks, including hard, soft, muted, and slide FX modes.
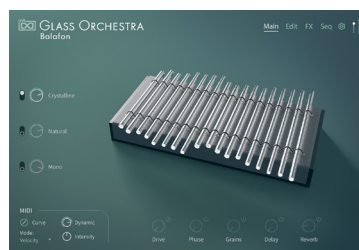

Balafon

A charactered percussive instrument notable for its short release time. Extensive playing modes featuring a wide range of mallets, including muted and harmonic-focused techniques made on the center and edges.

Carillon

Experimental instrument exploring the natural qualities of glass, played with a wide range of mallets on the tops, bottoms, and muted. Includes a special 'One Sample' mode.
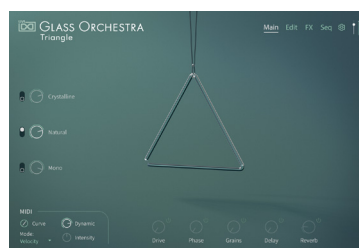
Triangle

Glass triangle played with liege, rubber, and finger. Available in still and rotating movements, with creative miking techniques resulting in a large stereo rotary sound.

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Preset List

01 Gamelan

Bow & FX
Gamelan Natural Bow Looped
Gamelan Natural Bow One Shot
Gamelan Releases
Gamelan Truncated Bow Looped
Gamelan Truncated Bow One Shot
Gamelan Xtra Slides

Mallet Basics
Gamelan Cotton Full
Gamelan Large Cotton Low
Gamelan Liege Front
Gamelan Liege Side
Gamelan Rubber
Gamelan Soft Front
Gamelan Soft Muted
Gamelan Soft Side
Gamelan Xtra Palm Bass

Mallet Split Vel
Gamelan Mixed Cotton Full
Gamelan Mixed Liege Front
Gamelan Mixed Liege Side
Gamelan Mixed Rubber
Gamelan Mixed Soft Front
Gamelan Mixed Soft Side

02 Glass Bells

Glass Bells Cotton
Glass Bells Hard Basic
Glass Bells Hard Mixed
Glass Bells Liege Basic
Glass Bells Liege Mixed
Glass Bells Rubber Basic
Glass Bells Soft Basic
Glass Bells Soft Mixed
Glass Bells Soft Muted

03 Seraphin

Seraphin Percussive Liege
Seraphin Rub Natural Staccato
Seraphin Rub Natural Sustain
Seraphin Rub Releases
Seraphin Rub Truncated Staccato
Seraphin Rub Truncated Sustain

04 Glass Armonica

Glass Armonica Perc No Motor
Glass Armonica Perc Rotate Fast
Glass Armonica Perc Rotate Slow
Glass Armonica Perc Xtra Glissandos
Glass Armonica Rub Original
Glass Armonica Rub Releases
Glass Armonica Rub Truncated
Glass Armonica Rub Vibrato

05 Marimba

Bow
Marimba Bow 1 Original
Marimba Bow 2 Cut Soft
Marimba Bow 3 Cut Hard
Marimba Bow 4 Cut on Loop
Marimba Bow One Shot 1
Marimba Bow One Shot 2
Marimba Bow Only Noise
Marimba Bow Releases
Marimba Reversed Bow Long
Marimba Reversed Bow Short

Mallet Basics
Marimba Liege Mallet
Marimba Liege Muted
Marimba Rubber Mallet
Marimba Rubber Muted
Marimba Wood Stick
Marimba Wrapped Mallet
Marimba Wrapped Muted
Marimba Xtra FX Menu

Mallet Split Vel
Marimba Mixed Liege
Marimba Mixed Rubber
Marimba Mixed Wrapped

06 Harp

Bow
Harp Bow Classic
Harp Bow Cut on Loop
Harp Bow Releases

Mallet Basics
Harp Brush Basic
Harp Brush Muted
Harp Large Soft Basic
Harp Large Soft Muted
Harp Large Wood Basic
Harp Large Wood Muted
Harp Liege Front Basic
Harp Liege Front Muted
Harp Liege Side Basic
Harp Liege Side Muted
Harp Rubber Front Basic
Harp Rubber Front Muted
Harp Rubber Side Basic
Harp Rubber Side Muted
Harp Small Wood Basic
Harp Small Wood Muted

Mallet Split Vel
Harp Mixed Brush
Harp Mixed Large Soft
Harp Mixed Large Wood
Harp Mixed Liege Front
Harp Mixed Liege Side
Harp Mixed Rubber Front
Harp Mixed Rubber Side
Harp Mixed Small Wood

07 Cristal Baschet

Classic
CBaschet Basic Rub Fast
CBaschet Basic Rub Slow Full
CBaschet Basic Rub Slow Simple
CBaschet Basic Rub Slow Truncated
CBaschet Low Octave Full
CBaschet Low Octave Simple
CBaschet Low Octave Truncated
CBaschet Play Crescendo
CBaschet Play Staccato
CBaschet Releases

Hit & FX
CBaschet FX Percussion
CBaschet FX Sustained
CBaschet Glass Rods Hit
CBaschet Metal Rods Hit

08 Cymbal Bells

Cymbal Bells Cotton Basic
Cymbal Bells Cotton Mixed
Cymbal Bells Liege Basic
Cymbal Bells Liege Mixed
Cymbal Bells Rubber Basic
Cymbal Bells Rubber Mixed
Cymbal Bells Soft Basic
Cymbal Bells Soft Mixed
Cymbal Bells Soft Muted Basic

09 Verrophone

Percussive
Verrophone Liege Basic
Verrophone Liege Mixed
Verrophone Muted Perc
Verrophone Rubber Basic
Verrophone Rubber Mixed

Rubbed & FX
Verrophone Rub Basic Sustain
Verrophone Rub Basic Truncated
Verrophone Rub Releases
Verrophone Rub Staccato
Verrophone Xtra Liege Glissandos
Verrophone Xtra Rubber Glissandos

10 Chimes

Glissandi & FX
Chimes 1 Glissandos Hand
Chimes 1 Glissandos Metal
Chimes 1 Glissandos Wood
Chimes 2 FX

Mallet Basics
Chimes 1 Liege Basic
Chimes 1 Liege Muted Long
Chimes 1 Liege Muted Short
Chimes 1 Metal Basic
Chimes 1 Metal Muted
Chimes 1 Wood Basic
Chimes 1 Wood Muted
Chimes 2 Best Mallet

Mallet Split Vel
Chimes 1 Mixed Liege Long
Chimes 1 Mixed Liege Short
Chimes 1 Mixed Metal
Chimes 1 Mixed Wood

11 Tympanon

Tympanon Hard Basic
Tympanon Hard Mixed
Tympanon Hard Muted
Tympanon Soft Basic
Tympanon Soft Mixed
Tympanon Soft Muted
Tympanon Xtra Slides

12 Carillons

Complete
Carillon Cotton
Carillon Hard Basic
Carillon Hard Bottom
Carillon Hard Mixed Bottom
Carillon Hard Mixed Top
Carillon Hard Muted
Carillon Rubber Basic
Carillon Rubber Mixed
Carillon Rubber Muted

One Sample
Carillon Cotton A#3
Carillon Cotton B3
Carillon Cotton G#5
Carillon Hard Basic A#3
Carillon Hard Basic B2
Carillon Hard Basic C2
Carillon Hard Basic C4
Carillon Hard Basic G#1
Carillon Hard Bottom A5
Carillon Hard Bottom B3
Carillon Hard Bottom C#4
Carillon Hard Bottom D5
Carillon Hard Bottom G#4
Carillon Hard Bottom G4
Carillon Hard Muted A#3
Carillon Hard Muted A2
Carillon Hard Muted C#4
Carillon Hard Muted C3
Carillon Hard Muted C4
Carillon Hard Muted D5
Carillon Hard Muted F2
Carillon Hard Muted G#4
Carillon Hard Muted G#5
Carillon Rubber Basic A#3
Carillon Rubber Basic A5
Carillon Rubber Basic B2
Carillon Rubber Basic C4
Carillon Rubber Basic G#4
Carillon Rubber Basic G#5
Carillon Rubber Basic G4
Carillon Rubber Muted G#4
Carillon Rubber Muted G#5
Carillon Rubber Muted G4

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Preset List

14 Balafon

Basic
Balafon Hard Front
Balafon Hard Side
Balafon Rubber Front
Balafon Rubber Side
Balafon Soft Front
Balafon Soft Side

Muted
Balafon Muted Rubber Front
Balafon Muted Rubber Side
Balafon Muted Soft Front
Balafon Muted Soft Side
Balafon Xtra Rubber Front
Balafon Xtra Rubber Side
Balafon Xtra Soft Front
Balafon Xtra Soft Side

One Sample
Balafon Hard Front A2
Balafon Hard Front B2
Balafon Hard Front C#3
Balafon Hard Front D#2
Balafon Hard Front D#3
Balafon Hard Front F#3
Balafon Hard Front G#3
Balafon Hard Front G2
Balafon Hard Front G3
Balafon Hard Side A2
Balafon Muted Rubber Front A2
Balafon Muted Rubber Front B2
Balafon Muted Rubber Front D3
Balafon Muted Rubber Front F#3
Balafon Muted Rubber Front F3
Balafon Muted Soft Front A2
Balafon Muted Soft Front B2
Balafon Rubber Front A#3
Balafon Rubber Front A2
Balafon Rubber Front B2
Balafon Rubber Front D#3
Balafon Rubber Front F#2
Balafon Rubber Front F#3
Balafon Rubber Front G#2
Balafon Soft Front A2
Balafon Soft Front C#3
Balafon Soft Front G#2
Balafon Soft Front G3
Balafon Xtra Rubber Front A#3
Balafon Xtra Rubber Front A2
Balafon Xtra Rubber Front D#3
Balafon Xtra Rubber Front D2
Balafon Xtra Soft Front A2

Split Vel
Balafon Hard Mixed Front
Balafon Hard Mixed Side
Balafon Rubber Mixed Front
Balafon Rubber Mixed Side
Balafon Soft Mixed Front
Balafon Soft Mixed Side

15 Triangle

Triangle Rotate Finger Flick
Triangle Rotate Liege
Triangle Rotate Rubber
Triangle Still Finger Flick
Triangle Still Liege
Triangle Still Rubber

Arp & Sequence

Agitated Molecules
Ancient Ones
Black Glass Pulse
Bounce Heap
Choices
Cotton Clouds 1K
Cotton Movement 1K
Cymbell Dance
Dark Driller
Dreamland
Factory 1K
Finding the Truth 1K
Fractal Ice 1K
Gamelan 303 1K
Glass Adventures
Glass Swell
Hocks 1K
Hocks Arp
Ice Cavern ARP
Light Rays Wheel
Mad Neighbors 1K
Meute House
Mills Wave 1K
Penguin Dance
Pyramid of Glass
Refract
Rubber Bells Arp
Running Cymbals
Savane Chords
Seqraphin
Six Inch Stones
Temple Tones
Thumb Glass 1K
Tidal Wave 1K
Wooden Glass 1K

Mallet & Pluck

Alice in Flowerland
Bells Corporation
Boreal
Brush Hall
Celestial
Cristal Droplet
Disorienting Pops
Etherial
Floating In Space
Glass Concert
Glass n B
Glass Rhodes
Hidden Keys
Jungle Speed
Melted Marimba
My Love
My Mini Liege
Palintrem 1
Palintrem 2
Pathways
Phintasia
Punchy Low Perc
Rimba Blow
Rub Canal
Rubber Hoca
Savane
Small Thing
Softly Spins
Space Conductive
Swan Lake
Swinging Tubes
Thinker
Tiny Coton Box
Underwater Wheel

Synth & Pad

Beauty Wave
Bitter Sweet
Call Of The Materias
Cascadism
Celestial Silver
Chaming
Cold Lotus
Cristal Voices
Crytallized Waves
Divine Frogs
Drive Bass
Empyrean
Extraterrestrial Call
Final Stand
Flutimba Land
Furnace Fragments
Haunted Flute
Heaven Talking
Ice Prince
Isometric Shrine
Mono Modal
Motion Glass
Obsidian Bass
Oceania
Secret Zone
Slowly Rollin
Smooth Skin
Solitary Dark Lead
Space Whale
Still Nature
Synth Basson
The Last Forest
Underwater
Unknown Memories
Van This
Waterfall
Wheel Cake
Wrong Bass

XFX & Drone

Abyss Rubber
An Owen
Ancient Monastery
Chime Forest
Cinematic Distortion Low
Crying Filter
Dark Roots
Dear Mum
Doom Bell
Dunkler Temple
Eye Contact
Fast Train
Frozen Ruins
Glass Genie
Hallucinated
Helllow Bells
Inside Your Mind
La Cathedrale
Mirror Casse
Monster Baschet 1
Monster Baschet 2
Monster Baschet 3
Paranoia
Powerlines
Prismatic
Reverse Tube
Seraph Takeoff
Space Asylum
Space Growl
Spectral Cave
Spindown
Under Ice
Watery Dreams
Wave Noise
Wild FX Bass
Yetic Drone

Xtra MPE

Cloud Seven
Concert Verre
Cristal Strings
Fulgurite Pluck
Hippodrome
Movement
Noise Bark
Over Dune
Quartz Pluck
Rubbed Bass
Sea Ghost
Silicate Pluck
Slight Hands
Volcanic Pluck
Witness Glass

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///

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Soundbank Installation Guide . . . . installing_uvi_soundbanks_en.pdf ☑

UVI Workstation User Guide . . . . uviworkstation_user_guide_en.pdf ☑

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