



SweepMachine

Soundbank Manual

Software Version 1.1

EN 160307

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SweepMachine



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SweepMachine



Introduction



SweepMachine

SweepMachine is a versatile yet easy-to-use noise and sweep designer. Those looking for typical sweeps can make them in moments while those favoring deeper sound design potential will find complex, evolving noise beds and a near endless variety of combinations waiting to be explored.

Sound generation is expertly handled by way of 3 discrete oscillators. Noise, sub and metal layers include 9 typical noise types, 24 metallic textures and a sub oscillator each with independent multimode filters and gain control. Generators can be used individually or easily layered to create thousands of variations.

Create sweeps instantly with freely defined length up to 16 bars. Set ramp shape up, down or up and down. Adjustable curve control lets you change the ramp slope while a fully manual modwheel mode lets you freely play the noise generators with your controllers modwheel.

An LFO, flanger, delay and reverb provide even more creative options, expanding possibilities for shape and texture.

Equally suited for both typical and creative uses, SweepMachine is a versatile instrument priced to find a home in any sound design toolbox.

Minimum System Requirements

- UVI Workstation 2.5.2+ or Falcon 1.0+
- 100MB of disk space

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

SweepMachine



User Interface



1 ► Noise OSC

- » **Power**
Turn the oscillator on/off
- » **Noise Type**
Choose a noise model from the menu
- » **Volume**
Adjust the oscillator volume
- » **Filter Q**
Adjust the resonance of the filter
- » **Filter Type**
Set the filter type: low pass, band pass or high pass

2 ► Sub OSC

- » **Power**
Turn the oscillator on/off
- » **Volume**
Adjust the oscillator volume
- » **Filter Q**
Adjust the resonance of the filter
- » **Filter Type**
Set the filter type: low pass, band pass or high pass

3 ► Metal OSC

- » **Power**
Turn the oscillator on/off
- » **Noise Type**
Choose a noise model from the menu
- » **Volume**
Adjust the oscillator volume
- » **Filter Q**
Adjust the resonance of the filter
- » **Filter Type**
Set the filter type: low pass, band pass or high pass

4 ► Sweep Control

- » **IN/OUT**
Toggle ramp-in/out fades on/off
- » **Time Slider**
Adjust the duration of the sweep
- » **Sweep Curve**
Adjust the curve easing in/out
- » **Modwheel**
Use your controllers modwheel to manually control the noise amplitude

5 ► LFO

- » **Shape**
Choose a waveshape from the menu
- » **Sync**
Sync the LFO to the host tempo
- » **Speed**
Adjust the LFO speed
- » **Max Depth**
Set the max influence of the LFO [> amplitude]
- » **Rise to Depth**
Set ratio of Sweep Control increasing the LFO depth to [Max Depth] value
- » **Rise to Speed**
Set ratio of Sweep Control increasing the current LFO speed

6 ► Effects

- Basic effects section offers Flanger, Delay and Sparkverb

7 ► Presets

- Select a factory preset from the menu

Preset List

00-Init	Trooper Falling
01-Preset 1	Uranian Dolphin
02-Preset 2	Water Open
03-Preset 3	Wenesday One
04-Preset 4 Wheel	Wheel Classweep
Classic Sweep 4 Bars	Wheel Gold Gong
Eight Bars Metallic	Wheel LFO Metal
Emergency	Wheel Metal Break
Evolunoise	Wheel Sub to Space
From Sub to Sky	Wheel Talking LFO
Glas Atmospheric	Wheel White Noise
Insect Landing	Wind Machine
LFO Crashlog	X-Plosion
LFO River	Xtra Large Drone
LFO Simple Triple Mix	
Making Bubbles	
Mayhem Machine	
Mini Choper	
PacMan in Space	
Platinum	
Quasar T Show	
Radio Transition	
Revercymbals	
Riding	
Rythm Sweepical	
Slave Drone	
Sweep Dragon	

Links

UVI

- Home uvi.net/ 
- UVI Portal uvi.net/uvi-portal 
- Soundbank Installation Guide [installing_uvi_soundbanks_en.pdf](#) 
- UVI Workstation User Guide [uviworkstation_user_guide_en.pdf](#) 
- Your Registered Product Serial Numbers and Download Links. uvi.net/my-products 
- FAQ uvi.net/faq 
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- iLok License Manager ilok.com/ilm.html 
- FAQ ilok.com/supportfaq 

SweepMachine

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

Damien Vallet
Alain J Etchart

Software + Scripting

Olivier Tristan
Remy Muller

GUI

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita



UVI.NET