



Drone FX

Soundbank Manual

Software Version 1.0

EN200608

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Table of Contents

Introduction.....	4
User Interface	
Main.....	5
Edit	6
FX.....	7
Mod.....	8
Settings.....	9
Preset List.....	10
Sound Source List	12
Links.....	15
Credits and Thanks.....	16

Introduction



Drone - Texture and Atmosphere Designer

Designed for composers, sound designers, and musicians, Drone is a creative instrument that delivers constantly evolving textures and atmospheres, from deep and powerful low-end ambiances to rich and shimmering environments.

Outfit a dual-layer sample synth with hundreds of included long-format samples, turn them into mesmerizing textures with the IRCAM Granular engine, add depth, grit, and detail with built-in effects like Swarm, Feedback Loop and Harmonics, and easily craft movement to taste with a customizable XY controller, and Chaos or LFO modulators. Drone is a fully-featured tool expressly designed to create rich and detailed sonic environments and sound effects with endless movement and variety.

WORKFLOW

At a high-level Drone is a multilayer sample/granular synth with unison, feedback loop, harmonic modulator, manual and automated parameter animation, professional-quality bus effects, a 32-step gate sequencer, true surround sound engine*, and native MPE integration, fueled by an exclusive library of long-format samples designed specifically for drone and soundscape creation. Whether you're looking to quickly browse presets for inspiration or craft your own sound from concept, Drone's interface is structured to provide what you need when you need it.

SOUND EXPLORATION

The high-level MAIN page is the ideal place to browse presets, explore the included sample library, and make broad-stroke changes. When you're ready to dig deeper, the full range of controls are available in dedicated Edit, FX, Modulation and Settings pages.

DUAL SAMPLE/GRANULAR ENGINE

The EDIT page houses the full set of Source 1, and Source 2 sample layer controls, the XY pad, LFO/Chaos modulator, and the Swarm and Feedback Loop effects. Quickly browse the 500+ samples by category or hit the Randomize button until you find the perfect one, choose between conventional Sample or IRCAM Granular engines, adjust level, pitch, and attack and release times and shape.

XY ANIMATOR

The XY pad lets you manually control and animate your sound, and is a great tool for purposed sound design and cinematic movements. The Y axis controls the mix of per-voice effects (configurable on the FX page), while the X axis can blend Source 1 and 2 in a few different ways including typical crossfade and filtered modes.

CHAOS MODULATION

Directly below the XY pad is the Modulator, which provides automated motion to your sound in either the predictable XY LFO mode, or dynamic Chaos mode. In XY LFO mode, you have a fully-customizable LFO for each axis, with variable shape, speed and depth, with unipolar/bipolar range and switchable phase. Chaos mode animates the XY position randomly, using only Speed and Depth inputs, which can make fantastic automation targets.

SWARM AND FEEDBACK

Below the Source 1 and Source 2 editors are Swarm and Feedback Loop. Swarm is a Unison voice effect, providing up to 8 voices and a range up to 48 semitones. Feedback Loop allows from subtle to infinite looping with Frequency Shifting, Delay Time and Drive contribution, capable of creating incredible depth and variety over time.

POWERFUL EFFECTS

The FX page is divided into two sections, Keygroup Effects (top), and Bus Effects (bottom). Keygroup effect level is controlled by the Y-axis of the XY pad (visible at the top of the page). Three effects are available including Distortion, Harmonics, and Filter, and their sequence can be changed using the (<>) arrows.

GATE SEQUENCER

The MOD page features a capable Gate sequencer, allowing you to create sequences up to 32-steps long. Independently set the sequence speed, shape (smooth), and depth. The sequence can run freely or in retrigger mode, and a large collection of presets is included. Pitchbend depth and Modwheel mapping for conventional controller keyboards can be configured at the bottom of the page.

EXPRESSIVE CONTROL

The SETTINGS page is arranged in 3 sections: Program, MPE, and Pan. In 'Program' you can adjust the global polyphony, velocity curve, root note, and assign velocity as a modulator for Gain, Filter, Harmonics or Distortion. In 'MPE' you can control parameters for X, Y, and Z channels, setting semitone range for X, and mappings for Y and Z. In 'PAN' you can set the panning for each channel based on the instrument configuration (stereo, quad, or 5.1*).

SOUNDS, DESIGNED

At the heart of Drone is an exclusive sound library created by UVI and the renowned sound design Nicolas Becker (movie credits incl. Gravity, Arrival and Ex-Machina) arranged into 4 categories, Acoustic, Digital, Organic, and Synthetic.

A deep and inspiring sound design tool with endless potential for evolving soundscapes, detailed textures, and evocative ambiance, Drone is a unique and powerful instrument perfect for film, games, music and more.

* Quad and 5.1 Surround available only in Falcon

Minimum System Requirements

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

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

User Interface - Main



1 ▶ Global Presets

Select a global preset from the pull-down menu or browse them with the Prev/Next buttons

- » **Save**
Saves current settings as a new patch to recall later
- » **Load**
Recall saved patches

Note: Patches are saved in XML format, which can only be loaded using the Save/Load functionality on the interface

2 ▶ Pages

Change current page: Main, Edit, FX, Mod and Settings

3 ▶ Master Volume

Set the Output Gain

4 ▶ Source Control

- » **Power**
Activate the source layer
- » **Sound Source**
Click to choose a sample from the menu or use the left/right arrows
- » **Randomize**
Randomize the sample
- » **Undo**
Undo randomize (up to 10 times)
- » **Gain**
Set the volume of the sound
- » **Pitch**
Set the pitch of the sound

5 ▶ XY Control

- » Click-drag the display to changes Source Blend and FX Mix
- » **Source Blend**
Set the Source Blend
- » **FX Mix**
Set the mix balance of the Keygroup FX

6 ▶ Swarm

- » **Power**
Enable Swarm control
- » **Swarm**
Set the Swarm percentage
More detailed controls in Edit Page

7 ▶ Feedback Loop

- » **Power**
Enable Feedback Loop control
- » **Feedback**
Set the Feedback Loop percentage
More detailed controls in Edit Page

8 ▶ Modulation

- » **Power**
Activates Dual LFO or Chaos modulation of the XY pad
- » **Mode**
Click to choose the modulation mode: XY LFO or Chaos
More detailed controls in Edit Page

User Interface - Edit



1 Source Control

- » **Power, Sound Source, Randomize, Undo, Gain, Pitch**
Please see previous page
- » **Mode**
Click to select the Sample or IRCAM Grain mode
- » **Pos - IRCAM Grain only**
Determine the playback position in the sample
- » **Size - IRCAM Grain only**
Sets the duration of the grains
- » **Density - IRCAM Grain only**
Determines how many grains will be played at once
- » **Variation - IRCAM Grain only**
Adds randomization to the pitch of each grain
- » **Velocity to Envelope**
Click the "VEL" to enable velocity control over EG (Higher velocity = short attack and release)
- » **Attack Time**
Click-drag to set the attack time of the sound
- » **Attack Curve**
Click-drag to set the attack curve of the sound
- » **Release Curve**
Click-drag to set the release curve of the sound
- » **Release Time**
Click-drag to set the release time of the sound

2 Blend Mode

Click to set the Source Blend Mode: Volume, LP/HP, and HP/LP

3 Swarm

- » **Power**
Enable Swarm control
- » **Swarm**
Set the Swarm percentage
- » **Voices**
Set the unison voice up to 8
- » **Pitch**
Set the unison pitch up to +48 semitones

4 Feedback Loop

- » **Power**
Enable Feedback Loop control
- » **Feedback**
Set the Feedback Loop percentage
- » **Frequency Shift**
Set the frequency shifting rate
- » **Time**
Set the delay time
- » **Drive**
Set the drive amount

5 Modulation

- » **Power**
Activates Dual LFO or Chaos modulation of the XY pad
- » **Sync**
Click the metronome switch to enable tempo sync mode
- » **Mode**
Click to choose the modulation mode: Dual LFO or Chaos
- » **Shape - XY LFO Mode only**
Click and drag to change the LFO waveform
- » **Speed**
Set the LFO/Modulation speed - frequency in free mode and time division in sync mode
- » **Depth**
Set the LFO/Modulation depth
- » **Range - XY LFO Mode only**
Click to set the waveform range: unipolar or bipolar
- » **Phase - XY LFO Mode only**
Click to set the LFO waveform phase: normal or invert

User Interface - FX



1 ▶ XY Control

- » **Source Blend**
Set the Source Blend
- » **FX Mix**
Set the mix balance of the Keygroup FX

2 ▶ Keygroup FX Global

- » **Power**
Click to enable the effect
- » **Effect Order**
Click arrow switches (< >) to change effect sequence

3 ▶ Distortion

- » **Mode**
Set the distortion mode: Tube, Tape and Fuzz
- » **In**
Set the input gain of the effect
- » **Drive**
Set the drive amount
- » **Out**
Set the output level of the effect

4 ▶ Harmonics

- » **Level**
Click-drag to set the level per harmonic
- » **Reset**
Click to reset all harmonic level to initial
- » **LFO Frequency**
Click-drag to set the LFO rate per harmonic

5 ▶ Filter

- » **Mode (LP/HP)**
Set the filter mode: Low-Pass or High-Pass
- » **Frequency**
Set the filter cutoff frequency
- » **FX**
Set the filter modulation depth

6 ▶ Equalizer

- » **Power** - Click to enable the effect
- » **HP**
Dedicated high pass filter to adjust the low energy of the sound
- » **EQ Gain**
Adjust the level of each EQ band, High, Mid and Low
- » **LP**
Dedicated low pass filter to adjust the brightness of the sound

7 ▶ Tape Delay

- » **Power** - Click to enable the effect
- » **Sync**
Click the metronome switch to enable tempo sync mode
- » **Time**
Set the delay time
- » **Sat**
Adjust the saturation amount
- » **Mix**
Set the dry/wet balance

8 ▶ Sparkverb

- » **Power** - Click to enable the effect
- » **Size**
Adjust the size of the reverb space
- » **Decay**
Adjust the decay time of the reverb
- » **Lo**
Adjust the low decay multiplier
- » **Hi**
Adjust the high decay multiplier
- » **Mix**
Set the dry/wet balance

9 ▶ Limiter

- » **Power** - Click to enable the effect
- » **Threshold**
Adjust the level at which the limiter engages

User Interface - Mod



1 ▶ XY Control

» Source Blend

Set the Source Blend

» FX Mix

Set the mix balance of the Keygroup FX

2 ▶ Gate Sequencer

» Target

Click the power switch to set the Gate target, Source 1 and Source 2 or both

» Gate

Set the gate amount per-step

» Steps

Change the number of gate steps [1-32]

» Speed

Change the step duration [1/64 - 1/1]

» Smooth

Time to activate step with a smooth transition

» Depth

Adjust the Gate depth

» Link Switch

Link the gate steps by x1, x2, x3 and x4

» Gate Presets

Click to choose a gate sequence preset from the menu or use the left/right arrows below to cycle through

3 ▶ Pitchbend

» Semitones

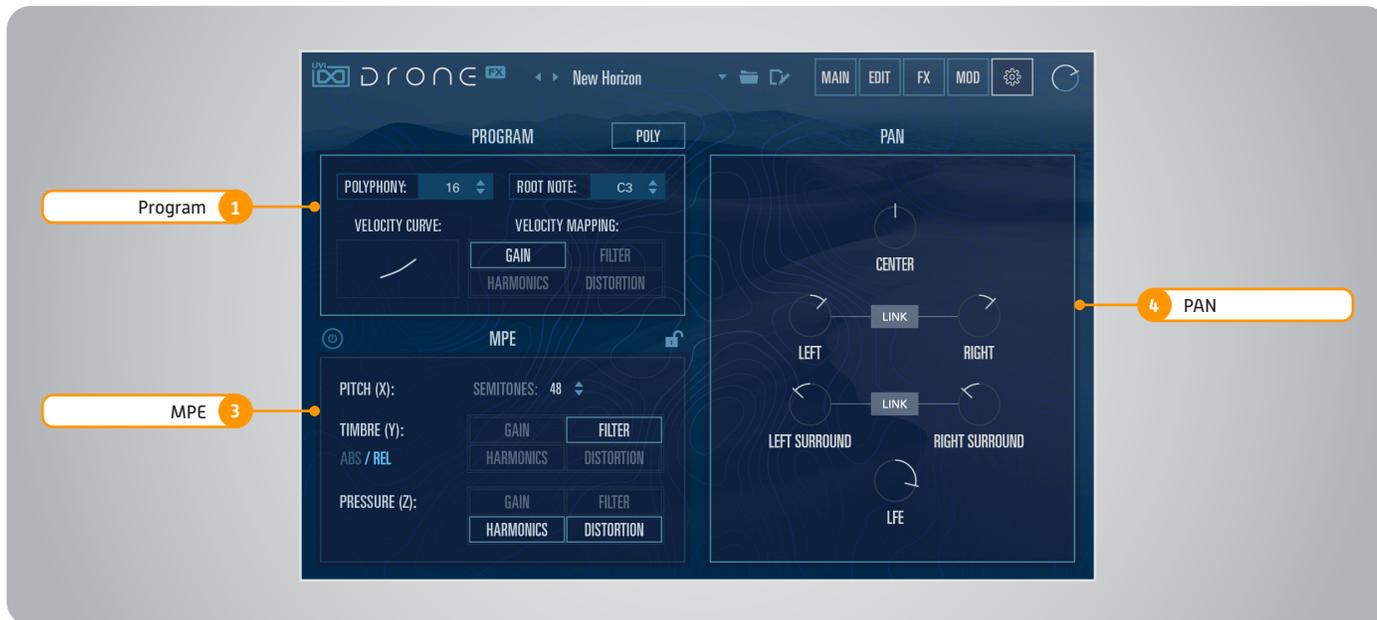
Set the pitchbend range

4 ▶ Modwheel

» Target

Click to select the parameter to route your controllers Modwheel

User Interface - Settings



1 ▶ Program

- » **MONO/POLY Mode**
Click set the polyphony mode: MONO or POLY
- » **Polyphony - Poly Mode**
Set the voice polyphony
- » **Glide Time - Mono Mode**
Set the portamento time
- » **Root Note**
Set the root note of the sound
- » **Velocity Curve**
Adjust the shape of the velocity curve
- » **Velocity Mapping**
Set the velocity modulation target: Gain, Filter, Harmonics and Distortion

2 ▶ MPE

- » **Power**
Click to enable the MPE function
- » **Lock**
Click to keep the MPE settings while changing presets
- » **Pitch (X)**
Set the X axis message (pitchbend range) of the MPE controller
- » **Timbre (Y)**
Set the Y axis message (Gain, Filter, Harmonics and Distortion) of the MPE controller
- » **ABS/REL**
Set the controller message type (Absolute / Relative) of the Y axis message
- » **Timber (Z)**
Set the Z axis message (Gain, Filter, Harmonics and Distortion) of the MPE controller

3 ▶ PAN

- » **Left**
Adjust the level of the left channel
- » **Right**
Adjust the level of the right channel
- » **Width - Stereo Mode only**
Adjust the stereo width left and right channel
- » **Left Surround - Quad & 5.1 Mode**
Adjust the level of the left surround channel
- » **Right Surround - Quad & 5.1 Mode**
Adjust the level of the right surround channel
- » **Link - Quad & 5.1 Mode**
Link the left and right channel or Link the left and right surround channel
- » **Center - 5.1 Mode**
Adjust the level of the center channel
- » **LFE - 5.1 Mode**
Adjust the level of the LFE channel

* Quad and 5.1 Surround available only in Falcon

Preset List

Default Preset

Classic Drones

An Exploration
Ancient Tomb
Apocalyptic
Aurora Borealis
Bowed Strings
Calm Before Storm
Carbon Dioxide
Chaos Theory
Contemplating
Corals
Cosmology
Distorted Organ
Dream Comes False
Earthshaking Organ
Electronic Bow
Extinct Species
Fading Light
Ghosts Stories
Inner Self
Living Machine
Low Lead
Magnetic Field
Mirage
Music Of The Spheres
Orbital Resonance
Radiant Beauty
Rainbows
Solar Wind
Sostenuto
Spectrum
Street Lamps
Synthetic Voice
Third Dimension
Train Station

Crystal Clear

A Night In The Arctic
Apeiron
Big Blue Sky
Call Of The Cold
Crystal Structure
Crystallia
Elegant
Ending
Headlights
Inquisition
Luminous Beings
Mermaid Voice
Moonlight Shadow
New Horizon
Northern Lights
Organized
Peaceful Sleep
Rest
Seven Seas
Sine Die
Steeldrum
Unicum
Vintage Organ

Dark & Gritty

Avalon Mist
Bad Dream
Beauty Chaos
Beyond The Pines
Bouncing Heart
Brise
Broken Memory
Control Room
Dark City
Extremely Harsh
Feeling
Foundry
Haunted Cave
High Voltage
Horrific Whispers
Larsen
Machine Reset
Maximum Drive
Metamorphosis
Phase
Polar Circle
Presagus
Quatuor
Rainy Day
Riots
Robot Roar
Solenne
Something Strange
Swarming
Uncanny Factory
Underground
Venom

Elementary

Asteroid Belt
Big City Life
Biome
Boiling
Breezes
Bubble Synth
Forest Breath
In Darkness
Insects
Internal Organ
Lost Harbor
Moonlight By The Sea
Ocean Current
Otoh Gunga
Quicksands
Rattlesnake
Reminiscence
Rolling Tube
Rooting
Sleepy Breathing
Slow Waves
Terraforming
Thalassa
Urban Nature

Evolving Synths

RETRO Gaming Attack
Angel Iron
Chicken Bells
Churchy Synth
Dancing Star
Dancy Synth
Dark Synth
Delicate Enson
Dreamy
Elegant Brass
Enchances
Far Brass
Flangering Dream
Frozen Organ
Frozen Saw
Geode Cave
H-1
Horror Hall
Hydra
Interference
J-No
LA A110
Light Organ
Los Angeles 2049
Machine Strings
Magnetic Brass
Majestic Nebula
Meditation
Otherworldly Organ
Pad Lumiere
Piano Stardust
Pong Echo
Rolling Tube
Shark Tooth
She's The Lead
Shiny One
Simple Full & Soft
Simple Pluck
Sinus Step
Soft Glass Pad
Sonar Hope
Steel Bubbles
Subisofti
Terminal Signal
Thin Saw
Transformers Call
Tuned Percs
Visualisation
Vital Organ
Wind Dream

Granularity

Analog Feel
Alien Forest
Atonal Cycle
Binary Code
Black Pearls
Brain Cells
Chaotic Brass
Chorus Ant
Dark World
Eupodophis
Evil Caterpillars
Frozen Time
Granularity
Miscommunication
Molecule
Rings Of Saturn
Still Nature
Strange Feeling
Tape Looped Flute
Unclassical Guitar

Low Rumble

Anxiousness
Apeiron
Crime Scene
Crisis
Drowned
Electrocute
Friction
Golem
Haumea
Into Deep
Last Morning
Low Cluster
Malfunction
Miner
Mourne
Movement
Orchestral Mayhem
Power Supply
Roots
Slow Truck
Submarine
Thundercloud
Urban Inquietude
Wormhole

Preset List

Motion

Alarm
Ambient Blocks
Analog Pulse
Bending Spoons
Buzzz
Corners
Cymbalic Cluster
Discovery
Disruption
Distantly
Dystopian
Electric Motion
End
Freezing
Galopping
Giant Creature
Grain Gates
Horrific Rise
In Motion
Inquietus
Insider
Lost
Low Motion
Lurker
Lyric Rise
Morning
Moving Voices
Orbitalis
Orchestral Distortion
Oscillate
Philip's Glass
Pulsations
Pursuit
Regular Synth
Resonating Movement
Roaming
Sentient
Silver Sea
Slow Burn
Sphere
Synthetism
Synthform
The Hunt
Train At The Gate
Waiting
Water Temple
Wavy

Swarm

Break Dawn
Clustered Echoes
Cursed Home
Earthquake
Evil Choir
Film Noir
Ghost Town
Iridium
Lair
Messy Orchestra
Midges Choirs
Noise Sweep
Ophidians
Phantom Planets
Plagues
Rabbit Hole
Sanctuary
Slow Beating
Spirits
Synth Vox
The Ghost Whistler

Unusual Orchestral

Break Dawn
Augmented Strings
Big Brass Ensemble
Bowed Cymbal & Strings
Clarinet & Tuba
Complex Feelings
Contrebasse
Crystal Flute
Do Not Breath
Ensemble
Fragile Violin
Growling Brass
Imperator
Intensity
Into The Woods
Low Brass
New Dawn
Opening
Powerful Strings
Soft Horns
Solo Cello
Spiritual
Thunder Brass
Trumpet & Violin
Tutti

MPE Devices

MPE Blurry Line
MPE Broken Ice
MPE Coral Creature
MPE Crystal Clarinet
MPE Dangerous Times
MPE Distorted Atmos
MPE Electr-o-vertones
MPE Elsewhere
MPE Imaginary Circle
MPE Multidimensional
MPE Playful Synth
MPE Reinforcement
MPE Shipwreck
MPE Shoreless Ocean
MPE Soft Memories
MPE Suburban
MPE Supercluster
MPE Tremo-Low
MPE Underground
MPE White Keys
MPE Wonderful Strings

Sound Sources List

Acoustic

Autoharp

- Autoharp 01
- Autoharp 02
- Autoharp 03

Bowed Metal

- Bowed Cymbal 01
- Bowed Cymbal 02
- Bowed Cymbal 03
- Bowed Cymbal 04
- Bowed Cymbal 05
- Bowed Cymbal 06
- Bowed Cymbal 07
- Bowed Cymbal 08
- Bowed Cymbal 09
- Bowed Cymbal 10
- Bowed Gong 01
- Bowed Gong 02
- Bowed Gong 03
- Bowed Gong 04

Crystal Bowl

- Crystal Bowl 01
- Crystal Bowl 02
- Crystal Bowl 03
- Crystal Bowl 04
- Crystal Bowl 05
- Crystal Bowl 06
- Crystal Bowl 07
- Crystal Bowl 08
- Crystal Bowl 09
- Crystal Bowl 10
- Crystal Bowl 11
- Crystal Bowl 12
- Crystal Bowl 13
- Crystal Bowl 14
- Crystal Bowl 15

Feedback Loop Bass

- Fdbk Loop Bass 01
- Fdbk Loop Bass 02
- Fdbk Loop Bass 03
- Fdbk Loop Bass 04
- Fdbk Loop Bass 05
- Fdbk Loop Bass 06
- Fdbk Loop Bass 07
- Fdbk Loop Bass 08
- Fdbk Loop Bass 09
- Fdbk Loop Bass 10
- Fdbk Loop Bass 11
- Fdbk Loop Bass 12
- Fdbk Loop Bass 13
- Fdbk Loop Bass 14
- Fdbk Loop Bass 15
- Fdbk Loop Bass 16
- Fdbk Loop Bass 17
- Fdbk Loop Bass 18
- Fdbk Loop Bass 19
- Fdbk Loop Bass 20
- Fdbk Loop Bass 21
- Fdbk Loop Bass 22
- Fdbk Loop Bass 23
- Fdbk Loop Bass 24

Feedback Loop Guitar

- Fdbk Loop Guit 01
- Fdbk Loop Guit 02
- Fdbk Loop Guit 03
- Fdbk Loop Guit 04
- Fdbk Loop Guit 05
- Fdbk Loop Guit 06
- Fdbk Loop Guit 07
- Fdbk Loop Guit 08
- Fdbk Loop Guit 09
- Fdbk Loop Guit 10
- Fdbk Loop Guit 11
- Fdbk Loop Guit 12
- Fdbk Loop Guit 13

Guitar Ebow

- Guitar Ebow 01
- Guitar Ebow 02
- Guitar Ebow 03
- Guitar Ebow 04
- Guitar Ebow 05

Guitar Harmonics

- Guit Harmo 01
- Guit Harmo 02
- Guit Harmo 03
- Guit Harmo 04
- Guit Harmo 05
- Guit Harmo 06
- Guit Harmo 07
- Guit Harmo 08
- Guit Harmo 09

Harmonium

- Harmonium Dry 01
- Harmonium Dry 02
- Harmonium Fx 01
- Harmonium Fx 02

Harp Zen

- Harp Zen Dry 01
- Harp Zen Dry 02
- Harp Zen Dry 03
- Harp Zen Dry 04
- Harp Zen Dry 05
- Harp Zen Dry 06
- Harp Zen Dry 07
- Harp Zen Fx 01
- Harp Zen Fx 02
- Harp Zen Fx 03
- Harp Zen Fx 04
- Harp Zen Fx 05
- Harp Zen Fx 06
- Harp Zen Fx 07
- Harp Zen Noise 01
- Harp Zen Noise 02
- Harp Zen Noise 03
- Harp Zen Noise 04
- Harp Zen Noise 05
- Harp Zen Noise 06

Horror Box

- Horror Box Dry 01
- Horror Box Dry 02
- Horror Box Dry 03
- Horror Box Dry 04
- Horror Box Dry 05
- Horror Box Dry 06
- Horror Box Dry 07
- Horror Box Dry 08
- Horror Box Dry 09
- Horror Box Dry 10
- Horror Box Fx 01
- Horror Box Fx 02
- Horror Box Fx 03
- Horror Box Fx 04
- Horror Box Fx 05
- Horror Box Fx 06
- Horror Box Fx 07
- Horror Box Fx 08
- Horror Box Fx 09
- Horror Box Fx 10
- Horror Box Fx 11
- Horror Box Fx 12
- Horror Box Fx 13
- Horror Box Fx 14
- Horror Box Fx 15

Om

- Om 01
- Om 02
- Om 03
- Om 04
- Om 05

Orchestral

- Motor 01
- Bassoon 01
- Bassoon 02
- Brass Ensemble
- Cello 01
- Cello 02
- Cello 03
- Choir Ahs
- Choir Ehs
- Choir Ihs
- Choir Ohs
- Clarinet 01
- Clarinet 02
- Clarinet 03
- Double Bass 01
- Double Bass 02
- Flute 01
- Flute 02
- Flute 03
- Flute 04
- Flute 05
- French Horn 01
- French Horn 02
- French Horn 03
- French Horn 04
- Grand Piano Bow
- Grand Piano Ebow
- Grand Piano Elec
- Guitar
- Oboe
- Orchestra 01
- Orchestra 02
- Organ Flute
- Organ Soft
- Organ Tutti
- Piano Pleyel Bow
- Piano Pleyel Std
- Sax Alto 01
- Sax Alto 02
- Sax Alto 03
- String Ensemble
- Trombone
- Trumpet 01
- Trumpet 02
- Trumpet 03
- Tuba 01
- Tuba 02
- Viola 01
- Viola 02
- Violin 01
- Violin 02
- Violin 03
- Violin 04
- Violin 05
- Violin 06

Orchestral FX

- Brass Growl 01
- Brass Growl 02
- Brass Low 01
- Brass Low 02
- Brass Low 03
- Brass Low 04
- Brass Low 05
- Brass Phrase 01
- Brass Phrase 02
- Brass Phrase 03
- Brass Phrase 04
- Brass Phrase 05
- Processed Vox 01
- Processed Vox 02
- Strings Cluster 01
- Strings Cluster 02
- Strings Cluster 03
- Strings Cluster 04
- Strings Cluster 05
- Strings Cluster 06
- Strings Low 01
- Strings Low 02
- Strings Low 03
- Strings Low 04
- Strings Low 05
- Strings Phrase 01
- Strings Phrase 02
- Strings Tremolo
- Voices Cluster 01
- Voices Cluster 02
- Voices Cluster 03

Piano Ebow

- Piano Ebow 01
- Piano Ebow 02
- Piano Ebow 03
- Piano Ebow 04
- Piano Ebow 05
- Piano Ebow 06
- Piano Ebow 07
- Piano Ebow 08
- Piano Ebow 09
- Piano Ebow 10
- Piano Ebow 11
- Piano Ebow 12
- Piano Ebow 13
- Piano Ebow 14
- Piano Ebow 15
- Piano Ebow 16

Theremine

- Theremine 01
- Theremine 02
- Theremine 03

Waterphone

- Waterphone 01
- Waterphone 02
- Waterphone 03
- Waterphone 04
- Waterphone 05
- Waterphone 06
- Waterphone 07
- Waterphone 08
- Waterphone 09
- Waterphone 10
- Waterphone 11
- Waterphone 12

Sound Sources List

Digital

Frozen Time

- Frozen Time 01
- Frozen Time 02
- Frozen Time 03
- Frozen Time 04
- Frozen Time 05
- Frozen Time 06
- Frozen Time 07
- Frozen Time 08
- Frozen Time 09
- Frozen Time 10
- Frozen Time 11
- Frozen Time 12
- Frozen Time 13
- Frozen Time 14
- Frozen Time 15
- Frozen Time 16
- Frozen Time 17
- Frozen Time 18
- Frozen Time 19
- Frozen Time 20
- Frozen Time 21
- Frozen Time 22
- Frozen Time 23
- Frozen Time 24
- Frozen Time 25
- Frozen Time 26
- Frozen Time 27
- Frozen Time 28
- Frozen Time 29
- Frozen Time 30
- Frozen Time 31
- Frozen Time 32
- Frozen Time 33
- Frozen Time 34
- Frozen Time 35
- Frozen Time 36
- Frozen Time 37
- Frozen Time 38
- Frozen Time 39
- Frozen Time 40

Glitch

- Glitch 01
- Glitch 02
- Glitch 03
- Glitch 04
- Glitch 05
- Glitch 06
- Glitch 07
- Glitch 08
- Glitch 09
- Glitch 10
- Glitch 11
- Glitch 12
- Glitch 13
- Glitch 14
- Glitch 15
- Glitch 16
- Glitch 17
- Glitch 18
- Glitch 19
- Glitch 20
- Glitch 21
- Glitch 22
- Glitch 23
- Glitch 24

Noise

- High Noise 01
- High Noise 02
- Low Noise 01
- Low Noise 02
- Medium Noise 01
- Medium Noise 02
- Medium Noise 03

Organic

Crackle

- Crackle 01
- Crackle 02
- Crackle 03
- Crackle 04
- Crackle 05
- Crackle 06
- Crackle 07
- Crackle 08
- Crackle 09
- Crackle 10
- Crackle 11
- Crackle 12
- Dirt 01
- Dirt 02
- Dirt 03
- Dirt 04
- Dirt 05

Electromagnetic

- Electromagnetic 01
- Electromagnetic 02
- Electromagnetic 03
- Electromagnetic 04
- Electromagnetic 05
- Electromagnetic 06
- Electromagnetic 07
- Electromagnetic 08
- Electromagnetic 09
- Electromagnetic 10
- Electromagnetic 11
- Electromagnetic 12
- Electromagnetic 13
- Electromagnetic 14
- Electromagnetic 15
- Electromagnetic 16
- Electromagnetic 17
- Electromagnetic 18
- Electromagnetic 19
- Electromagnetic 20

Low End

- Earthquake
- Heavy Wind
- Infra
- Low Brass 01
- Low Brass 02
- Underwater

Tonal Atmos

- Tonal Atmos 01
- Tonal Atmos 02
- Tonal Atmos 03
- Tonal Atmos 04
- Tonal Atmos 05
- Tonal Atmos 06
- Tonal Atmos 07
- Tonal Atmos 08
- Tonal Atmos 09
- Tonal Atmos 10
- Tonal Atmos 11
- Tonal Atmos 12

Urban

- Urban Atmos 01
- Urban Atmos 02
- Urban Atmos 03
- Urban Atmos 04
- Urban Atmos 05
- Urban Atmos 06
- Urban Atmos 07
- Urban Atmos 08
- Urban Atmos 09
- Urban Atmos 10
- Urban Atmos 11
- Urban Atmos 12
- Urban Atmos 13
- Urban Atmos 14
- Urban Atmos 15
- Urban Atmos 16
- Urban Atmos 17
- Urban Atmos 18
- Urban Atmos 19
- Urban Atmos 20
- Urban Atmos 21
- Urban Atmos 22
- Urban Atmos 23

Water

- Bubbles 01
- Bubbles 02
- Bubbles 03
- Bubbles 04
- Bubbles 05
- Water 01
- Water 02
- Water 03
- Water 04
- Water 05
- Water 06
- Water 07

Sound Sources List

Synthetic

Brassy

Double Brass
Filter Down
Horn Attack
LFO Brass
MOSS Brass
Obie One

Chords

Break Dawn
Caravan
CS80 Fifth
Deep 9th
Double Oscillator
Lyra Pad
Metal Five

Complex

Atonality
Brutal Synth
Chain Saw
Complex Lyra
Complex Osc
CSiren
Electric Buzz 01
Electric Buzz 02
Electric Buzz 03
Feedback
Huge Sync
Light Pulse Sync
Mad Driver
Menacing
Moving Bass
Pulse Drone
Sax Texture
Schmidt Drone

Evolving

Back to Feed
Bad Dream
Distotron
Dune
Feedback Osc
Freeze Pole
High Density
Interference
Little LFO
Modularity
Multi Crossing
Nebulus
Pad Evolve
Parasites
Polaroid
Puzzle
Ramp Up
Schmidt Move 01
Schmidt Move 02
Shimmering
Slow Move
Slow Volution
Sonar Pad
Space Lake
Steam Glass 01
Steam Glass 02
Synth Bubbles
Uphonix

Metal

Frantic Zone
Furious Mind
Hard Bells
Metal Pad
Metal Wind
Saw Metal
Slam Tone
Slow Glass
Warp Way

Noisy

Brass Noise
Buzz Tube 01
Buzz Tube 02
Chaophonic
Dark Ghost 01
Dark Ghost 02
HP Noise
Industrial
Lost CS
Lyra Hard Noisy
Lyra Soft Noisy
Windsor

Organ

Clarity
Deepness
Glass Organ
High Flute
Jazz B Organ
Leslie Soul
Pipes
Pulse Organ
Subby
Underground Org

Simple Wave

CS80 Hard Wave
CS80 Soft Wave
Electric Moon
Fat Saw
Hard Hit
Harsh Wood
Not So Simple
Pulsar
Pulse Wave 01
Pulse Wave 02
Radias Wave
Sawtooth
Schmidt Saw
Schmidt Wave
Simplyra 01
Simplyra 02
Sinus
Square
Straight CS
Triangle
Virus One
Virus Two
Wind Sub

Sweep

Cosmos Tech
Glassweep 01
Glassweep 02
Inverted
Little Sweep
Resonator
Slow HP Sweep
Streaming
Sweep Brass

Synth

Analog Bass
Big Lyra
Dark OSC
Duck Dancing
FM Bass
Glass Pad
Hoover
LFO Pad
Low Synth
Lyra Synth
Machine Strings
Mysostis
Octave Daft
Orchestra Synth
Pulse Clav
Soft Lead
Space Pad
Strings
Submarine 01
Submarine 02
Synth Bass
Synth Hook
Virus Five
Warm Pad

Vox

Air Vox
Desert Island
Ethereal Choir
Formant Choir
Horrority
Metalloid
Synth Vox
Unfairlighting
Vocaleidoscop
Vox Sourd

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DRONE

Credits and Thanks

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Olivier Tristan

GUI + Design

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita

Special Thanks

Florent Denizot
MidiLive (Yann No l)
Lucien Richardson
Studio Third (Alexandre Widmer)



UVI.NET