



NAGOYA HARP

Software User Manual

Software Version 1.0
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Table of Contents

Introduction	4
Strum	
MAIN Page	5
EDIT Page	6
EFFECTS Page	7
Keys	
Main Page	8
EDIT Page	9
EFFECTS Page	10
Preset List	11
Links	12
Credits and Thanks	13

NAGOYA HARP



Introduction



Our goal in developing Nagoya Harp was to create an instrument that would satisfy both the traditionalist and modern producer, providing the accurate and convincing sound of the classical instrument while also delving into new territory with expanded playing techniques, performance scripts and effects to inspire musicians of all backgrounds. With over 20,000 samples, Nagoya Harp is a collection that transcends genre, created for those with an affinity for beautiful traditional tones and contemporary explorers of the avant garde.

Design

Multiple playing styles are available, combining an exhaustive and detailed sample library with innovative performance scripts to accurately reproduce strumming movements and harmonic interaction. Recordings were made with plectrum, bow, sticks, palm muting, hammer-ons and pull-offs, multiple una corda configurations and tunings, providing everything from natural and expressive melodic progressions and rhythmic arpeggios to primal, modulating harmonic drones. Multiple mics were used to capture each sample, including a Royer SF-24, Neumann U67 and Bruel & Kjaer 4006; all of which are presented with discrete level control for ultimate flexibility.

Effects

The effect system in Nagoya Harp provides incredible sound-shaping power, from high-quality convolution and algorithmic reverbs, creative effects like drive, chorus, phaser and delay, and a 3-band EQ to help you quickly balance the sound in your mix. This takes an already dynamic and expressive instrument and opens the door to everything from pure acoustic sound in natural spaces to powerful, guitar-like tones and ambient, washed-out drones. Quickly jump through the included presets to find inspiration or dive in and design your own sounds within the neatly-arranged and powerful user interface.

NAGOYA HARP STRUM

Designed to emulate the traditional playing style, STRUM provides a minimal control set focused on standard usage, including tuning of the drone and open strings, a velocity sequencer, key noise amount and discrete control over 3 microphones. Performance-based scripting intelligently triggers hammer-on and pull-off samples for guitar-like expression and natural strumming note progressions. A featured effects selection includes convolution, drive, EQ, chorus, phaser, delay and algorithmic reverb. STRUM is ideally suited for those looking for an authentic ethnic sound.

NAGOYA HARP KEYS

Designed to go beyond the traditional sounds and playing styles, KEYS expands on the STRUM version with a number of playing techniques including Una Corda High-String, Una Corda Low-String, Palm Muted, Sticks and Bowed. An additional page of controls provides a 4-stage amplitude envelope, along with multimode filter, stereo unison and alternate options, a mono/poly switch with pitch glide and quick mappings for the modwheel of your controller keyboard. KEYS takes the taishōgōto into new territory, creating varied and experimental sounds covering a wide gamut from violin-like to ambient pads, guitar tones to percussive.

Whether you're a classically-trained musician looking for an expressive and responsive instrument, a composer looking for authentic timbres, or a modern producer looking for new and innovative sounds, Nagoya Harp is a deceptively deep and flexible instrument ready to deliver the most detailed acoustic string plucks, shimmering harmonic vistas and everything between.

Minimum System Requirements

- UVI Workstation 2.6.15+ or Falcon 1.4.1+
- 7 GB of disk space

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

STRUM: MAIN Page



1 Page Navigation

Navigate between 3 pages of controls:
Main, Edit and Effects

2 Microphones

- U67 - mono signal
- BK - stereo signal
- RYR - stereo ambient

» ON/OFF

Power mic(s) on/off

» Volume

Adjust the level of the mic(s)

3 Velocity

Adjust the amount of MIDI velocity that affects the note's volume and timbre

MIDI Mapping – Picking Techniques for STRUM

Identical triggers are available on both the right and left sides of the keyboard



Red Keys

Auto downstroke/upstroke strumming (when Tremolo is enabled, Sequencer is engaged)

- C: Strum all strings
- D: Pick Drone string only
- D#: Strum strings without Drone

Purple Keys

Mute all strings

Blue Keys

Manual downstroke/upstroke (not affected by Tremolo)

- F: Downstroke Drone string only
- F#: Downstroke strings without Drone
- G: Upstroke Drone string only
- G#: Upstroke strings without Drone

Green Keys

Manual downstroke/upstroke (not affected by Tremolo)

- A: Downstroke all strings
- B: Upstroke all strings

White Keys

Hammer-On/Pull-off

This is the fretting hand. To strum, hold down a White Key and play a technique from the Red, Purple Blue or Green key groups.

STRUM: EDIT Page



1 ► Tremolo

» Velocity Editor

Interactive editor for programming sequences; bar height equals velocity

» Steps

Change the amount of steps in sequence

» Speed

Adjust the tremolo speed

» Seq/Vel Blend

Adjust the balance between sequence velocity and MIDI velocity

» Timing Random

Adjust the amount of randomization of timing between steps

» Velocity Random

Adjust the amount of randomization of step velocity

2 ► Drone

» Volume

Adjust drone string volume

» Key

Set drone string tuning

3 ► Advanced

» Key Volume

Adjust key noise volume

» Tuning

Set open string tuning

» Tone Shift

Changes tonal-color based on the adjacent samples

» Release Volume

Adjust volume of key release sound

STRUM: EFFECTS Page



1 ► Convolver

- » **On/Off**
- » **IR**
Select an impulse response for the cabinet
- » **Mix**
Adjust the reverb mix amount

2 ► Equalizer

- » **On/Off**
- » **Low**
Adjust level of low frequency range
- » **Crossover Freq - Low/Mid**
Adjust low and mid band separation frequency
- » **Mid**
Adjust level of middle frequency range
- » **High**
Adjust level of high frequency range
- » **Crossover Freq - Mid/High**
Adjust high and mid band separation frequency

3 ► Thorus (Chorus)

- » **On/Off**
- » **Speed**
Adjust the chorus modulation speed
- » **Depth**
Adjust the modulation depth

4 ► Delay

- » **On/Off**
- » **Rate**
Adjust delay time (short to long)
- » **Feedback**
Adjust feedback amount
- » **Mix**
Adjust dry/wet mix amount
- » **LP**
Adjust high frequency roll off of the delay effect
- » **HP**
Adjust low frequency damping of the delay effect

5 ► Overdrive

- » **On/Off**
- » **Amount**
Adjust the amount of drive

6 ► Phasor (Phaser)

- » **On/Off**
- » **Speed**
Adjust the phaser speed
- » **Feedback**
Adjust the feedback amount
- » **Depth**
Adjust the effect depth

7 ► Reverb

- » **On/Off**
- » **Size**
Adjust the size of the reverb space
- » **Decay**
Adjust the decay time of the reverb
- » **Low Decay**
Adjust the low decay multiplier
- » **High Decay**
Adjust the high decay multiplier
- » **Mix**
Adjust dry/wet mix amount

KEYS: MAIN Page



1 ▶ Page Navigation

Navigate between 3 pages of controls:
Main, Edit and Effects

2 ▶ Microphones

- U67 - mono signal
- BK - stereo signal
- RVR - stereo ambient

» ON/OFF

Power mic(s) on/off

» Volume

Adjust the level of the mic(s)

3 ▶ Play Technique

Indicates the technique or style used to play the current patch

4 ▶ Velocity

Adjust the amount of MIDI velocity that affects the note's volume and timbre

MIDI Mapping – Picking Techniques for KEYS



Purple Keys

Pick Drone string only

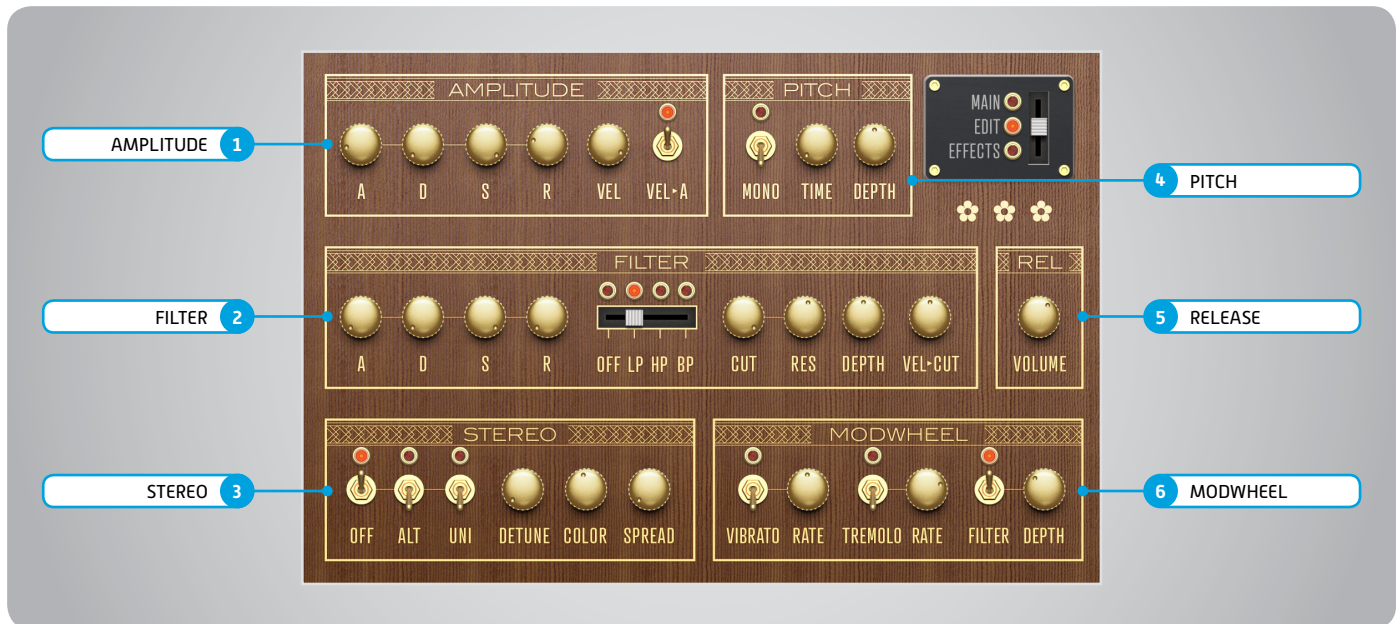
Blue Keys

Extended playing range of the instrument (varies depending on style loaded)

White Keys

Natural playing range of the instrument

KEYS: EDIT Page



1 ► Amplitude

- » **ADSR**
Typical Attack/Decay/Sustain/Release envelope control for amplitude
- » **Velocity**
Adjust the amp velocity sensitivitiy
- » **Vel > Atk**
Remaps Attack to Note Velocity

2 ► Filter

- » **ADSR**
Typical Attack/Decay/Sustain/Release envelope control for filter
- » **Mode**
Multimode filter can be set to low-pass (LP), band-pass (BP), or high-pass (HP)
- » **Cutoff**
Filter cutoff frequency
- » **Resonance**
Filter's resonance amount
- » **Depth**
Adjust the amount that the envelope modulates the filter
- » **Velocity > Cut**
Remaps Filter Cutoff to Note Velocity

3 ► Stereo

- » **Mode**
Change the stereo mode of the voicing:
Off, Alternate (pan), or Unison
- » **Detune**
Unison mode only: detunes layers
- » **Color**
Changes tonal-color based on the adjacent samples
- » **Spread**
Adjust the stereo width

4 ► Pitch

- » **Mono**
Switch between mono and poly modes
- » **Time**
Sets the glide time
- » **Depth**
Sets the depth in semitones of pitch envelope when in poly mode

5 ► Release

- » **Release Volume**
Adjust volume of key release sound

6 ► Modwheel

- » **Power/Amount**
Easily route your controllers Modwheel to control common parameters such as Vibrato, Tremolo and Filter Depth

KEYS: EFFECTS Page



1 ► Convolver

- » **On/Off**
- » **IR**
Select an impulse response for the cabinet
- » **Mix**
Adjust the reverb mix amount

2 ► Equalizer

- » **On/Off**
- » **Low**
Adjust level of low frequency range
- » **Crossover Freq - Low/Mid**
Adjust low and mid band separation frequency
- » **Mid**
Adjust level of middle frequency range
- » **High**
Adjust level of high frequency range
- » **Crossover Freq - Mid/High**
Adjust high and mid band separation frequency

3 ► Thorus (Chorus)

- » **On/Off**
- » **Speed**
Adjust the chorus modulation speed
- » **Depth**
Adjust the modulation depth

4 ► Delay

- » **On/Off**
- » **Rate**
Adjust delay time (short to long)
- » **Feedback**
Adjust feedback amount
- » **Mix**
Adjust dry/wet mix amount
- » **LP**
Adjust high frequency roll off of the delay effect
- » **HP**
Adjust low frequency damping of the delay effect

5 ► Overdrive

- » **On/Off**
- » **Amount**
Adjust the amount of drive

6 ► Phasor (Phaser)

- » **On/Off**
- » **Speed**
Adjust the phaser speed
- » **Feedback**
Adjust the feedback amount
- » **Depth**
Adjust the effect depth

7 ► Reverb

- » **On/Off**
- » **Size**
Adjust the size of the reverb space
- » **Decay**
Adjust the decay time of the reverb
- » **Low Decay**
Adjust the low decay multiplier
- » **High Decay**
Adjust the high decay multiplier
- » **Mix**
Adjust dry/wet mix amount

Preset List

STRUM

All Strings in G
Drone in G
High String in A
Low String in E
Processed All Strings in F
Processed Drone in C
Processed High String in E
Processed Low String in E

KEYS - Bow

Bow Spiccato
Bow
Dulci Madre
Jean Nagoya
Medieval
New Age Bow
Raw Spiccato
Saturation
Shortyphonic
Solo Clean
Solo Harsh
Space Indigo
Sweepoya
Yanni Bows

KEYS - Pick








Basic All Strings
Basic High String
Basic Low String
Hard Driving
One Corda Pluck
Palm Muted
Palm Pizz
Phasor All
PizzicaLow
Raw All Strings
Raw High String
Raw Low String
Space Bendir
Static Crunch
Steel Drums Style
Thorus High
Toy Pianoish
Upright Keys

KEYS - Stick

Basic Sticks
Fanta Stick
Hybrid Phase
Nagoya Moon
Piano Break
Raw Sticks
Space Cave
Very Dark
Xotic
Xpressions

Links

UVI

Home	uvi.net/ 
Soundbank Installation Guide	installing_uvi_soundbanks_en.pdf 
UVI Workstation User Guide	uviworkstation_user_guide_en.pdf 
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NAGOYA HARP

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

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Alain J Etchart
Floriane Palmkrantz

Software + Scripting

Olivier Tristan
Remy Muller

GUI + Design

Nathaniel Reeves

Documents

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UVI.NET