UVI

Orchestral SUITE

Soundbank Manual

Software Version 1.0
EN 160307

End-User License Agreement (EULA)

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Introduction

The Essential Symphonic Orchestra Collection

Orchestral Suite gives you access to over 60 classical instruments in a single convenient and affordable package. Take complete control of your own orchestra including strings, brass, woodwinds, percussion instruments, a full choir, and many complimentary instruments such as a beautiful cathedral organ, harpsichord, celesta, classical guitar and harp. Select from ensembles or solo instruments, choose different playing styles, and further tune your suite with per-instrument controls for realistic and expressive performances. Every sound in Orchestral Suite was meticulously recorded and edited to ensure a deep sense of natural realism and playability.

Pristine Sound Quality

Recorded in numerous sessions around the world with some of today's top performers, Orchestral Suite was created to provide an accessible world-class symphonic tool for composers and producers of any background. Recording sessions were carried out at the highest quality possible, carefully planned to deliver a full range and natural color, capturing a multitude of articulations, playing styles and alternates. The finished instruments perform exquisitely, delivering superb and nuanced dynamics and an immediate tone.

Fast and Intuitive Workflow

Orchestral Suite includes custom tailored user interfaces for each instrument, providing intelligent controls that cater to their unique qualities and playing styles. A convenient key-switch system is enabled for many instruments, allowing on-the-fly articulation changes that make complex performances a breeze. Visual design was focused on providing a minimal and sophisticated aesthetic in order that the interface itself becomes transparent and that transitioning from one instrument to another is seamless. The result is an extremely intuitive workflow that helps you get more done in less time.

Advanced Convolution Reverb

In order to achieve an even more accurate sense of realism, all instrument includes a state-of-the-art convolution reverb with a number of premium IRs. Place your ensemble in Europe's most famous concert halls, churches and cathedrals, with control of mix and dry/wet signals. UVI Engine's convolution reverb delivers immaculate results with a low CPU hit allowing you to use it generously. When working with larger orchestrations you can load the convolution reverb as a send effect directly in UVI Workstation for the best possible performance.

Extreme Performance

Utilizing recent advances to the UVI Engine™, Orchestral Suites 15,000 sample footprint has been reduced to an astounding 5GB (lossless compression). Samples are decoded and streamed in realtime with negligible CPU cost, making this the fastest loading, most portable orchestra ever. Real-world performance gains are instantly noticeable; incredibly so on large, multi-instrument arrangements.

Orchestral Suite delivers a full orchestra with the pristine sound quality and ease of use that UVI has become known for, all at a fantastic price.

Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 5GB of disk space

For more information on the installation process, please refer to the document: Soundbank Installation Guide

String
ENSEMBLES

String Ensembles - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the **Wheel** version, otherwise choose **Vel**.

1 ▶ Keyswitch Menu
Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Performance
» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously
» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck
» **Legato Fade**
Adjust the rate at which new notes arrive at full volume
» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck
» **Portamento Glide**
Adjust the duration of pitch bend
» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ Expression
» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)
» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre
» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 ▶ Envelope
» **A [Attack]**
After triggering a note, the time until full note volume is met
» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level
» **S [Sustain]**
The level a note will play at while held
» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer
» **Power**
» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz
» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb
» **Power**
» **Impulse Response Menu [IR]**
Select the reverbs room shape
» **Size**
Scale the reverbs room shape (0-1)
» **Dry**
Adjust the amount of Dry signal
» **Wet**
Adjust the amount of Wet signal

Orchestral Suite

String Ensembles - Layers & Keyswitches

String Ensemble

Marcato	F–1
Pizzicato	D#–1
Pizzicato Snap	D–1
Sustain	C–1
Sustain Smooth	C#–1
Tremolo	E–1

Bass Ensemble

Marcato	A–1	Run Up Maj	F#–1
Pizzicato	F–1	Run Up Min	G#–1
Pizzicato Snap	E–1		
Sustain	C–1		
Sustain Smooth	D–1		
Tremolo	G–1		
Glissando	F#–1		
Run Down Maj	C#–1		
Run Down Min	D#–1		

Cello Ensemble

Marcato	A–1	Run Up Min	G#–1
Pizzicato Snap	E–1	Glissando Down	F#–1
Sustain	C–1	Trill Half Tone	A#–1
Sustain Smooth	D–1	Trill Tone	B–1
Tremolo	G–1		
Glissando Up	F#–1		
Run Down Maj	C#–1		
Run Down Min	D#–1		
Run Up Maj	F–1		

Viola Ensemble

Marcato	A0	Pizzicato	F0
Pizzicato Snap	E0	Spiccato Smooth	D1
Sustain	C0	Xtra Marcato2	D#1
Sustain Smooth	D0	Xtra Pizzicato Snap	E1
Tremolo	G0	Xtra Sustain	F1
Sustain Vib	C1	Xtra Sustain Smooth	F#1
Run Down Maj	C#0	Xtra Tremolo	G1
Run Down Min	D#0	Xtra Spiccato	G#1
Run Up Maj	F#0	Xtra Spiccato Smooth	A1
Run Up Min	G#0	Xtra Pizzicato	A#1
Spiccato	C#1		
Trill Half Tone	A#0		
Trill Tone	B0		

Red keys are key switches. Gray keys have no sample mapped to them.

String Ensembles - Layers & Keyswitches

Violins 1 Ensemble

Marcato	A0	Run Up Min	G#0
Pizzicato Snap	E0	Spiccato	D1
Sustain	C0	Trill Half Tone	A#0
Sustain Smooth	D0	Trill Tone	B0
Tremolo	G0	Pizzicato	F0
Glissando Down	C1	Spiccato Smooth	D#1
Run Down Maj	C#0	Tuning Noise	E1
Run Down Min	D#0	Glissando Up	C#1
Run Up Maj	F#0		

Violins 2 Ensemble

Marcato	A1	Run Up Min	G#1
Pizzicato Snap	E1	Spiccato	D2
Sustain	C1	Trill Half Tone	A#1
Sustain Smooth	D1	Trill Tone	B1
Tremolo	G1	Pizzicato	F1
Glissando Down	C2	Spiccato Smooth	D#2
Run Down Maj	C#1	Tuning Noise	E2
Run Down Min	D#1	Glissando Up	C#2
Run Up Maj	F#1		

Red keys are key switches. Gray keys have no sample mapped to them.

UVI.NET

Strings
SOLO

Orchestral Suite

Strings Solo - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the **Wheel** version, otherwise choose **Vel**.

Expression **3**

Performance **2**

1 Keyswitch Menu

4 Equalizer

5 Reverb

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1 ▶ **Keyswitch Menu**

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ **Performance**

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend in pitch from the direction of previous notes

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ **Expression**

» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre

» **Volume Curve**
Modify the Velocity/Wheel volume curve

» **Vibrato Power**

» **Vibrato Amount**
Adjust the vibrato depth

» **Vibrato Speed**
Adjust the vibrato rate

» **Vibrato Delay**
Adjust the time to reach vibrato depth from note press

» **Tremolo Power**

» **Tremolo Amount**
Adjust the vibrato depth

» **Tremolo Speed**
Adjust the vibrato rate

» **Tremolo Delay**
Adjust the time to reach tremolo depth from note press

4 ▶ **Equalizer**

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

5 ▶ **Convolution Reverb**

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

NOTE: Vibrato/Tremolo amounts will be assigned to the Mod Wheel in Velocity mode

Strings Solo - Layers & Keyswitches

Cello Solo

Sustain. C0
Pizzicato . . . . C#0
Marcato. D0

Bass Solo

Sustain. C-1
Marcato. . . . . C#-1

Viola Solo

Sustain. C1
Pizzicato . . . . C#1
Staccato D1
Marcato. . . . . D#1

Violin Solo

Sustain. C2
Pizzicato . . . . C#2
Staccato D2
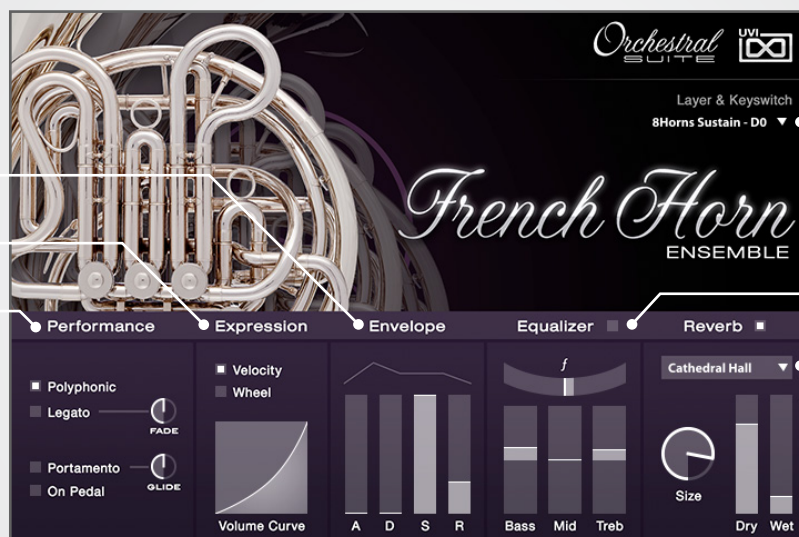Marcato. . . . . D#2

Red keys are key switches. Gray keys have no sample mapped to them.

Brass
ENSEMBLES

Brass Ensembles - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the *Wheel* version, otherwise choose *Vel*.

Envelope **4**

Expression **3**

Performance **2**

1 Keyswitch Menu

5 Equalizer

6 Reverb

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1 ▶ Keyswitch Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ Expression

» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 ▶ Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency 120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Brass Ensembles - Layers & Keyswitches

French Horn Ensemble

4 Horns Sustain. C0
4 Horns Staccato . . . . C#0
8 Horns Sustain. D0
8 Horns Staccato . . . . D#0
Xtra Horns Sustain. E0
Xtra Horns Staccato F0

Trombone Ensemble

Sustain. C0
Staccato . . . . C#0

Trumpet Ensemble

Sustain 1 . . . . C2
Sustain 2 . . . . C#2
Sustain 1 Accent. D2
Staccato 1. . . . . D#2
Staccato 2. . . . . E2
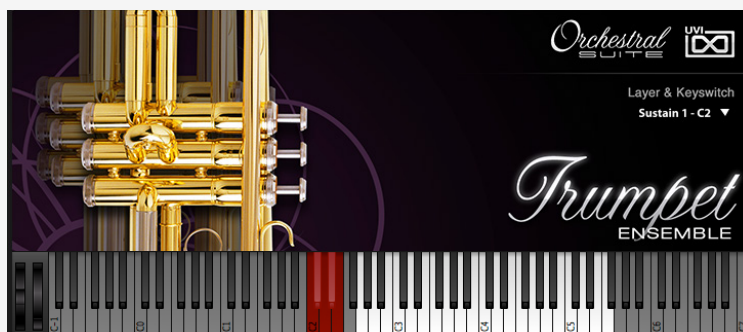
Red keys are key switches. Gray keys have no sample mapped to them.

Brass
SOLO

Brass Solo - UI

1 ▶ Keyswitch Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

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Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend in pitch from the direction of previous notes

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ Expression

» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre

» **Volume Curve**
Modify the Velocity/Wheel volume curve

» **Vibrato Power**

» **Vibrato Amount**
Adjust the vibrato depth

» **Vibrato Speed**
Adjust the vibrato rate

» **Vibrato Delay**
Adjust the time to reach vibrato depth from note press

» **Tremolo Power**

» **Tremolo Amount**
Adjust the vibrato depth

» **Tremolo Speed**
Adjust the vibrato rate

» **Tremolo Delay**
Adjust the time to reach tremolo depth from note press

4 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

5 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

NOTE: Vibrato/Tremolo amounts will be assigned to the Mod Wheel in Velocity mode

Orchestral Suite

Brass Solo - Layers & Keyswitches

Flugel Horn Solo

Sustain. C2
Staccato . . . . C#2

French Horn Solo

Sustain. C0
Staccato . . . . C#0
Glissando Up D0
Glissando Down . . . . D#0

Trumpet Solo

Sustain 1 . . . . C1
Staccato 1. . . . . C#1
Sustain 2 . . . . D1
Staccato 2. . . . . D#1
Trill Half Tone E1
Bright Room Sustain F1
Bright Room Staccato. . . . . F#1
Mute. G1
Mute Staccato. . . . . G#1

Brass Trombone Solo

Sustain. C0
Staccato . . . . C#0
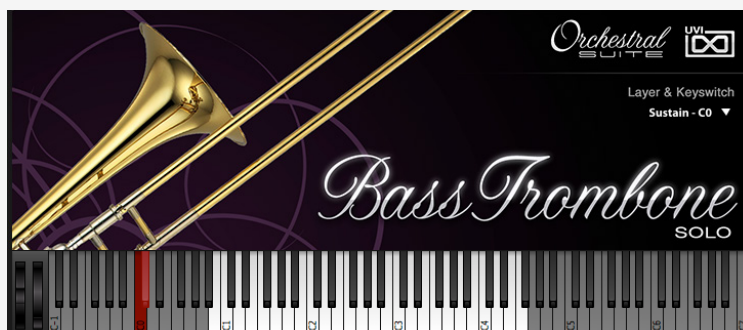
Red keys are key switches. Gray keys have no sample mapped to them.

Brass Solo - Layers & Keyswitches

Trombone Solo

Sustain.....................C0
Staccato ....C#0
Mute.......................D0
Mute Staccato..............D#0

Trumpet Piccolo Solo

Sustain.....................C2
Staccato ....C#2

Tuba Solo

Sustain.....................C0
Staccato ....C#0

Red keys are key switches. Gray keys have no sample mapped to them.

UVI.NET

Woodwind
ENSEMBLES

Woodwind Ensembles - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the *Wheel* version, otherwise choose *Vel*.

1 ▶ Keyswitch Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ Expression

» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 ▶ Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency 120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Orchestral Suite

Woodwind Ensembles - Layers & Keyswitches

Clarinet Ensemble

Clarinets Sustain C1
Clarinets Staccato . . . . .C#1

Flute Ensemble

Flutes 1 Sustain C2
Flutes 1 Sustain no Vibrato D2
Flutes 2 Sustain . . . . .D#2
Flutes 1 Staccato E2
Flutes 2 Staccato F2
Flutes 1 Sustain Vibrato . . . . .C#2
Flutes 1 Trill Half Tone . . . . .F#2
Flutes 1 Trill Tone G2
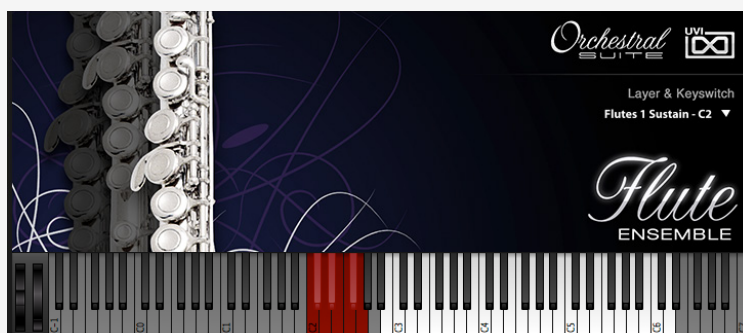
Oboe Ensemble

Oboes Sustain C2
Oboes Staccato . . . . .C#2

Red keys are key switches. Gray keys have no sample mapped to them.

UVI.NET
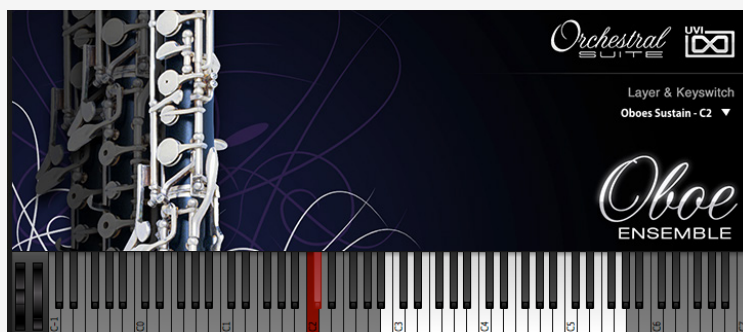
Woodwind
SOLO

Woodwind Solo - UI

1 ▶ Keyswitch Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend in pitch from the direction of previous notes

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ Expression

» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre

» **Volume Curve**
Modify the Velocity/Wheel volume curve

» **Vibrato Power**

» **Vibrato Amount**
Adjust the vibrato depth

» **Vibrato Speed**
Adjust the vibrato rate

» **Vibrato Delay**
Adjust the time to reach vibrato depth from note press

» **Tremolo Power**

» **Tremolo Amount**
Adjust the vibrato depth

» **Tremolo Speed**
Adjust the vibrato rate

» **Tremolo Delay**
Adjust the time to reach tremolo depth from note press

4 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

5 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

NOTE: Vibrato/Tremolo amounts will be assigned to the Mod Wheel in Velocity mode
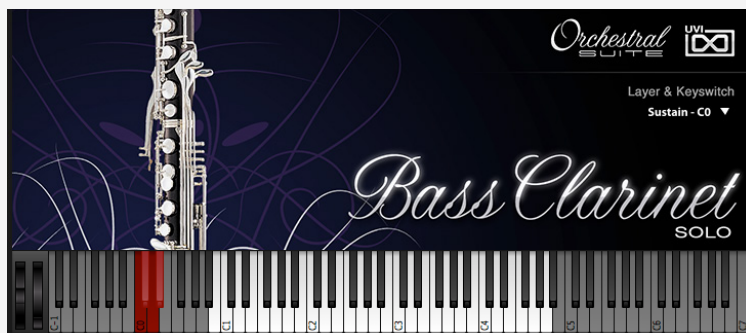
Woodwind Solo - Layers & Keyswitches

Alto Flute Solo

Sustain. C2
Staccato .C#2
Trill Tone. D2

Bass Clarinet Solo

Sustain. C0
Staccato .C#0
Trill Tone. D0
Trill Half Tone . . . . .D#0

Bassoon Solo

Sustain. C0
Staccato .C#0
Trill Tone. D0
Trill Half Tone . . . . .D#0

Clarinet Solo

Sustain. C1
Staccato .C#1
Trill Tone. D1
Trill Half Tone . . . . .D#1
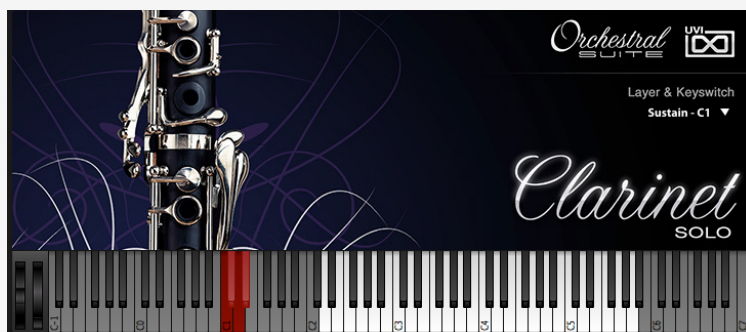
Red keys are key switches. Gray keys have no sample mapped to them.

Woodwind Solo - Layers & Keyswitches
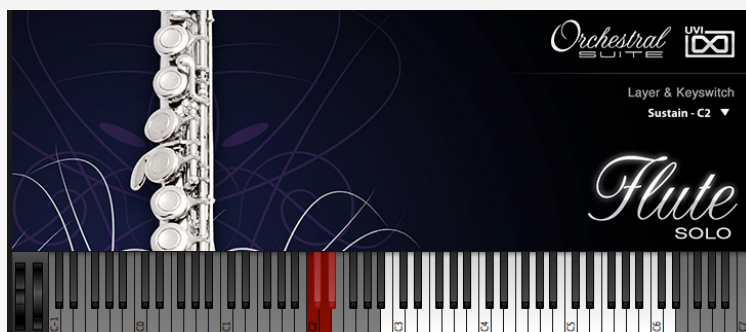
Contrabassoon Solo

Sustain. C-1
Staccato . . . . C#-1

English Horn Solo

Sustain. C2
Staccato . . . . C#2
Trill Tone. D2
Trill Half Tone . . . . D#2

Flute Solo

Sustain. C2
Staccato . . . . C#2
Trill Tone. D2
Trill Half Tone . . . . D#2

Oboe d'Amore Solo

Sustain 1 . . . . C2
Staccato 1. . . . . C#2
Trill Tone 1 . . . . D2
Trill Half Tone 1. . . . . D#2
Sustain 2 . . . . E2

Red keys are key switches. Gray keys have no sample mapped to them.

Oboe Solo

Oboe 1 Sustain C2
Oboe 1 Staccato . . . . C#2
Oboe 1 Trill Tone D2
Oboe 1 Trill Half Tone . . . . D#2
Oboe 2 Sustain E2
Oboe 3 Sustain F2
Oboe 3 Staccato . . . . F#2
Oboe 4 Baroque in C G2
Oboe 4 Baroque Ornament . . . . G#2
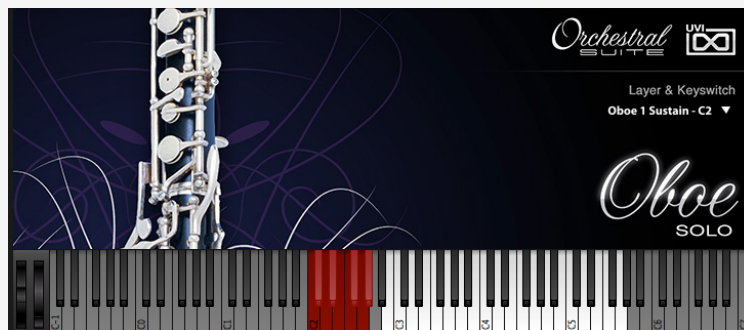
Piccolo Solo

Sustain. C3
Staccato . . . . C#3
Trill Tone. D3
Trill Half Tone . . . . D#3
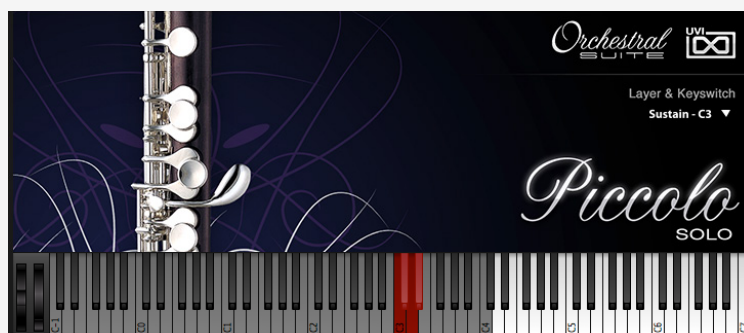
Bass Flute

N/A

Red keys are key switches. Gray keys have no sample mapped to them.

Percussion

Percussion - UI

1 ▶ Instrument Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Doubling

Add a secondary hit with variable volume, pitch and filtering for more impact

» **Solo**
Active to use only the secondary voice

» **Power**
Activates a secondary voice (doubling)

» **Level**
Set the volume for the second voice

» **Pitch**
Set the pitch of the second voice (+/-12 semi)

» **ƒ (LP/HP Filter)**
Unified low-pass/high-pass filter

3 ▶ Expression

» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 ▶ Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

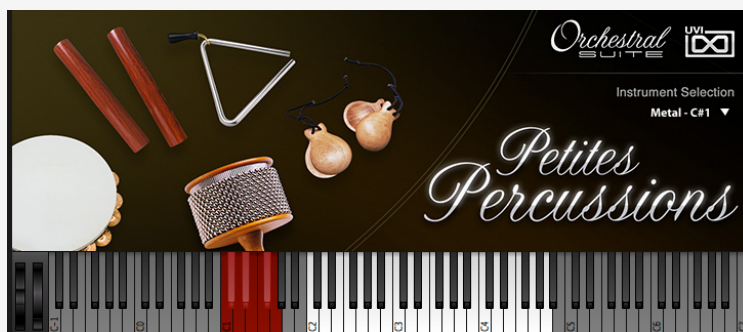» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Orchestral Suite

Percussion - Layers & Keyswitches

Petites Percussion

Bells and Cowbells C1
Metal . . . . C#1
Shakers 1 . . . . D1
Shakers 2 . . . . D#1
Tambourine E1
Triangle F1
Misc 1 . . . . F#1
Misc 2 . . . . G1

Timpani

Timpani 1 . . . . C0
Timpani 2 . . . . C#0
Timpani 2 Roll D0
Timpani 2 Roll and Hit . . . . D#0

Cymbals

N/A

Gong

N/A

Red keys are key switches. Gray keys have no sample mapped to them.

Orchestral Suite

Grand Cassa
N/A

Snare
N/A

Taiko
N/A

Gray keys have no sample mapped to them.

Pitched
PERCUSSION

Pitched Percussion - UI

1 ▶ Instrument Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Sound

» **Transient**

Activates a discrete layer that emphasizes the attack phase, adjust level and pitch

» **Body**

Activates a discrete layer that emphasizes the sustain phase, adjust level and pitch

» **Timbre**

Adjust the timbre/pitch

3 ▶ Expression

Use your MIDI controllers modwheel to interactively control the tremolo effect

» **Tremolo Depth**

Adjust the tremolo depth

» **Tremolo Rate**

Adjust the tremolo rate

» **Velocity Curve**

Adjust the velocity curve between hard, soft, and linear response

4 ▶ Envelope

» **A [Attack]**

After triggering a note, the time until full note volume is met

» **D [Decay]**

After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**

The level a note will play at while held

» **R [Release]**

After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**

Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**

Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**

Select the reverbs room shape

» **Size**

Scale the reverbs room shape (0-1)
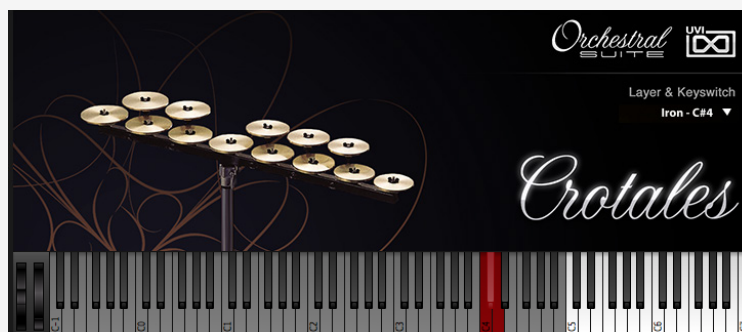
» **Dry**

Adjust the amount of Dry signal

» **Wet**

Adjust the amount of Wet signal
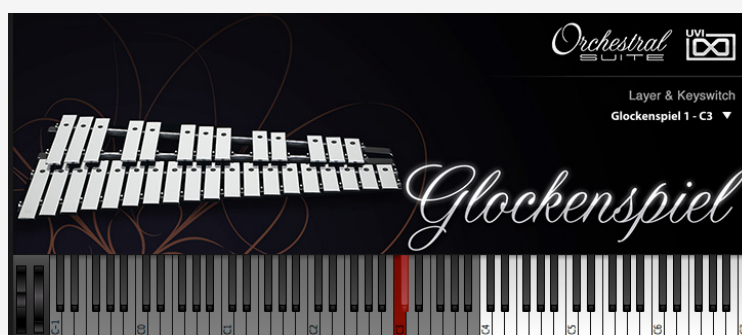
Pitched Percussion - Layers & Keyswitches

Crotales

Fildur C4
Iron. . . . . C#4
Japan Stick. D4

Glockenspiel

Glockenspiel 1 . . . . C3
Glockenspiel 2 . . . . C#3

Marimba

Marimba Soft. C0
Marimba Hard. . . . . C#0
Marimba Handle. D0
Marimba Mute . . . . D#0
Marimba 2 . . . . E0
Marimba FX F0

Tubular Bells

Tubular 1 Leather. C2
Tubular 1 Wood. . . . . C#2
Tubular 2. . . . . D2
Tubular 3. . . . . D#2

Red keys are key switches. Gray keys have no sample mapped to them.

Pitched Percussion - Layers & Keyswitches

Vibraphone

Vibraphone Sustain C2
Vibraphone Tremolo . . . . C#2
Vibraphone Arco D2

Xylophone

Xylophone 1. . . . . C3
Xylophone 2. . . . . C#3

Red keys are key switches. Gray keys have no sample mapped to them.

Orchestra

Orchestra - UI

Note: Presets have been custom tuned to provide optimum dynamics depending on playstyle. If you'll be using a modwheel choose the *Wheel* version, otherwise choose *Vel*.

1 ▶ Keyswitch Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ Expression

» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 ▶ Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)
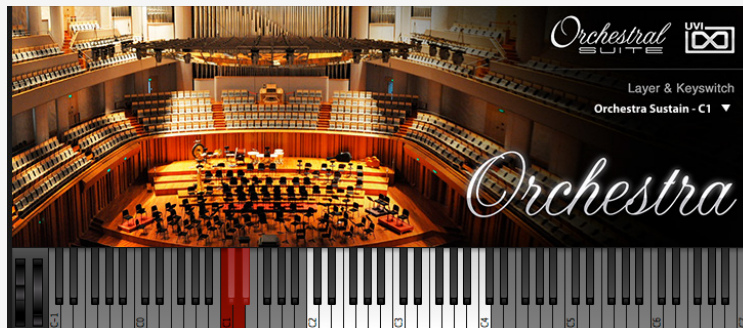
» **Dry**
Adjust the amount of Dry signal

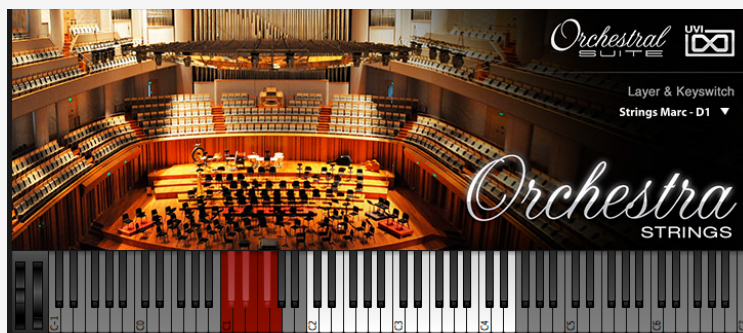» **Wet**
Adjust the amount of Wet signal

Orchestral Suite

Orchestra - Layers & Keyswitches

Orchestra

Orchestra Sustain C1
Orchestra Staccato . . . . C#1
Orchestra Tremolo D1
Orchestra Run . . . . D#1

Orchestra - String Section

Strings Sustain C1
Strings Pizzicato . . . . C#1
Strings Marcato D1
Strings Tremolo . . . . D#1
Strings FX E1
Violas 5th F1
Violas 5th Smooth . . . . F#1
String Chords G1

Note: In String Chords layer, each note triggers a specific chords. See table blow:

Note = Chord	Note = Chord	Note = Chord	Note = Chord	Note = Chord	Note = Chord	Note = Chord	Note = Chord
C2 = CM	A3 = AMadd9	C3 = Cm7	A4 = A	C4 = C7	A5 = Adim	C5 = FM7	A6 = B7
C#2 = C#M7	A#3 = A#7	C#3 = C#m	A#4 = A#ø	C#4 = C#7	A#6 = A#dim	C#5 = F#M7	A#6 = C7
D2 = DM7	B3 = Bm7add9	D3 = Dm7	B4 = Bø	D4 = D7	B5 = Bdim	D5 = GM7	B6 = C#7
D#2 = D#M		D#3 = D#m7		D#4 = D#7		D#5 = D#M7	C6 = D7
E2 = EM		E3 = Em		E4 = E7		E5 = AM7	
F2 = F7		F3 = Fm		F4 = Fdim		F5 = A#M7	
F#2 = F#7		F#3 = F#m		F#4 = F#dim		F#5 = BM7	
G2 = G7		G3 = Gm		G4 = Gdim		G5 = A7	
G#2 = G#7		G#3 = G#m6		G#4 = G#dim		G#5 = A#7	

Orchestra - Brass Section

Brass Sustain C1
Brass Staccato Hard D1
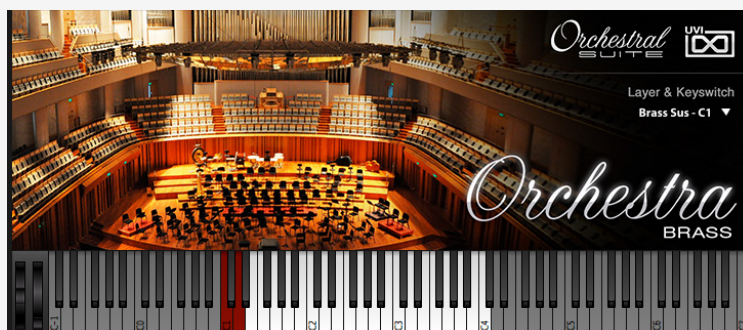
Red keys are key switches. Gray keys have no sample mapped to them.

Choirs

Orchestral Suite

Choirs - UI

1 ▶ Keyswitch Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Performance

» **[Mode] Polyphonic**
Allow the voicing of multiple notes simultaneously

» **[Mode] Legato**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck

» **Legato Fade**
Adjust the rate at which new notes arrive at full volume

» **[Mode] Portamento**
Only one note can be voiced at a time, previous notes are cutoff as new notes are struck, new notes bend into pitch from the direction of last note struck

» **Portamento Glide**
Adjust the duration of pitch bend

» **On Pedal (Legato and Portamento only)**
Use a Sustain pedal to switch between legato and portamento modes

3 ▶ Expression

» **[Mode] Velocity**
Note velocity determines note volume and timbre (when relevant)

» **[Mode] Wheel**
Use your MIDI controllers Mod Wheel to determine note volume and timbre

» **Volume Curve**
Modify the Velocity/Wheel volume curve

4 ▶ Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Orchestral Suite
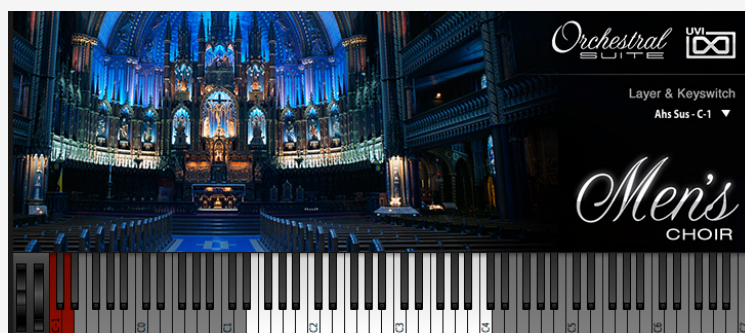
Choirs - Layers & Keyswitches

Children's Choir

Ahs Sustain C2
Ahs Staccato . . . . C#2
Ehs Sustain D2
Ehs Staccato . . . . D#2
Ihs Sustain E2
Ihs Staccato F2
Ohs Sustain . . . . F#2
Ohs Staccato G2

Men's Choir

Ahs Sustain C-1
Ohs Sustain D-1

Mixed Choir

Ahs Sustain 1 . . . . C0
Ahs Sustain 2 . . . . C#0
Ahs Staccato D0
Ehs Sustain . . . . D#0
Ihs Sustain E0
Ihs Staccato F0
Religious Ahs Sustain G0
Religious Ohs Sustain . . . . . F#0
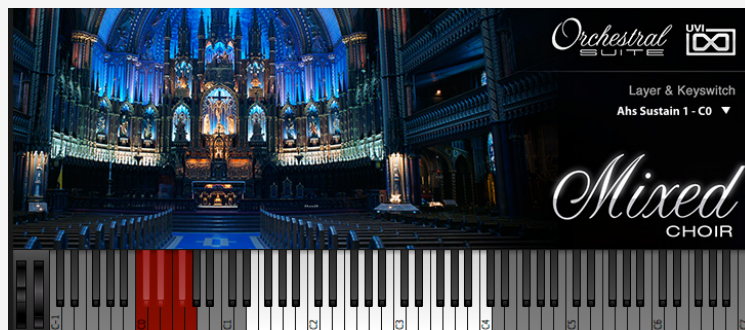
Women's Choir

Ahs Sustain C2
Ehs Sustain . . . . C#2
Religious Ahs Sustain D2
Religious Ohs Sustain . . . . . D#2

Red keys are key switches. Gray keys have no sample mapped to them.

Cathedral
ORGAN

Cathedral Organ - UI

1 ▶ Controls

» **Attack**
  Adjust the attack time

» **Release**
  Adjust the release time

» **Timbre**
  Adjust the timbre/pitch

» **Pedal Shift**
  Shifts the Pedal and Main keyboard range up an octave (to facilitate playing on smaller keyboards)

» **Main Spread**
  Adjust the stereo spread

2 ▶ Pedal

Select the sound to be played in the Pedal section (dark blue keys)

3 ▶ Main

Select the sound to be played in the Main section (light blue keys)

» **Chords**

» **Medium**
  Oct1 = Maj Oct2 = Min
  Oct3 = 7th   Oct4 = Dim
  Oct5 = Maj

» **Soft**
  Oct1 = Maj Oct2 = Min
  Oct3 = 7th   Oct4 = Dim
  Oct5 = Maj (duplicate)

» **Tutti**
  Oct1 = Maj Oct2 = Min
  Oct3 = Uni   Oct4 = Maj
  Oct5 = Min

» **Tutti 7th–9th**
  Oct1 = 7   Oct2 = 7Min
  Oct3 = 9   Oct4 = Aug
  Oct5 = 7

» **Dark Tutti**
  Oct1 = Maj Oct2 = Min
  Oct3 = 7th   Oct4 = Dim
  Oct5 = Maj

4 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
  Select the reverbs room shape

» **Size**
  Scale the reverbs room shape (0-1)

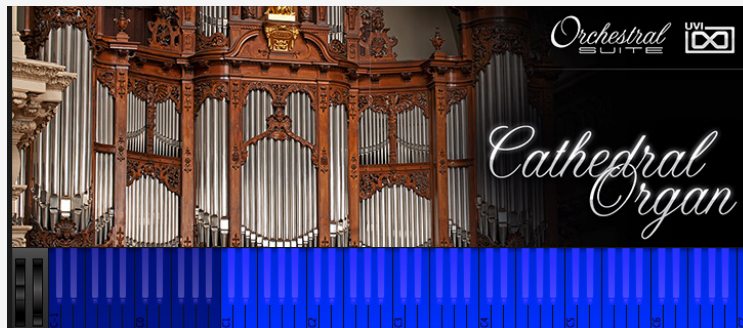» **Dry**
  Adjust the amount of Dry signal

» **Wet**
  Adjust the amount of Wet signal

Cathedral Organ
N/A

Meditation Organ
N/A

Celesta

Celesta - UI

1 ▶ Instrument Menu

Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Sound

» **Transient**
Activates a discrete layer that emphasizes the attack phase, adjust level and pitch

» **Body**
Activates a discrete layer that emphasizes the sustain phase, adjust level and pitch

» **Timbre**
Adjust the timbre/pitch

3 ▶ Expression

Use your MIDI controllers modwheel to interactively control the tremolo effect

» **Tremolo Depth**
Adjust the tremolo depth

» **Tremolo Rate**
Adjust the tremolo rate

» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 ▶ Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer

» **Power**

» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz

» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
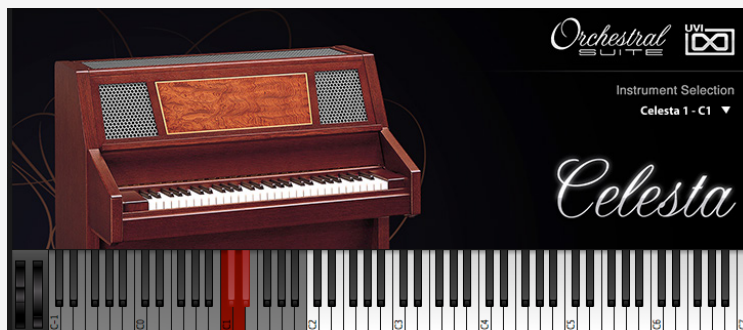Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal
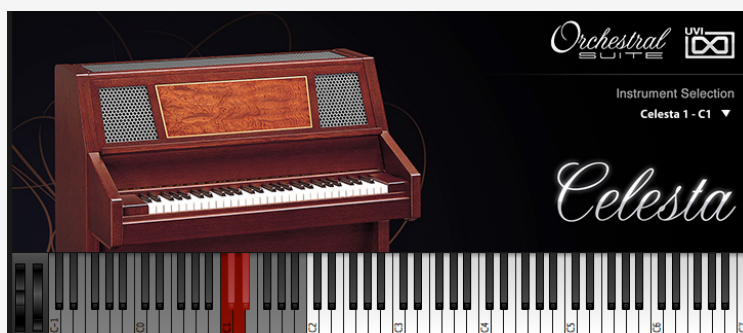
Celesta - Layers & Keyswitches

Celesta

Celesta 1 . . . . C1
Celesta 2 . . . . C#1
Celesta 3 . . . . D1
Celesta Hard . . . . D#1

Glass Celesta

Celesta 1 . . . . C1
Celesta 2 . . . . C#1
Celesta 3 . . . . D1
Celesta Hard . . . . D#1

Red keys are key switches. Gray keys have no sample mapped to them.

Classical GUITAR

Orchestral Suite

Classical Guitar - UI

1 ▶ Instrument Menu
Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Sound
» **Fret Noise**
Activates a discrete layer that emphasizes the fret noise, adjust level
» **Release**
Activates a discrete layer that emphasizes the release phase, adjust level
» **Timbre**
Adjust the timbre/pitch

3 ▶ Expression
Use your MIDI controllers modwheel to interactively control the vibrato effect
» **Vibrato Depth**
Adjust the vibrato depth
» **Vibrato Rate**
Adjust the vibrato rate
» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 ▶ Envelope
» **A [Attack]**
After triggering a note, the time until full note volume is met
» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level
» **S [Sustain]**
The level a note will play at while held
» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer
» **Power**
» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz
» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb
» **Power**
» **Impulse Response Menu [IR]**
Select the reverbs room shape
» **Size**
Scale the reverbs room shape (0-1)
» **Dry**
Adjust the amount of Dry signal
» **Wet**
Adjust the amount of Wet signal

Classical Guitar - Layers & Keyswitches

Classical Guitar

Guitar 1 Sustain C0
Guitar 1 Nails . . . . C#0
Guitar 2 Sustain D0
Guitar 2 Pizzicato . . . . D#0
Guitar 2 Sul Ponte E0
Guitar 2 Sul Tasto F0
Guitar 2 Harmonics . . . . F#0
Guitar 2 Tap FX G0

Red keys are key switches. Gray keys have no sample mapped to them.

Harp

Orchestral SUITE

Harp - UI

1 ▶ Instrument Menu
Change the active layer; MIDI note at right can also be used to switch between layers

2 ▶ Sound
» **Timbre**
Adjust the timbre/pitch

3 ▶ Expression
» **Velocity Curve**
Adjust the velocity curve between hard, soft, and linear response

4 ▶ Envelope
» **A [Attack]**
After triggering a note, the time until full note volume is met
» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level
» **S [Sustain]**
The level a note will play at while held
» **R [Release]**
After a note is released, the time it takes to fade to ∞

5 ▶ Equalizer
» **Power**
» **ƒ [Mid Frequency]**
Sweepable mid-band frequency
120Hz — 1600Hz — 6kHz
» **Bass / Mid / Treble**
Adjust band gain/attenuation (+/-20dB)

6 ▶ Convolution Reverb
» **Power**
» **Impulse Response Menu [IR]**
Select the reverbs room shape
» **Size**
Scale the reverbs room shape (0-1)
» **Dry**
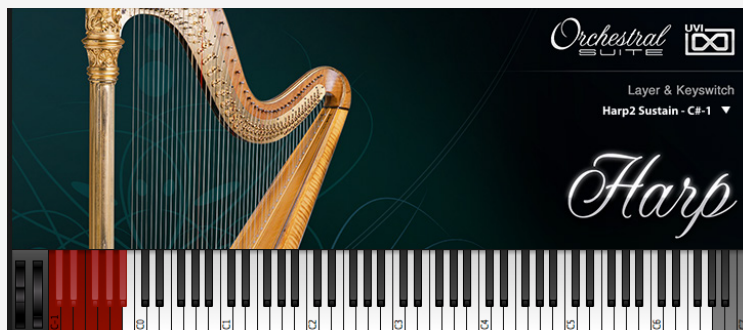Adjust the amount of Dry signal
» **Wet**
Adjust the amount of Wet signal

Harp - Layers & Keyswitches

Harp

Harp1 Sustain C-1
Harp2 Sustain . . . . C#-1
Harp2 Close to Table. D-1
Glissando 7 and Maj7 . . . . D#-1
Glissando Dim and m7 . . . . E-1
Glissando Maj and 69 . . . . F-1
Min and Min6 . . . . F#-1
Bisbigliando G-1
Cascade G#-1

Chords A-1
Glissando . . . . A#-1

Note: In Chords layer, each note triggers a specific chord. See table below:

Note Range	=	Chord Type
B-1 ~ A1	=	Major chords
A#1 ~ B1	=	Major 7th chords
C2 ~ B2	=	7th chords
C3 ~ B3	=	Minor chords
C4 ~ B4	=	Minor 11th chords
C5 ~ G#6	=	Diminished chords

Red keys are key switches. Gray keys have no sample mapped to them.

Harpsichord

Harpsichord - UI

1 ▶ Controls

» **Release**
Activates a discrete layer that emphasizes the release phase, adjust level

» **Velocity**
Adjust the velocity sensitivity

» **Timbre**
Adjust the timbre/pitch

Envelope

» **A [Attack]**
After triggering a note, the time until full note volume is met

» **D [Decay]**
After the Attack time is reached, the time it takes for note volume to descend to the Sustain level

» **S [Sustain]**
The level a note will play at while held

» **R [Release]**
After a note is released, the time it takes to fade to ∞

2 ▶ Sound Selection

Select between 8 harpsichord sounds

3 ▶ Convolution Reverb

» **Power**

» **Impulse Response Menu [IR]**
Select the reverbs room shape

» **Size**
Scale the reverbs room shape (0-1)

» **Dry**
Adjust the amount of Dry signal

» **Wet**
Adjust the amount of Wet signal

Harpsichord - Layers & Keyswitches

Harpsichord
N/A

Piano Forte
N/A

Velocichord
N/A

Gray keys have no sample mapped to them.

Links

UVI

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UVI Portal. . . . . .uvi.net/uvi-portal ☑

Soundbank Installation Guide. . . . . .installing_uvi_soundbanks_en.pdf ☑

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

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Orchestral SUITE

Credits and Thanks

Produced by UVI

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Kevin Guilhaumou
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Software + Scripting
Olivier Tristan
Remy Muller

UI + Design
Nathaniel Reeves

Documents
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UVI ™