



HX-ODDY

Soundbank Manual

Software Version 1.0
EN240718

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Introduction



HX-ODDY

The Legend Returns

A modern instrument with the unmistakable sound of iconic hardware

Real Analog Soul

HX-ODDY is based on the world's first duophonic analog synth, a capable and expressive 3-octave keyboard instrument with design heritage from the renowned 2500 and 2600 modular synthesizers. With heaps of configuration potential, oscillator cross-modulation, and its ARP 4023 SVF-like filters, the ODDY explored a broad and unique sonic range, notable both for its ability to mimic natural instruments, and an exceptionally rich analog character.

Portable Powerhouse

Debuting in 1972, it was ahead of its time, offering powerful performance features, outstanding analog sound, color-coded controls, preset patch panel overlays to aid in programming, all contained in a small and portable form-factor. Its unique voice quality and analog character has kept it a sought-after instrument, and while it has seen numerous evolutions and reissues over the years, for us nothing beats the original white-face Mk1, which we used exclusively in the development of HX-ODDY.

Hybrid-X Engine

As with all of our vintage instruments, HX-ODDY delivers a deep sampling of the hardware, but it excels in two important ways; the addition of two new layers of hardware-based wavetables, and physically-modeled filters - giving you three sample layers in total to configure, all with the analog charm you know and love. Like our chosen hardware, this unique combination of features creates a powerful and compelling sonic tool with incredible character.

Hardware Sound, Exemplified

The sample-based wavetable oscillators in HX-ODDY give you entirely new dimensions with which to explore. Capturing the hardware in its full range, you have greater flexibility and nuance over the raw instrument sound than ever before. The best part, you still get our top-tier sample layers, with hand-crafted sounds lovingly designed here at UVI.

Inspiring Presets

Bass, Brass, FX, Keys, Leads, Pads, Pluck, Sequences, Arps, in the end you get access to 280+ presets, including a special bank capturing sounds from the original factory patchbook. Assembled from a library of 13,000+ hardware samples, arranged into 181 layers and 485 wavetables, HX-ODDY sounds alive with analog soul, offering a wide range of useful and inspiring patches. The multi-layer architecture means you can create stacks and modulation with ease, opening the door to countless possibilities.

Creative Architecture

HX-ODDY provides a powerful and versatile toolset for both customizing existing patches, and creating your own. 2 hardware-based wavetable oscillators and a sample-based oscillator feed a pair of analog-modeled filters, all with ADSR envelopes and numerous, easy to configure modulation points. A powerful arpeggiator/phraser with plenty of presets allows you to create rich sequences, and a featured array of both macro and studio effects is available for everything from deep sonic manipulation to fine surgical shaping.

A revered classic reimagined with the very best of our hardware sampling know-how and DSP magic, HX-ODDY delivers new sonic inspiration with real analog soul.

HX Series Instruments

HX-ODDY is a member of UVI's HX Series of instruments, offering an unparalleled hardware sound thanks to a triple threat of sample-based oscillators combined with physically-modeled filters.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 3.9GB 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, FX and Arp

- » **Global FX/ARP On-Off** - Click the dot above FX and ARP label to enable/disable the section globally

3 ► Settings ☰



- » **Voices** - Set the global polyphony
- » **Bend** - Set the global pitchbend range
- » **Voice mode** - Set the global voice mode
 - Poly* - Polyphonic mode
 - Poly Portamento* - Polyphonic with portamento
 - Mono Retrigger* - Regular mono voice mode
 - Mono Portamento* - Mono legato mode
- » **Glide** - Set the global glide time

4 ► Master Volume

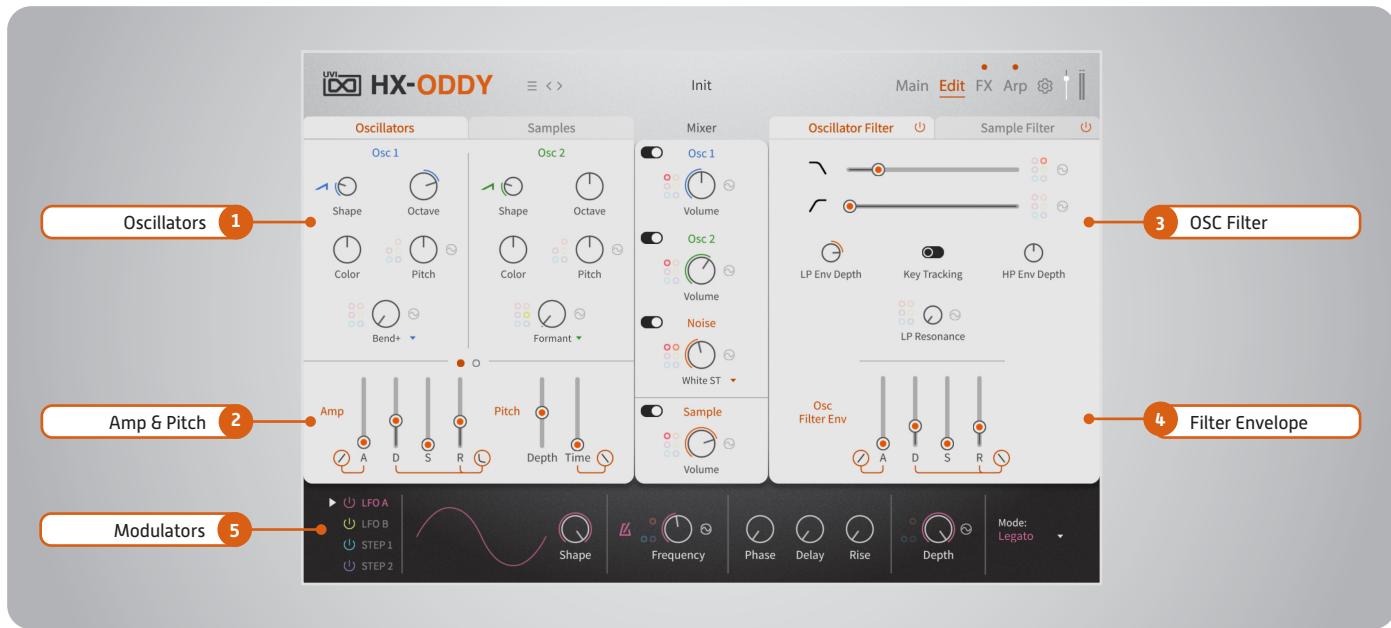
Set the global output level with VU

5 ► Macro Effects

5 "one-knob" effects for quick tweaking of the sound

- » **Power** ⚡ - Click to enable the effect
- » **Tone** - Adjusts the sound with special combination of equalizers and tube exciter
- » **Phase** - Adds a phasing-like chorus effect
- » **Crush** - An analog crunch overdrive with tube exciter
- » **Echo Shifter** - Adjusts intensity and mix of the pitch shift tape echo effect
- » **Cloud** - Adjusts the amount of the special cloud space (granulator delay reverb combo) effect

User Interface - Oscillators Edit



1 ► Oscillators

Click the Oscillators tab to access Osc1 and Osc2 edit. Both Osc have the same controls:

- » **Shape** - Select the oscillator waveshape. Shapes are different for Osc 1 and 2, and by preset.
- » **Octave** - Transpose the pitch in octaves
- » **Color** - Shifts color based on adjacent samples
- » **Pitch** - Fine-tune the pitch in cents
- » **Phase Distortion** - Select the PD mode from drop-down menu under the knob and adjust the amount with the knob
- » **OSC Page** - Click the small dots to change visible edit page [1/2]



- » **Detune** - Adjusts the detune amount of the unison voices
- » **Spread** - Adjusts the stereo width of the unison voices
- » **Unison Voices** - Set the unison voices up to 8
- » **FM Ratio** - Set the Frequency Modulation ratio
- » **FM Depth** - Set the FM depth

2 ► Amp & Pitch Envelope

- » **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope
- » **Attack and Decay Curve** - Click-drag to adjust the curve of attack and decay/release envelope stages
- » **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

3 ► OSC Filter

Click the Oscillator Filter tab to access the Osc filter edit. This filter will apply to both Oscs

- » **HP Frequency** - Set the high-pass frequency
- » **HP Env Depth** - Set the filter depth amount for the high-pass filter
- » **LP Frequency** - Set the low-pass frequency
- » **LP Env Depth** - Set the filter depth amount for low-pass filter
- » **Key Tracking** - Filter frequencies follow the incoming note
- » **LP Resonance** - Set the low-pass resonance amount

4 ► Filter Envelope

- » **ADSR** - Typical ADSR envelope for the Filter
- » **Attack and Decay Curve** - Click-drag to adjust the curve of attack and decay/release envelope stages

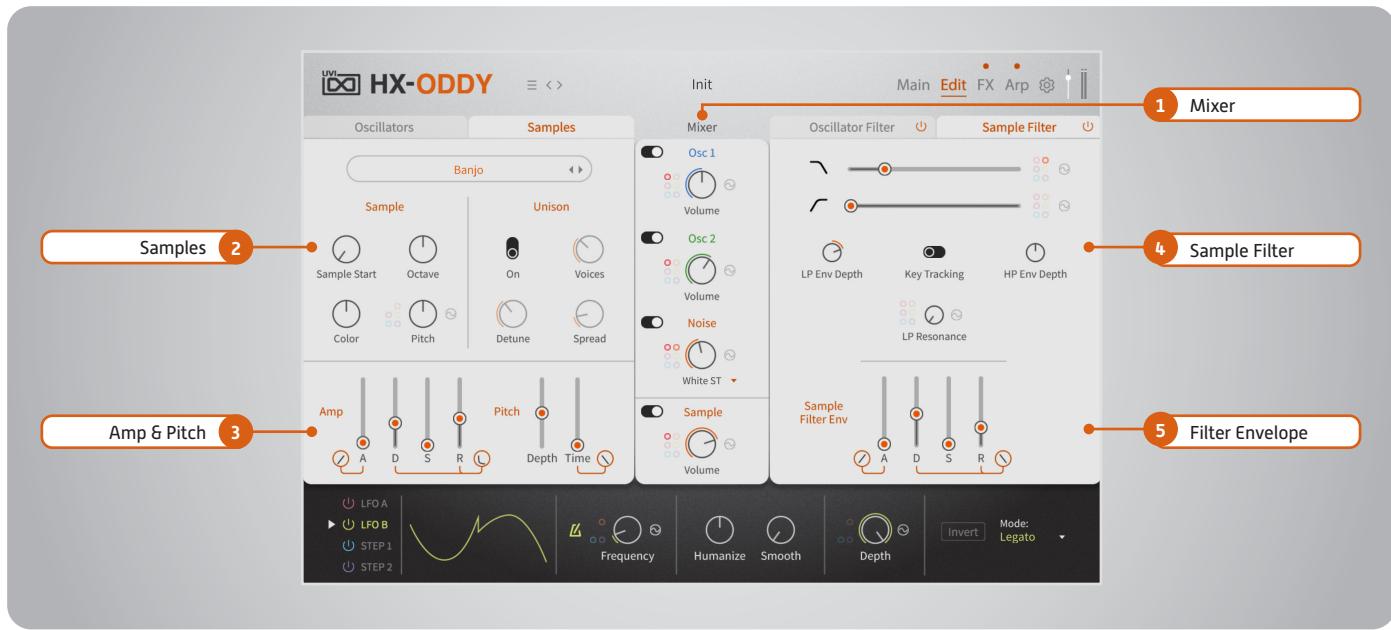
5 ► Modulators

Switch between four modulators: LFO A, LFO B, Step Modulator 1 and Step Modulator 2

Click the switch at the right of the knobs to show the available Modulators for the parameter, between LFO A, LFO B, Step Modulator 1 and Step Modulator 2 and more

See [page 8](#) for more details

User Interface - Samples Edit



1 ► Mixer

Sets the mixing balance of the oscillators; Osc1, Osc2, Noise and Sample to send to the FX section

Each oscillator has the following controls:

- » **Power** - Enable/disable the oscillator
- » **Volume** - Set the oscillator output level
- » **Noise type** - Select the noise type of the noise generator
 - Pink* - Hardware-based pink noise
 - White* - Hardware-based white noise
 - Pink ST* - Hardware-based stereo pink noise
 - White ST* - Hardware-based stereo white noise

2 ► Samples

Click the Samples tab to access the Sample oscillator

- » **Sample** - Change sample with drop-down menu or by using the [<] [>] buttons
- » **Sample Start** - Adjusts the sample start point.
- » **Octave** - Transpose the pitch in octaves
- » **Color** - Shifts color based on adjacent samples
- » **Pitch** - Fine-tune the pitch in cents
- » **Unison On** - Activate the unison
- » **Voices** - Set the unison voices up to 8
- » **Detune** - Adjusts the detune amount of the unison layer[s]
- » **Spread** - Adjusts the stereo width

3 ► Amp & Pitch Envelope

- » **ADSR** - Adjust the layer level over time using an Attack/Decay/Sustain/Release envelope
- » **Attack and Decay Curve** - Click-drag to adjust the curve of attack and decay/release envelope stages
- » **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 ► Sample Filter

Click the Sample Filter tab to access the sample filter edit

- » **HP Frequency** - Set the high-pass frequency
- » **HP Env Depth** - Set the filter depth amount for the high-pass filter
- » **LP Frequency** - Set the low-pass frequency
- » **LP Env Depth** - Set the filter depth amount for low-pass filter
- » **Key Tracking** - Filter frequencies follow the incoming note
- » **LP Resonance** - Set the low-pass resonance amount

5 ► Filter Envelope

- » **ADSR** - Typical ADSR envelope for the Filter
- » **Attack and Decay Curve** - Click-drag to adjust the curve of attack and decay/release envelope stages

User Interface - Modulation Edit



1 ► LFO A

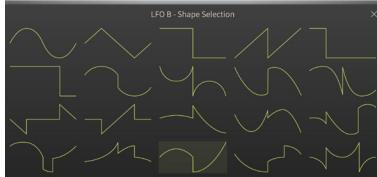
Click LFO A label [left] to access the modulator

- » **Power**  - Enable/disable the LFO
- » **Shape** - Select the modulation shape
- » **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, etc.
- » **Host Sync**  - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Phase** - Adjust the LFO start phase
- » **Delay** - Set the onset delay time of the LFO
- » **Rise** - Set the rise time of the LFO amount
- » **Depth** - Set the modulation depth amount
- » **Mode** - Set the voice mode between Legato and Retrigger

2 ► LFO B

Click LFO B label [left] to access the modulator

- » **Power**  - Enable/disable the LFO
- » **Shape** - Click to open the Shape Selection panel

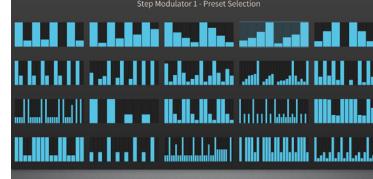


- » **Frequency and Host Sync**  - See LFO A
- » **Humanize** - Adjust the randomize amount
- » **Smooth** - Adjust the smoothing amount
- » **Invert** - invert the LFO phase
- » **Mode** - Select Legato or Retrigger voice modes
- » **Depth** - Set the modulation depth amount

3 ► Step Modulator

Click Step 1 or Step 2 label [left] to access each step modulator

- » **Step Editor** - Click-drag to set the modulation amount per-step
- » **Shift** - Shift steps left or right by using the [<>] arrows found on the sides of the Step Editor
- » **Step Pattern Menu**  - Click to open the Step Pattern panel to select a preset pattern



- » **Bipolar** - Enable/disable Bipolar mode
- » **Smooth** - Click to smooth the transition between steps
- » **Invert** - invert the modulation pattern
- » **Clear** - Initialize the pattern
- » **Steps** - Set the number of steps
- » **Speed** - Adjust the modulation speed
- » **Host Sync**  - See LFO A
- » **Smooth** - Adjust the overlap between steps
- » **Mode** - Select Legato or Retrigger voice modes

4 ► Modulation Amount

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

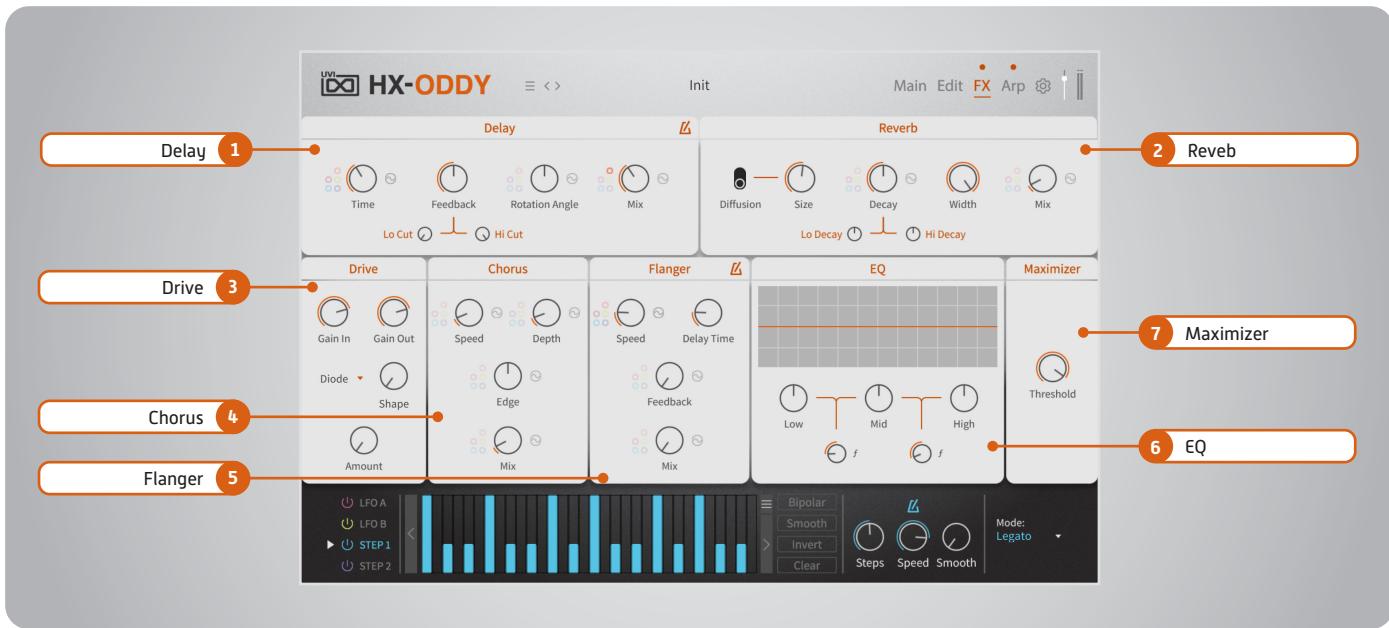
5 ► Open Modulation Panel

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 ► Delay

- » **On-Off** - Click the effect name 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
- » **Lo Cut / Hi Cut** - Set the delay output's High-Cut and Low-Cut filter frequencies
- » **Rotation Angle** - Adjust the rotation angle of the stereo feedback path
- » **Mix** - Set the dry/wet balance

2 ► Reverb

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Diffusion** - Enables reverb diffusion
- » **Size** - Set the reverb room size
- » **Decay** - Set the reverb decay time
- » **Lo Decay / Hi Decay** - Multiplies the decay time (-/+) for the high and low frequencies
- » **Width** - Adjust the stereo width of the reverb from mono to wide stereo
- » **Mix** - Set the dry/wet balance

3 ► Drive

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Gain In** - Set the input gain
- » **Gain Out** - Set the output gain
- » **Mode** - Set the drive mode
 - Diode* - Diode Clipper distortion
 - Trash* - Hard overdrive
 - Tube* - Gentle TS overdrive
- » **Shape** - Set the high-pass cutoff and asymmetry shape in Diode mode
- » **Drive** - Set the drive amount in Trash mode
- » **Tone** - Set the low-pass cutoff in Tube mode
- » **Amount** - Set the effect amount

4 ► Chorus

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Speed** - Set the modulation speed
- » **Depth** - Set the modulation depth
- » **Edge** - Set the color of the chorus
- » **Mix** - Set the effect dry/wet balance

5 ► Flanger

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Host Sync ** - Enable/disable the modulation speed sync to host (DAW project) tempo
- » **Speed** - 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
- » **Delay Time** - Set the delay time of the effect
- » **Feedback** - Set the feedback amount
- » **Mix** - Set the effect dry/wet balance

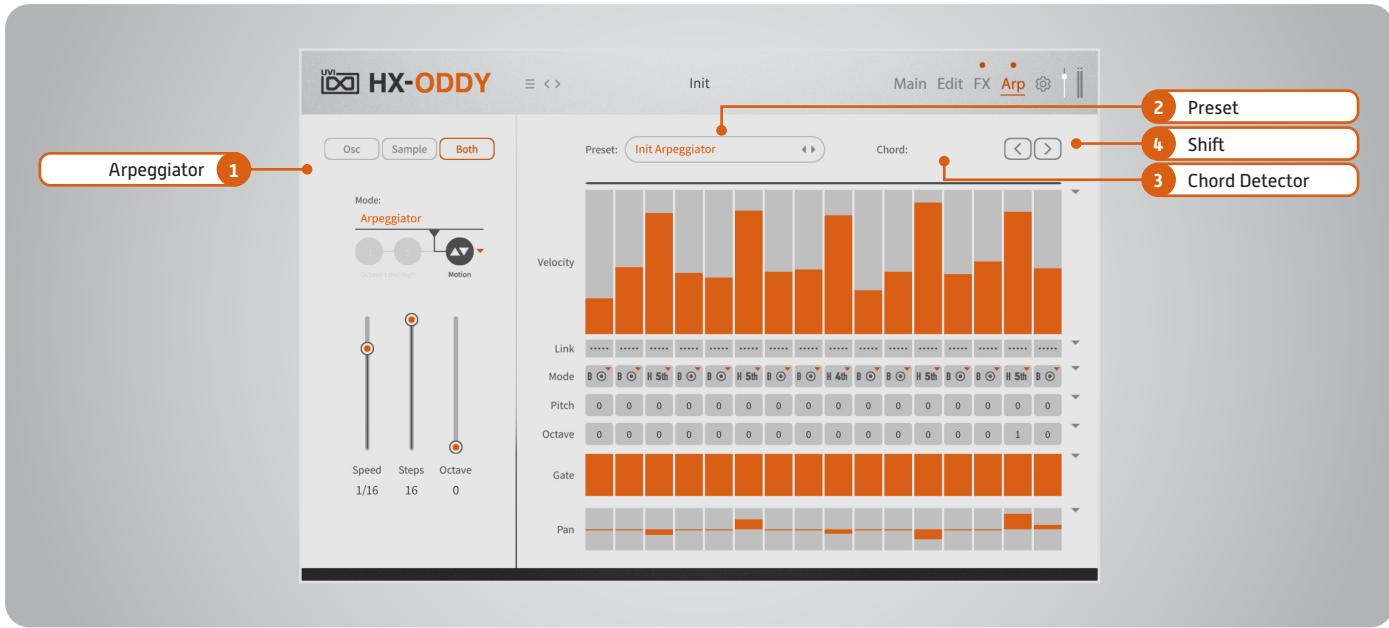
6 ► EQ

- » **On-Off** - Click the effect name to enable/disable the effect
- » **High** - Set the high frequency band gain
- » **Mid** - Set the middle frequency band gain
- » **Low** - Set the low frequency band gain
- » **Crossover Frequency ** - Set the frequency between low and middle bands, and between middle and high bands

7 ► Maximizer

- » **On-Off** - Click the effect name to enable/disable the effect
- » **Threshold** - Set the input level at which limiting will begin

User Interface - Arpeggiator Edit



1 ► Arpeggiator

Click Osc, Sample or Both to set the arpeggiator's target

- » **Mode** - Click to set the arpeggiator mode: Arpeggiator, or Phaser
- » **Octave Low/High** - Lock the sequence in a specific octave range, with lowest and highest octave [Phaser 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 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 side of the Step Editor

Preset List

00 Sequenced

Camouflage
Chordaline
Conspiracy 1K
Cosmic River 1K
Cosmogony 1K
Dirty Wheel
EnTrance
Ettore Echoes
Flower Show
Hold My Sample
House Acid 1K
Jungle Chase 1K
Life Cycle
Oddly
Press Start 1K
Protons
Pulsating Ride 1K
Punchliner
Sleepless
Starborn
Surplus 1K
The Vibe
Tides Changing
To Animate
Up & Downs
Wheel of Change
Yotos 1K

02 Bass

An Old Friend
Bass Oddity
Big Balloon
Deadly Simple
Effective Bass
Fat Resort
Funkadelic
Gold Bass
Heartbeat
Housey Grit
Iridescent
Nova Bass
Old Bite
Overloaded Circuit
Phantom Bass
Phaser Garage
Punching Wheels
Punchman
Raw Dry
Red Line
Rude Boy
Spawn
The Club
Trasher
Type Bass
Vilain Bass
Wobbler

04 Keys

Altitude
Chroma
Deep Echoes
Fantasma
Fat Release
Gasolina
Innocence
Karpus Koto
Lisergic Vibrations
Lunar Keys
Misty Palms
Moving Organ
Nimbus Ride
Nostalgia Phase
Obsidian
Plantasia
Poly Ripples
Rare Enigma
Sand Aphet
Shaky Words
Shapeshift
Space Odyssey
Sweet Moments
Teardrop Organ
Tides Quest
Widest

06 Brass

A Majestic
Brass FM
Brass Signal
Celestial Horns
Crystal Brass
Double Brass
Dubitative
Fantastic Flavour
Flangy Horns
House Glory
Moth Brass
Palmer
Pressurized Resonance
Robert Sponge
Rusty Brass
Seasons
Sharp Skin
Short Movements
Swirl
Unravel
VHS

09 Patch Book

1a Brass
1b Clarinet
2 Sweet Strings
3 English Horn Duo
4 Snare Drum
5 Flute
6 Solo Violin
7 Cash on the Line
8 Trombone
9 Precise Bass
11 Theremin
12 Classic Odyssey
13 Romantic Odyssey
14 Baroque Odyssey
15 Wonder Clavinet
16 A Big Bell
17 Note Pig
18 Beginning Whistler
19 HH Bass
20 Ow
21 60c Piano
21 60c Solo
22 High Voltage Sitar
23 Screamo Organo
24 Pedal Steel
26 TV Mystery
27 K.E Solo Sound
28 Fanfare Brass
29 Harmonica

01 Arpeggiated

Blurred Vision
Bouncing Lights
Clouds Melo
Corrosive
Counterclockwise
Dozo Arp
Elfs Blue
Emerald Palace
Evolution Brass
Flamberge
Ghostly
Heart Break
Meditative Horn
Move It
Noise Wheel
Pixel Dust
Play Quads
Prophecy
Retro Race
Speedrun
Star Oceans
Sun Walk
Swell Coding
The Ascension
Unpredictable

03 Lead

Adrift Sync
Auslander
Big Leader
Big One
Broken Circuits
Burnout
Electric Whale
End Title
Huge Lizard
Leaduction
Level Completed
Moleador
Nine Wonder
Nocturnal
Pyrolite
Roadkill
Rosin
Rubber Band
Rust Remover
Saturn Lead
Screamo
Soft & Rounded
Strong Fuzzy
Sync Flow Wheel
Thermite
Viper
Virtual

06 Pad

Arctica
Astral Projection
Bedouin
Chord Heaven
Click Day
Conform
Cyber Awakening
Digital Snowfield
Dramarama
Dream Journey
Eighties Cartoon
Eternity Strings
Forgotten Planet
Gattaca
I Miss You
Infinity Veil
Landing
Metallic Breeze
MicroPad
Moon Floating
Morning Clouds
Motion Organ
Movement
Multiple Motions
Multiverse
Noisewave
Odd Motion
Pearlman
Pulsar
Shootingstar
Space Odyssey
Space Station
Static Move
Sweet Ramp
Tronica
Warm Strings
Warm Water
Your Time

07 Pluck & Bells

Blueroom
Circuit Bell
Coton Short
Droplets
Enchanted FM
Ephemakey
FM Mallet
Formant Bell
Lighthouse
Little Drop
Low Saw Poly
Ondamania
Pitching Up
Princess Wheel
Resonators
Rounded Rust
Square Frogs
Starmen
Wisconsin

08 FX & Rhythmic

Acid Riser Wheel
Boiler Roots
Creepy Rise
Detroitism
Drunk Steps
For Glitch
Get Wiggly
Gnarly Impact
Horror Tension
Is Coming 1K
Lost Drop
Milkshake
Noise Wars 1K
Plasticity
Pocket Calculator
Rolling Rock 1K

Sample Layer List

Arp Patch Book	Bass	FXs	Lead	Pluck
1 Brass	ARP Sub	Alien Spirit	Aggressive	Banjo
1 Clarinet	Bassey	Digital Bird	Blade Run	Buzzin Note
2 Sweet Strings	Big Boy	Helicopsynth	Cristalead	Computer
3 English Horn Duo	Busy Low	Lunar Steps	Dusty Filter	Flushy Pluck
4 Snare Drum	Cartoon	R2Debug	Elec Gtr	Hide Pluck
5 Flute	Chaos Attack	Round Drum	Fest Lead	High Sauce
6 Solo Violin	Chrome	Swamp	Filtered Radio	Little Hope
7 Cash on the Line	Dub Radio	Thrill	Heavy	Pluck Fest
8 Trombone	Easy Wave	Warning Machine	Jaw	Pop Song
9 Precise Bass	Electro Groove		Late Eighties	Progressive
11 Theremin	Hard Detune Square		Leadyssey	Quack Quack
12 Classic Odyssey	Herbie Bass		Motor Grunt	Rusty Bell
13 Romantic Odyssey	Light Funk		Octaver	Sneaky Reso
14 Baroque Odyssey	Micro Mod		Overload	Staccato
15 Wonder Clavinet	Mosquito		Retro Lead	Teckel Bell
16 A Big Bell	Normal One		Ring	Water Drop
17 Note Pig	Odybass		Sweet Lemon	Woggle
18 Beginning Whistler	Rough Funk		Wet Saw	
19 HH Bass	Seventies Touch			
20 Ow	Solid			
21 60c Piano	SynSaw			
22 High Voltage Sitar	Titan			
23 Scream Organ				
24 Pedal Steel				
26 TV Mystery				
27 K.E Solo Sound				
28 Fanfare Brass				
29 Harmonica				
30 Gregorian Chanters				
31 Marimba				
32 Jaw ARP				
33 Choir Soprano				
34 Electric Duck				
35 Small War				
36 Steam Train Diesel				
37 Heavy Rain				
39 Lava				
47 Toma Gong				
53 2am Cat				
55 Heavy Bass Funk				
57 Shafter				
58 Drums				
60 Programmed Rhythm				
61 Bosso Waca Octave				
62 3-Note Chord				
65 Something Weird				
66 Uncontrolled Arpeggios				
67 Sensitive ADSR				
69 Activated Trill				
70 Dual Tempo Trill				
72 Controlled Phase Sync				
74 Pseudo Phaser				

Brass	Keys	Pads	Waveform
Energy	Accordion	Autonome Mod	Mixwave 1
Esquise	Arcade	Based	Mixwave 2
Fast Circuit	Broken Arp	Chorus	Mixwave 3
Galactic Times	Cat Sync	Cold Day	Pulse 25
Hill	Clavi Fifth	Convulsion	Pulse 50
Metalic	Disturbed Pipe	Discontinuous	Pulse 75
Robert Spirit	Half Funk	Filthy Saw	Ring Mod 1
Robot Speech	His Royalty	Hazardous Sync	Ring Mod 2
Sharp Short	Leslie	Lazy Freq	Ring Mod 3
Shy Brasssey	Majeskeys	Long Descent	Saw
Silverish	Metal Disc	Mod Retard	Sine
Strong Breath	Orgarp	Morpheus	Squar
Sweat Swing	Oy Keys	Out of Pad	
Synthetic	Radio Dyssey	Plasma Pulse	
Thriller Movie	Rave Tune	Space Command	
Transistor Speaker	Rover Keys	Windy Fifth	
Uncle Brass	Toydseey		
	Volk Synth		

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 

HX-ODDY

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

Vincenzo Bellanova
Tanguy Destre
Alain J Etchart
Théo Gallienne
Carlo De Gregorio
Kévin Guilhaumou
Marco Iodice
Emeric Tschambser

Software + Scripting

Thomas Kowalski
Rémy Muller
Olivier Tristan
Emeric Tschambser

GUI + Design

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita

