



# NAGOYA HARP

## Software User Manual

Software Version 1.0  
EN 171201

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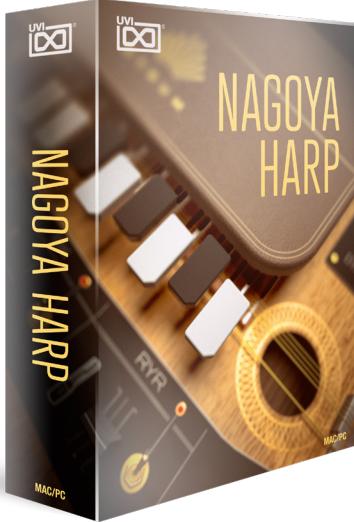
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## Introduction



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 Brüel & 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 taishōgoto 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

#### Green Keys

Manual downstroke/upstroke (not affected by Tremolo)

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

#### Purple Keys

Mute all strings

#### Blue Keys

Manual downstroke/upstroke (not affected by Tremolo)

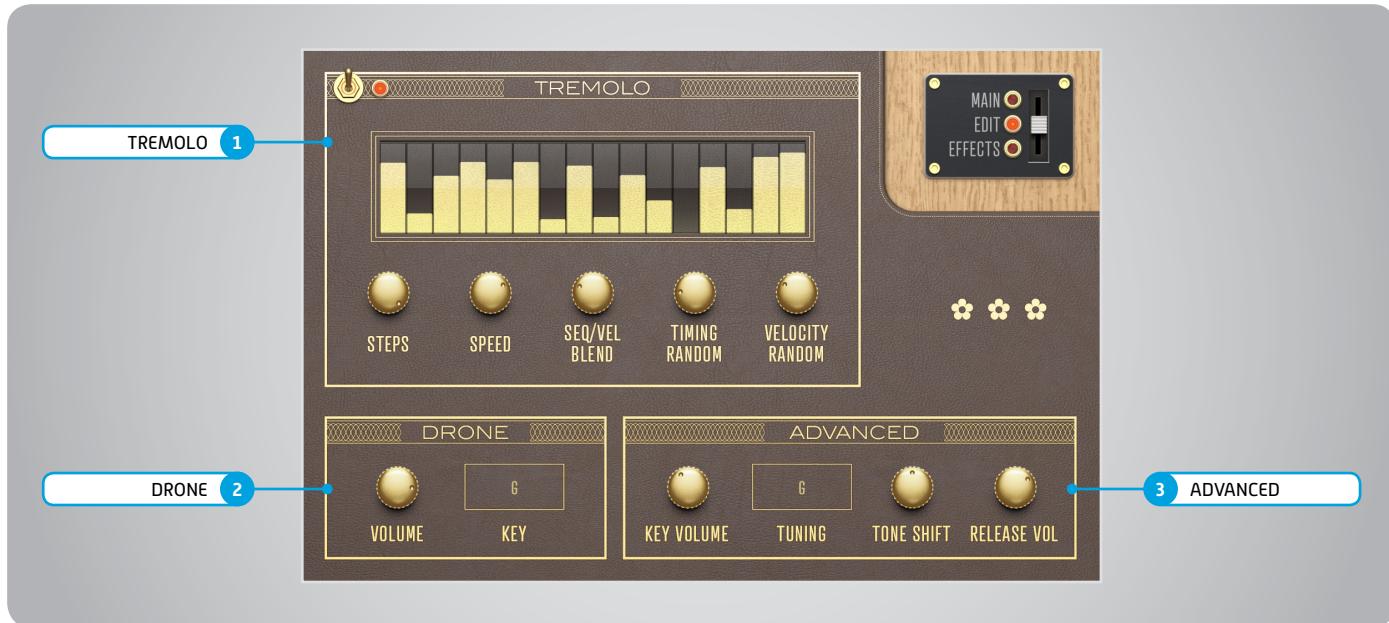
- F: Downstroke Drone string only
- F#: Downstroke strings without Drone
- G: Upstroke Drone string only
- G#: Upstroke strings without Drone

#### 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

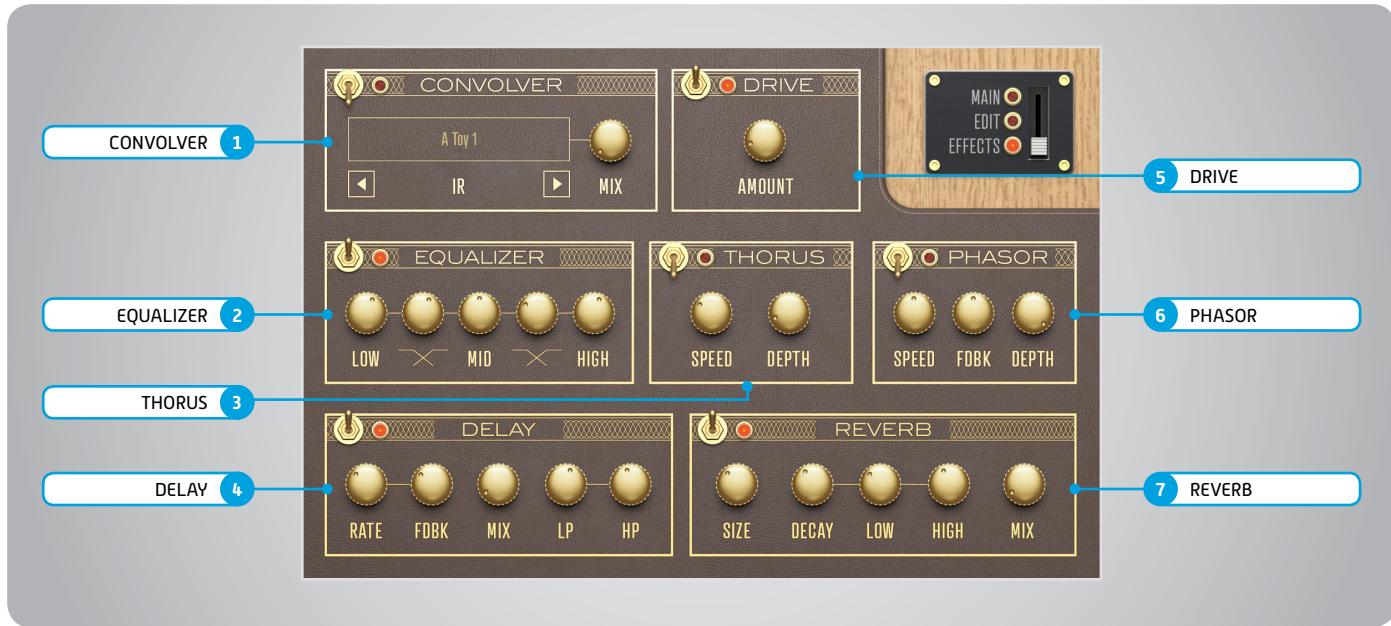
#### » Tone Shift

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
- RYR - 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

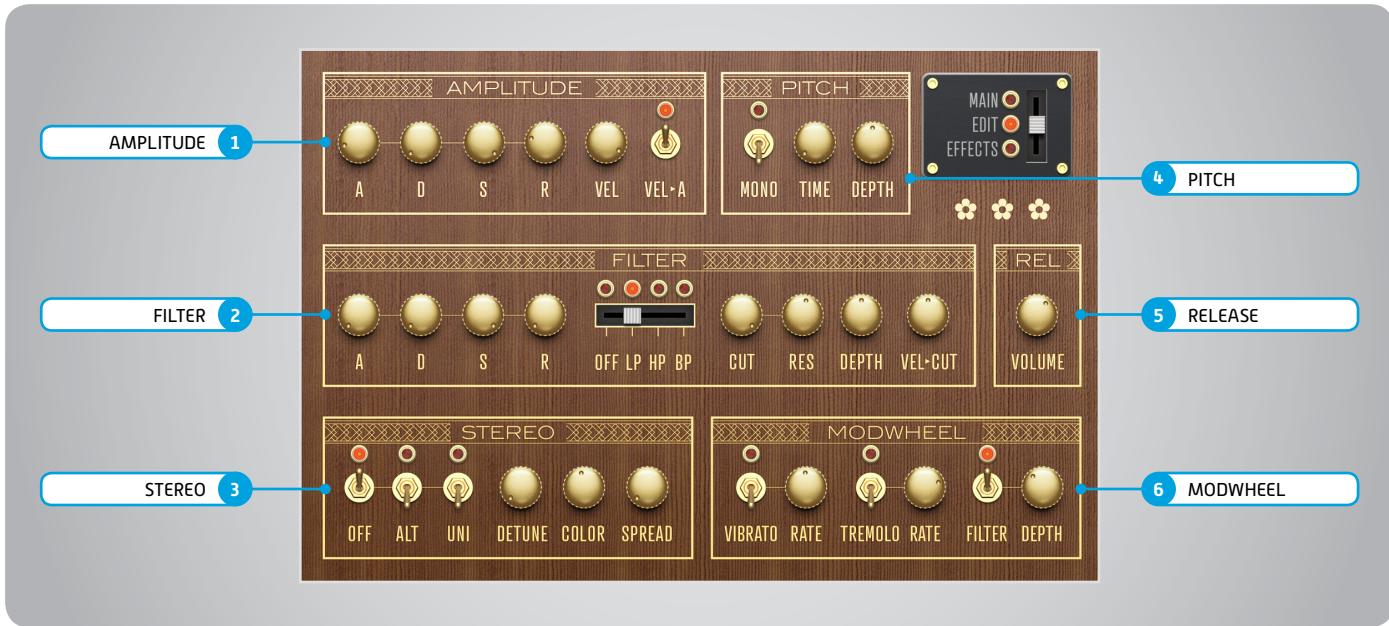
#### Blue Keys

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 sensitivity

#### » 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  
Saturations  
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

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### UVI

Home . . . . .	<a href="http://uvi.net/">uvi.net/</a> 
Soundbank Installation Guide . . . . .	<a href="http://installing_uvi_soundbanks_en.pdf">installing_uvi_soundbanks_en.pdf</a> 
UVI Workstation User Guide . . . . .	<a href="http://uviworkstation_user_guide_en.pdf">uviworkstation_user_guide_en.pdf</a> 
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# NAGOYA HARP

## Credits and Thanks

### Produced by UVI

### Recording / Editing / Sound Design

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Nathaniel Reeves

### Documents

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Garrett DeMartinis  
Kai Tomita



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