AURORA
Textured · Piano

Soundbank Manual
Software Version 1.0
EN240214

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UVI.NET

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Introduction
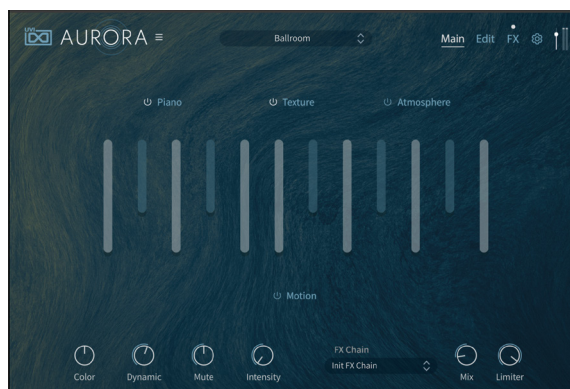
Aurora – Textured Piano

UVI Aurora comes from the need for a creative, modern-oriented piano sound - reinforcing the piano's powerful tonal signature with a wide range of curated textural elements and atmospheres for a completely new, and uniquely expressive experience.

From playful and delicate to brooding and atmospheric, the sounds of Aurora are rich with emotion and deep with creative possibility. Explore new inspirations, create breathtaking sonic tapestries, and rediscover the piano as an innovative and definitively modern studio instrument.

Creative Multi-Layer Engine
The sounds of Aurora are threaded together with 3 discrete sonic signatures; a concert grand piano, a dual-layer texture engine, and an atmosphere layer - each deeply editable, offering unique emotional components that can be sculpted to create evocative new instruments.

An Exquisite Acoustic Grand
Aurora's piano sound is based on a world-class concert grand recorded at the renowned Guillaume Tell sound stage in Paris. This meticulously sampled piano offers an extraordinarily natural playing experience, accurately relaying the most subtle and nuanced performances thanks to a combination of deep-sampling and advanced scripting.

Textures and Atmosphere
Aurora expands on the piano's distinct sound with a curated selection of textures and atmospheres. Explore dozens of unique augmentations and custom-made sonic reinforcements, arranged in categories including: Attack, Keys, Machines, Material, Nature, Orchestra, Electronic, Keyboard, and World.

Deep Sound Design
Each of Aurora's 3 discrete sound engines is outfitted with its own editor, offering powerful and intuitive controls over source, amplitude, pitch, dynamics, and tone, while a dual LFO modulation engine and integrated Motion designer allow you to easily and precisely add movement throughout your patch.

Semi-Modular FX
The sounds of Aurora are only the beginning thanks to an all-new semi-modular effects engine. 3 customizable effect slots can be outfitted with any combination of Drive, Tone, Grains, Flanger, Chorus, Phaser, Redux, and Convolver, with dedicated multimode Delay and Reverb, EQ, and Limiter effects to finalize your sound. Over 50 creative preset chains are included, arranged in categories including: Cloud, Echo, Experimental, Lo-Fi, Phase, and Room.

Powerful One-Knob Controls
Quickly make broad stroke changes to your sound with powerful one-knob controls on Aurora's main page, including: Color, Dynamics, Mute, and Intensity. Here you can also quickly explore Aurora's library of effect chains, adjust overall effect mix, and set the limiter threshold. Each of these parameters make for powerful performance controls, perfect for automation.

Incredible Presets
Aurora comes with with an incredible selection of factory presets, offering unique sonic visions hand-crafted by the sound designers at UVI and some of today's most innovative piano artists, including: Julia Gjertsen, Ben Crosland, Akira Kosemura, Joe Kirby, Ole-Bjørn Talstad, Arvid Holst, and Dustin O'Halloran. Discover new inspirations, tweak to taste, or craft your own from scratch.

Aurora is a powerful and distinctly modern interpretation of the piano, offering a wide range of new sound signatures, rich with emotional resonance and new expressive landscapes to explore.

Minimum System Requirements
• Latest version of UVI Workstation or Falcon
• 4.45GB of disk space
For more information on the installation process, please refer to the document: Install Guide

User Interface - Main

1 ▶ Preset Menus

» **Presets** - Change presets with drop-down menu or by using the [∧] [∨] buttons
» **Options** ☰ - Click to access the commands by drop-down menu
   Load - To load a user preset
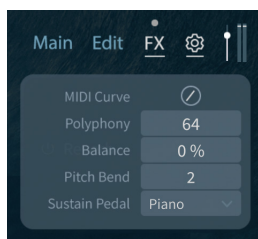   **Save** - To save a new preset

2 ▶ Pages

Change current page: Main, Edit and FX
» **Global FX On-Off** - Click the dot above FX label to enable/disable the section globally

3 ▶ Master Volume

Set the global output level with VU

4 ▶ Settings ⚙

» **MIDI Curve** ⃠ - Click-drag to adjust the curve of MIDI response
» **Polyphony** - Set the global polyphony
» **Balance** - Adjust the volume balance of the high and low keys
» **Pitch Bend** - Set the global pitchbend range
» **Sustain Pedal** - Set the pedal (CC#64) control mode
   Piano - The messages only feeds to the Piano layer
   Classic - The messages will feeds to all three layers

5 ▶ Layers

» **Power** ⏻ - Click the toggle to enable the layer
» **Piano** - Standard piano sound. Click the label to access the Piano Edit page. See **Page 7** for more detail
» **Texture** - Dual layer texture samples. Click the label to open Texture Edit page. See **Page 8** for more detail
» **Atmosphere** - Atomsphere sound. Click the label to open Atmosphere Edit page. See **Page 9** for more detail

6 ▶ Motion

» **Power** ⏻ - Click the toggle to enable the Motion sequencer
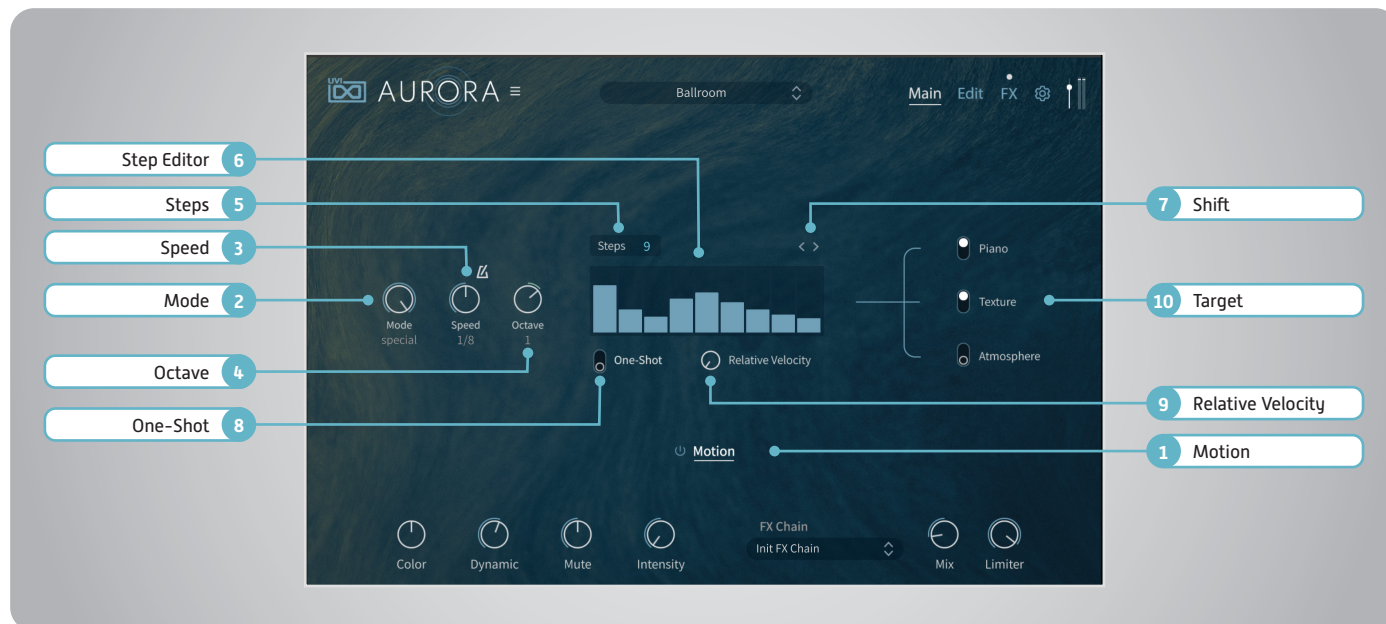» **Motion** - . Click the label to access the Motion Editor. See **Page 6** for more detail

7 ▶ Performance Macros

» **Color** - Changes tonal-color based on the adjacent samples
» **Dynamic** - Adjusts the dynamic response
» **Mute** - Adjusts the length limitation of the samples
» **Intensity** - Adjusts the intensity of the performance

8 ▶ Effects

» **FX Chain** - Select FX Chain preset with drop-down menu or by using the [∧] [∨] buttons
» **Mix** - Adjusts the FX Chain/dry balance
» **Limiter** - Adjusts the threshold level of the Maximizer

User Interface - Main (Motion Editor)

1 ▶ Motion

» **Power** ⏻ - Click the toggle to enable the Motion sequencer
» **Motion** - . Click the label to switch back to the Main page

2 ▶ Mode

Click to set the arpeggiator motion:
Played - Keys as pressed order
Up - Upward arpeggiation
Down - Downward arpeggiation
Up Down - Alternate upward and downward
Chord - Repeat chord
Special - Musical random arpeggiation

3 ▶ Speed

Set the arpeggiation speed (step durarion)
» **Host Sync** 𝄞 - Enable/disable the motion speed sync to host (DAW project) tempo

4 ▶ Octave

Set the octave shift of the arpeggiation

5 ▶ Steps

Set the number of steps

6 ▶ Step Editor

Click-drag to set the velocity

7 ▶ Shift

Shift a step ahead or behind by using the [<] [>] arrows

8 ▶ One-Shot

Toggle One-Shot mode on/off

9 ▶ Relative Velocity

Adjusts strength of the input velocity influence the step's velocity

10 ▶ Target

Set the arpeggiator target layer

User Interface - Edit (Piano Layer)

1 ▶ Mics

» **Power** - Click the switch to toggle the mic on/off
» **Gain** - Adjust the mic level
» **Close** - Stereo close mic channel
» **Cinematic** - Stereo mic channel
» **Mono** - Mono mic channel

2 ▶ Gain & Pitch

» **Gain** - Adjust the layer gain
» **Dynamic** - Adjusts the dynamics response
» **Pitch** - Adjust the layer pitch
» **Smooth** - Set the velocity amount of LP 6dB/oct filter for smooth timbre changes

3 ▶ Mixer / Tone

» **Mixer** - Click the label to access the mixer
» **Level** - Adjust the volume of the sound
» **HP** - Adjust the frequency of the sound high-pass filter
» **Release** - Controls the release sample
» **Resonance** - Controls the sympathetic resonance sound
» **Pedal** - Controls the pedal action sound
» **Key Off** - Controls the key release action sound
» **Tone** - Click the label to access the 2-Band shelving EQ
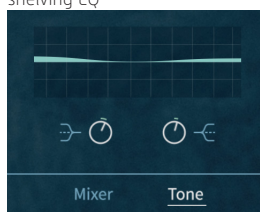
» **Low Band** - Cut/boost the low frequencies +/- 24dB
» **High Band** - Cut/boost the high frequencies +/- 24dB

4 ▶ Amp Envelope

» **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope R parameters will affect the release sample in True Release mode
» **True Release** - Enables release sample

5 ▶ LFO A & B

» **Power** ⏻ - Click to disable the LFO
» **Mode** - Set the voice mode between Legato and Retrigger
» **Host Sync** - Enable/disable the modulation speed sync to host (DAW project) tempo
» **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

▶ 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 - Edit (Texture Layer)

1 ▶ Texure Samples A & B

» **Sample**– Select Texture sample with drop-down menu or by using the [∧] [∨] buttons
» **Pitch** - Adjust the pitch of the sample
» **Humanize** - Enables randomization

2 ▶ Gain Controls

» **Gain** - Adjust the layer gain
» **Dynamic** - Adjusts the dynamics response
» **Width** - Adjusts the stereo width
» **Smooth** - Set the velocity amount of LP 6dB/oct filter for smooth timbre changes
» **A/B Balance** - Adjusts the balance between the Texture sample A and B

3 ▶ Settings / Tone

» **Settings** - Click the label to access the voice controls
» **Voice mode** - Set the voice mode
   Polyphonic - Polyphonic mode
   Monophonic - Mono mode
» **Pitch Key Tracking** - Pitch follow the incoming note
» **Pan Key Tracking** - Pan position follows the incoming note
» **Tone** - Click the label to access the 2-Band shelving EQ

» **Low Band** - Cut/boost the low frequencies +/- 24dB
» **High Band** - Cut/boost the high frequencies +/- 24dB

4 ▶ Amp Envelope

» **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

5 ▶ LFO A & B

» **Power** ⏻ - Click to disable the LFO
» **Mode** - Set the voice mode between Legato and Retrigger
» **Host Sync** ⧖ - Enable/disable the modulation speed sync to host (DAW project) tempo
» **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

▶ 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 - Edit (Atmosphere Layer)

1 ▶ Sample

Select Atmosphere sample with drop-down menu or by using the [∧] [∨] buttons

2 ▶ Gain & Pitch

- » **Gain** - Adjust the layer gain
- » **Dynamic** - Adjusts the dynamics response
- » **Smooth** - Set the velocity amount of LP 6dB/oct filter for smooth timbre changes
- » **Pitch** - Adjust the layer pitch
- » **Octave** - Octave shift the layer
- » **Width** - Adjusts the stereo width

3 ▶ Tone

- » **Low Band** - Cut/boost the low frequencies +/- 24dB
- » **High Band** - Cut/boost the high frequencies +/- 24dB

4 ▶ Amp Envelope

- » **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

5 ▶ LFO A & B

- » **Power** ⏻ - Click to disable the LFO
- » **Mode** - Set the voice mode between Legato and Retrigger
- » **Host Sync** ⧖ - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **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

▶ 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

1 ▶ FX Chain Preset

» **FX Chain**- Select FX Chain preset with drop-down menu or by using the [∧] [∨] buttons
» **Save ↓** - Click to save the current FX Chain status as user preset
» **Load ▤** - Click to load the user FX Chain preset

2 ▶ Effect Slots

5 effect slots available for the chain. The first three slots are assignable and the last two are fixed with Delay and Reverb. See *Page 11* for available effects and details

» **Power ⏻** - Click to enable/disable the effect
» **Effect Name** - Click to access the effect controls
» **FX Selector** - Click the [∨] button next to effect name to choose an effect for the slot
Drive - Multi-mode overdrive
Tone - Combo tone stacking effect
Grains - Granular effect
Flanger - Classic flanger
Chorus - Multi-voice chorus
Phasor - Multi-stage phase effect
Redux - Multi-model classic lo-fi emulator
Convolver - IR-based tonal effect
» **Delay modes**
Digital - Typical digital delay
Tape - Tape Echo
Diffusion - An ambient wash of echoes
Velvet - A smooth aura of echoes
» **Reverb modes**
Parametric - Sparkverb
Hall - IR-based hall reverb with various type
Cathedral - IR-based cathedral reverb with various types
Plate - IRs from UVI Plate plugin
Spring - IR-based spring reverb with various types
Surreal - IR-based special reverb with various types

3 ▶ FX Controls

The effect parameters are varied by the effect (and the mode) . See *Page 11* for details

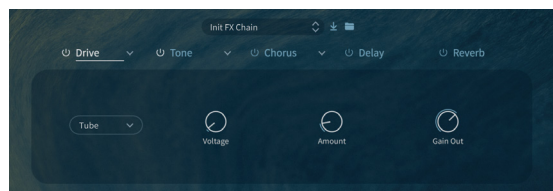## 4 ▶ EQ

» **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
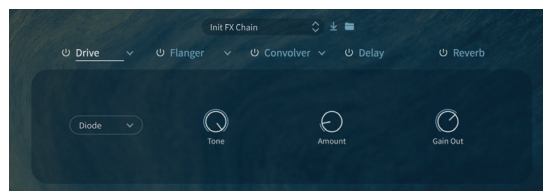
5 ▶ Output

» **Gain Out** - Set the output gain
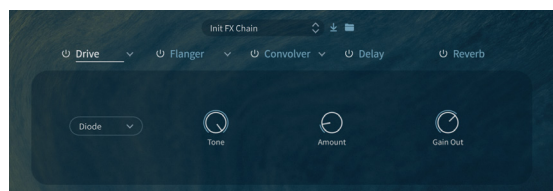» **Mix** - Adjusts the FX Chain/dry balance

The Effects

Drive – Tube (TS Overdrive)
- » **Mode** - Set the drive mode
- » **Voltage** - Set the tube voltage
- » **Amount** - Set the effect amount
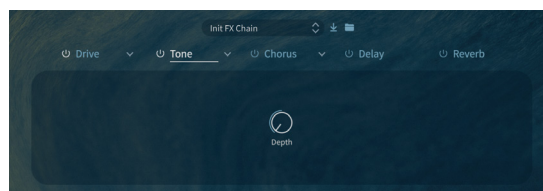- » **Gain Out** - Set the output gain

Drive – Diode (Clipper)
- » **Mode** - Set the drive mode
- » **Tone** - Set the diode tone
- » **Amount** - Set the effect amount
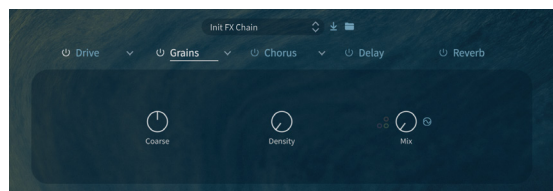- » **Gain Out** - Set the output gain

Drive – Digital (Waveshaper)
- » **Mode** - Set the drive mode
- » **Shape** - Set the digital shape
- » **Amount** - Set the effect amount
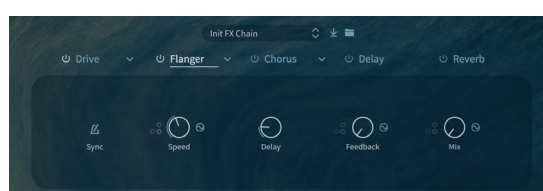- » **Gain Out** - Set the output gain
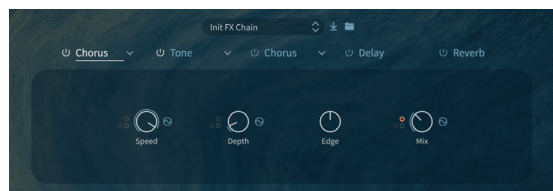

Tone
- » **Depth** - Adjust the effect depth

Grains
- » **Coarse** - Adjust the grain size
- » **Density** - Set the amount of the grains
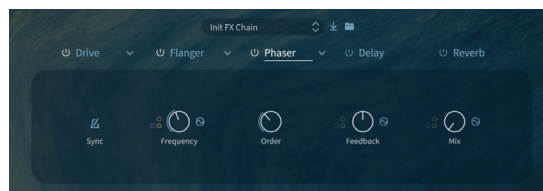- » **Mix** - Set the effect dry/wet balance

Flanger
- » **Host Sync** ⋈ - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Speed** - Set the modulation speed
- » **Delay** - Set the delay time
- » **Feedback** - Set the delay feedback amount
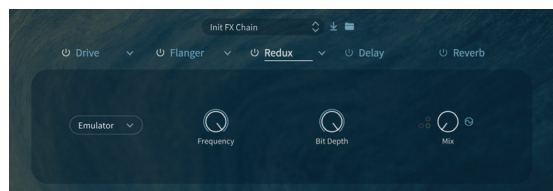- » **Mix** - Set the effect dry/wet balance

Chorus
- » **Speed** - Set the modulation speed
- » **Depth** - Set the modulation depth
- » **Edge** - Set the color of the chorus
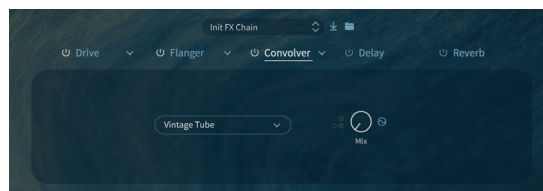- » **Mix** - Set the effect dry/wet balance

Phaser
- » **Host Sync** ⋈ - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Frequency** - Set the modulation speed
- » **Order** - Set the number of the phaser stage
- » **Feedback** - Set the delay feedback amount
- » **Mix** - Set the effect dry/wet balance
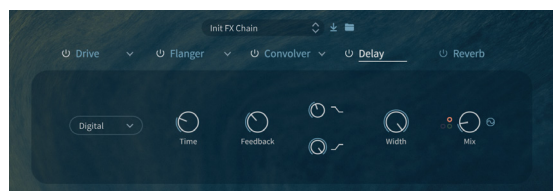
The Effects

Redux
- » **Mode** - Set the reduction model: Emulator, Sp12, Linn 9000, Mirage and Extreme
- » **Frequency** - Set the sample rate reduction
- » **Bit Depth** - Set the bit reduction
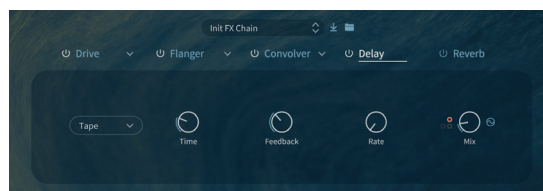- » **Mix** - Set the effect dry/wet balance

Convolver
- » **Mode** - Select the IR, from category; Device, Speaker and Unconventional
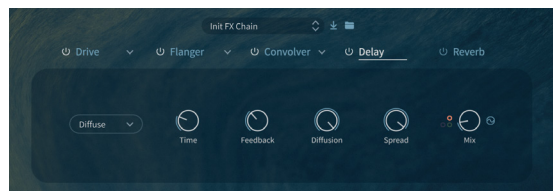- » **Mix** - Set the effect dry/wet balance

Delay – Digital
- » **Mode** - Set the delay mode
- » **Time** - Set the delay time
- » **Feedback** - Set the delay feedback amount
- » **LP** - Low-pass filter for the delay signal
- » **HP** - High-pass filter for the delay signal
- » **Width** - Adjusts the stereo width
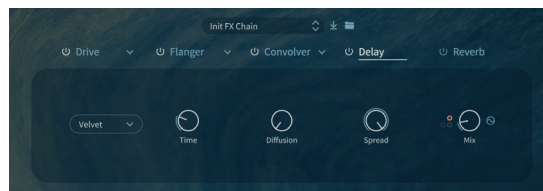- » **Mix** - Set the dry/wet balance

Delay – Tape
- » **Mode** - Set the delay mode
- » **Time** - Set the delay time
- » **Feedback** - Set the delay feedback amount
- » **Rate** - Set the rate of delay repeats
- » **Mix** - Set the dry/wet balance

Delay – Diffusion
- » **Mode** - Set the delay mode
- » **Time** - Set the delay time
- » **Feedback** - Set the delay feedback amount
- » **Diffusion** - Set the amount of diffusion (echo density)
- » **Spread** - Set the time spread of the diffusion
- » **Mix** - Set the dry/wet balance

Delay – Velvet
- » **Mode** - Set the delay mode
- » **Time** - Set the delay time
- » **Diffusion** - Set the amount of diffusion (echo density)
- » **Spread** - Set the time spread of the diffusion
- » **Mix** - Set the dry/wet balance
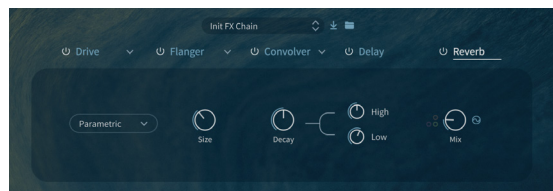
Reverb – Parametric
- » **Mode** - Set the reverb mode
- » **Size** - Set the reverb room size
- » **Decay** - Set the reverb decay time
- » **High** - Set the decay ratio (relative to the main Decay time) for higher frequencies
- » **Low** - Set the decay ratio for lower frequencies
- » **Mix** - Set the dry/wet balance
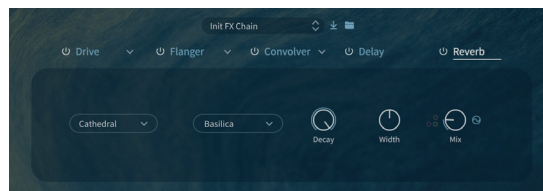
Reverb – Hall/Cathedral/Plate/Spring/Surreal
- » **Mode** - Set the reverb mode
- » **Type** - Set the reverb type
- » **Decay** - Set the reverb decay time
- » **Width** - Adjusts the stereo width
- » **Mix** - Set the dry/wet balance

Preset List

00 Natural

Ballroom
Clanky Keys
Compact Piano
Concert Grand
Cotton Felt
Dark Transmission
Felt Grand
Grand Baroque
Heartfelt
Heavy Feather
Intimate
Jazz Cellar
Lone Venue
Mellow Resonant
Old School
Organic Keys
Pastel
Phase Funk
Pocket Piano
Portrait
Pure Warm
Radio Felt
Underneath
Versailles
Vibrations
West Saloon

01 Augmented

Broken Honky
Church Day
Close Mechanics
Deep Ocean
Droplets
Emergent
Empty Vessel
Frosted
Gothic Mansion
High Echoes
Kingdom
Low Line
Mono Candle
Morning Rain
Old Record
Osaka
Plume
Tack Bar
Toy Box
Vibration

02 Motion

Aroma
Borealis
Briskdash
Cascade
Chernobyl
Cyberwar
Distant Land
Doppler
Fading Away
Flowers
Galaxy
Haldern
Hidden Library
Last Winter
Metamorph
Momentum
Muted Roller
Night Talk
Ocean Way
Platform
Rausch
Renewal
Resonances
Seafarer
Wonders

03 Ambient

Arctic Wind
Conclusion
Desert Walk
Disintegration
Distant Tines
Dragonfly
Dystopy
Floating Point
Levitation
Lighthouse
Lost
Ondulation
Ouverture
Planisphere
Postcard
River Tales
Sand Blast
Seaside
Sky Dive
Subdued
Sunset
Warm Up
Wash Out
Whales

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Blue Key
Close Contact
Fading Away
Friction
Granularity
Iceberg
Impulsion
Interference
Knopper
Korok Forest
Lost Tape
Moonlight
New Lands
Quiet Places
Sand Dune
Sharp Radio
Small Key
Small Toy
Subliminal
Uncertainty
Vintage Radio

05 Experimental

All Alone
Demons
Digitalism
Forth Repeat
Imperial
Nebulae
Pluck Ghost
Pointillist
Proxima
Seabed
Snowman
Wires

06 Artists

Akira Kosemura
Cathedral Piano
Felt Beat Piano
Ohmu With Nausicaa
Oriental Leed
Palace Piano

Arvid Holst
The Arp
The Cloud
The Distant Giant
The Felted Harpsichord
The Heart
The Indie
The Leader
The Magnificient
The Mute
The Mythical
The Never Ending
The Pad
The Wurlitzer

Ben Crosland
Afterthought
Cinematic 5ths
Delicato
Distoria
Focused Motion
Furball
Paper Piano
Spies In The Undergrowth
Sugar Puffs
That Old Thing

Dustin O'Halloran
12 Steps Under The Sea
Clouds Of Sand
Dark Felt Grand
Dark Grand
Felt Cathedral
Glass Harmonica
Movement in 3
Muted Felt
Muted Sequence
Osciliate Upward
Sea Dub
Six Steps of Dust
The Moon And The Melodies

Joe Kirby
Airy Bass
Cinematic Pad
Emotion Pad
Far Away Piano
Fat Bass
Grand Stand
Island Life
Joe Drone
Joe Felt Grand
Joe Felt Upright
Pick Up Sticks
Space Rhodes
Vibes
Windowsill
Windy Synth

Julia Gjertsen
Alta
Birds
Cold To Talk
Crane Piano
Ice Piano
Nordlys
Pyramiden
Skazka
Tosh
Under Snow
Wind Dance
Yoko

Ole-Bjorn Talstad
Azur
Bloodline
Candles
Cloud Ballet
Introspection
Jupiter
Light Field
Moon Thoughts
Naturalis
Nostalgia
Quiet Eyes
Singularity
Submarine
Thunder
Treasure

AURORA

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 ☑

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Textured — Piano

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