SOUL DRUMS

Soundbank Manual

Software Version 1.0
EN220410

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SOUL DRUMS

Introduction

Soul Drums
Modern Drums with Soul

MEET YOUR NEW DRUMMER

Soul Drums was designed to give you an immediate and inspiring drum partner, the perfect drum session anytime you need it, with advanced controls and a vintage soul, able to adapt to the changing needs of modern production.

MODERN SOUND, VINTAGE SOUL

An antithesis to the clean and clinical, Soul Drums echoes the greats of Motown with an old-meets-new foray, fusing the best of vintage and modern hardware and techniques with a forward-thinking design to create a drum instrument larger than the sum of its parts and unlike any other.

READY TO PLAY

Meticulously hand-crafted kit presets let you instantly change your sound from dry to fully-produced, and tailored to genre. Meanwhile over 1000+ of built-in patterns get you going instantly, with everything from '60s/'70s grooves and breakbeats to hip-hop, funk, jazz and much more.

DEEPLY EDITABLE

Soul Drums sounds amazing right out of the box, but for those that want full control it goes deep, offering extensive per-drum controls, 14 mixable mics, a fully-customizable bleed matrix, per-element send effects, a bus effects rack, full multi-out, and integrated mapping presets for most electronic drums.

INSTRUMENT

A PEDIGREE OF SOUL

Starting with a hand-picked selection of drums and microphones in Studio C at The Hit Factory, the Miami-recording studio of seminal greats like James Brown, Michael Jackson, Bob Marley and many more, Soul Drums was created with heritage at the forefront. We wanted an instrument that would embody the golden age of soul and allow a new generation to create within it.

DYNAMIC POSSIBILITIES

In order to make Soul Drums as versatile as possible multiple drum models were sampled. The bass drums were recorded using both felt and wood beaters, and all others recorded separately using both sticks and brushes. In addition to your choice of drum models and exciters, multiple play modes are available, with up to 9 velocity layers, and up to 6 round robins for a consistently natural and fluid sound.

AN EPIC UNDERTAKING

With Grammy award-winning engineer Eric Schilling at the helm, along with Bob Olhsson from the famous Motown Hitsville studio, over 150,000 samples played by legendary session drummer Joe Galdo were recorded through the original Neve 8078 console. Editing was a slow and painstaking process, taking time to explore different directions before finding the right balance and feature set. The end result is a reflection of many years of work by a dedicated and impassioned team of creatives.

INTUITIVE INTERFACE

Soul Drums comes arranged across 11 pages, with a global Mix page, editors for Bass, Snare, Hi Hats, Toms, Cymbals, Percussion and Ambience, along with FX, Preferences, and the Sequencer. Edit screens provide deep per-instrument control, including per-layer volume, pan, velocity, amplitude envelopes, high and low-pass filters, and effect sends including a tape delay emulation and IR-based reverb.

A MODERN TWIST

For those in need of a distinctly modern edge, a digital dub layer is available on the Bass, Snare, and Hi Hats instruments, giving you 150 add-on samples per element that can be substituted or blended in to taste, and further tweaked via their own editors, allowing you to create totally unique results.

ENTER THE MATRIX

At the bottom of each edit page is the secret weapon for huge drum sounds, a comprehensive mic bleed matrix, allowing you to manually adjust the mic bleed from each signal source to all other mics, while a global mic bleed level lets you manage the overall effect.

HAND-CRAFTED KITS

Soul Drums provides instant inspiration with hundreds of hand-crafted kits and sequences available to explore. Browse the kits and sequences together or discretely, and if you want to further develop or customize the patterns they can be easily drag-n-dropped to your DAW as MIDI.

STUDIO INTEGRATION

In addition to the built-in pattern player, Soul Drums can be easily driven via MIDI from your favorite sequencer or DAW. Soul Drums also has an integrated MIDI mapping matrix with presets for most popular electronic drum systems allowing you to play it live like the real thing.

.A deeply editable modern drum instrument with vintage roots and exceptional versatility, Soul Drums is a powerful, creative, and inspirational rhythm machine.

Minimum System Requirements
• Latest version of UVI Workstation or Falcon
• 12.7GB of disk space
For more information on the installation process, please refer to the document: Soundbank Installation Guide

SOUL DRUMS

User Interface - Mix

1 Presets
2 Sequencer
3 Pages
4 Part Control
5 Master Volume
6 Limiter
7 Preferences

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1 ▶ Presets

» **Presets –** Select preset via the drop-down menu or by using the ◀▶ arrows
» **Kit Only –** Enable to preserve your current sequencer settings when changing presets

Note: Since kits use a large number of samples there may be loading time. And the indicator will appears right of the logo while loading.

2 ▶ Sequencer

» **Play** - Click the ▶ button to play or stop the sequencer
NOTE: C7 note also trigger the sequence
» **Seq –** Click the button to access the Sequencer page

3 ▶ Pages

Change current page: Mix, and each drum part: Bass, Snare, Hi Hats, Toms, Cymbals, Percussion, Ambience and FX page

4 ▶ Part Controls

» **Power** ⏻ **–** Enable/disable the part
» **Indicator –** Small dot shows incoming MIDI activity
» **Solo –** Solo the part (same as on each part page)
» **Part Volume –** Adjust the part volume (same as on each part page)
» **Layer Level –** Show each layer level in the part

5 ▶ Master Volume

Set the Output Gain with stereo meter

6 ▶ Limiter

» **Power** ⏻ **–** Enable/disable the limiter
» **Threshold Amount** - Adjust the threshold level of the limiter

7 ▶ Preferences

Click to access the Preferences page where you can change the MIDI mapping, fine tune the velocity response, and switch between stereo and multi output mode

SOUL DRUMS

User Interface - Bass

1 ▶ Part Global

- » **Volume** - Adjust the part volume (same as on Mix page)
- » **Solo** - Solo the part
- » **Mute** - Mute the part
- » **Pan** - Adjust the stereo position of the part
- » **Level Meter** - Represent each layer level, BD1, BD2 and Digital
- » **Velocity** - Set the velocity sensitivity
- » **Compress** - Set the compression amount
- » **Pitch** - Set the pitch of the part
- » **Equalizer** - A dedicated 3 band EQ

2 ▶ Acoustic Layer

- » **Sample** - Change Samples via the drop-down menu or by using the ◀▶ arrows
- » **Layer Power** ⏻ - Enable/disable the layer
- » **Volume** - Adjust the volume per layer
- » **Attack** - Adjust Acoustic layers' envelope Attack time
- » **Hold** - Adjust Acoustic layers' envelope Hold time
- » **Decay** - Adjust Acoustic layers' envelope Decay time
- » **Drive Power** ⏻ - Enable/disable Drive effect per layer
- » **Drive** - Adjust the drive amount per layer
- » **HPF** - Set the cutoff frequency of High-pass filter per layer
- » **LPF –** Set the cutoff frequency of Low-pass filter per layer

3 ▶ Digital Layer

- » **Sample** - Change Samples via the drop-down menu or by using the ◀▶ arrows
- » **Layer Power** ⏻ - Enable/disable the layer
- » **Solo** - Solo the layer
- » **Volume** - Adjust the layer volume
- » **Pitch** - Adjust the pitch of the layer
- » **Attack** - Adjust the layer's envelope Attack time
- » **Decay** - Adjust the layer's envelope Decay time
- » **Drive** - Adjust the drive amount per layer
- » **Filter –** Set the cutoff frequency of the filter

4 ▶ Mic Bleed Matrix

- » **Power** ⏻ - Enable/disable the bleed signal
- » **Level** - Adjust the bleed level per available mics

5 ▶ Effect Sends

- » **Delay** - Set the send level per delay
- » **Reverb** - Set the send level per reverb

User Interface - Snare

1 ▶ Part Global

- » **Volume** - Adjust the part volume (same as on Mix page)
- » **Solo** - Solo the part
- » **Mute** - Mute the part
- » **Pan** - Adjust the stereo position of the part
- » **Level Meter** - Represent each layer level, SD1 , SD2 and Digital
- » **Velocity** - Set the velocity sensitivity
- » **Compress** - Set the compression amount
- » **Pitch** - Set the pitch of the part
- » **Equalizer** - A dedicated 3 band EQ

2 ▶ Acoustic Layer

- » **Sample** - Change Samples via the drop-down menu or by using the ◀▶ arrows
- » **Layer Power** ⏻ - Enable/disable the layer
- » **Volume** - Adjust the volume per layer
- » **Attack** - Adjust Acoustic layers' envelope Attack time
- » **Hold** - Adjust Acoustic layers' envelope Hold time
- » **Decay** - Adjust Acoustic layers' envelope Decay time
- » **Drive Power** ⏻ - Enable/disable Drive effect per layer
- » **Drive** - Adjust the drive amount per layer
- » **HPF** - Set the cutoff frequency of High-pass filter per layer
- » **LPF –** Set the cutoff frequency of Low-pass filter per layer

3 ▶ Digital Layer

- » **Sample** - Change Samples via the drop-down menu or by using the ◀▶ arrows
- » **Layer Power** ⏻ - Enable/disable the layer
- » **Solo** - Solo the layer
- » **Volume** - Adjust the layer volume
- » **Pitch** - Adjust the pitch of the layer
- » **Attack** - Adjust the layer's envelope Attack time
- » **Decay** - Adjust the layer's envelope Decay time
- » **Drive** - Adjust the drive amount per layer
- » **Filter –** Set the cutoff frequency of the filter

4 ▶ Mic Bleed Matrix

- » **Power** ⏻ - Enable/disable the bleed signal
- » **Level** - Adjust the bleed level per available mics

5 ▶ Effect Sends

- » **Delay** - Set the send level per delay
- » **Reverb** - Set the send level per reverb

User Interface - Hi Hats

1 ▶ Part Global

- » **Volume** - Adjust the part volume (same as on Mix page)
- » **Solo** - Solo the part
- » **Mute** - Mute the part
- » **Pan** - Adjust the stereo position of the part
- » **Level Meter** - Represent each layer level, Acoustic and Digital
- » **Velocity** - Set the velocity sensitivity
- » **Compress** - Set the compression amount
- » **Pitch** - Set the pitch of the part
- » **Equalizer** - A dedicated 3 band EQ

2 ▶ Acoustic Layer

- » **Layer Power** ⏻ - Enable/disable the layer
- » **Volume** - Adjust the layer volume
- » **Attack** - Adjust the envelope Attack time per layer
- » **Hold** - Adjust the envelope Hold time per layer
- » **Decay** - Adjust the envelope Decay time per layer
- » **Drive Power** ⏻ - Enable/disable the layer Drive effect
- » **Drive** - Adjust the drive amount
- » **HPF** - Set the cutoff frequency of High-pass filter per layer
- » **LPF –** Set the cutoff frequency of Low-pass filter per layer

3 ▶ Digital Layer

- » **Sample** - Change Samples via the drop-down menu or by using the ◀▶ arrows
- » **Layer Power** ⏻ - Enable/disable the layer
- » **Solo** - Solo the layer
- » **Volume** - Adjust the layer volume
- » **Pitch** - Adjust the pitch of the layer
- » **Attack** - Adjust the layer's envelope Attack time
- » **Decay** - Adjust the layer's envelope Decay time
- » **Drive** - Adjust the drive amount per layer
- » **Filter –** Set the cutoff frequency of the filter

4 ▶ Mic Bleed Matrix

- » **Power** ⏻ - Enable/disable the bleed signal
- » **Level** - Adjust the bleed level per available mics

5 ▶ Effect Sends

- » **Delay** - Set the send level per delay
- » **Reverb** - Set the send level per reverb

User Interface - Toms

1 ▶ Part Global

- » **Volume** - Adjust the part volume (same as on Mix page)
- » **Solo** - Solo the part
- » **Mute** - Mute the part
- » **Pan** - Adjust the stereo position of the part
- » **Level Meter** - Represent each layer level, Floor, Mid and High
- » **Velocity** - Set the velocity sensitivity
- » **Compress** - Set the compression amount
- » **Equalizer** - A dedicated 3 band EQ

2 ▶ Acoustic Layer

- » **Layer Select** - Click to select the layer, Floor, Mid and High Tom
- » **Link** - Enable/disable the layer edit
- » **Sample** - Change Samples via the dropdown menu or by using the ◀▶ arrows of the selected layer
- » **Layer Power** ⏻ - Enable/disable the selected layer
- » **Volume** - Adjust the volume of the selected layer
- » **Pan** - Adjust the stereo position of the selected layer
- » **Pitch** - Adjust the pitch of the selected layer
- » **Attack** - Adjust the envelope Attack time of the selected layer
- » **Hold** - Adjust the envelope Hold time of the selected layer
- » **Decay** - Adjust the envelope Decay time of the selected layer
- » **Drive Power** ⏻ - Enable/disable the Drive effect of the selected layer
- » **Drive** - Adjust the drive amount
- » **HPF** - Set the cutoff frequency of High-pass filter of the selected layer
- » **LPF –** Set the cutoff frequency of Low-pass filter of the selected layer

3 ▶ Mic Bleed Matrix

- » **Power** ⏻ - Enable/disable the bleed signal
- » **Level** - Adjust the bleed level per available mics

4 ▶ Effect Sends

- » **Delay** - Set the send level per delay
- » **Reverb** - Set the send level per reverb

1 ▶ Part Global

» **Volume** - Adjust the part volume (same as on Mix page)
» **Solo** - Solo the part
» **Mute** - Mute the part
» **Pan** - Adjust the stereo position of the part
» **Level Meter** - Represent each layer level, Crash 1, Crash 2 and Ride
» **Velocity** - Set the velocity sensitivity
» **Compress** - Set the compression amount
» **Equalizer** - A dedicated 3 band EQ

2 ▶ Acoustic Layer

» **Layer Select** - Click to select the layer, Crash 1, Crash 2 and Ride
» **Layer Power** ⏻ - Enable/disable the selected layer
» **Volume** - Adjust the volume the selected layer
» **Pan** - Adjust the stereo position of the selected layer
» **Pitch** - Adjust the pitch of the selected layer
» **Attack** - Adjust the envelope Attack time of the selected layer
» **Hold** - Adjust the envelope Hold time of the selected layer
» **Decay** - Adjust the envelope Decay time of the selected layer
» **Drive Power** ⏻ - Enable/disable the Drive effect of the selected layer
» **Drive** - Adjust the drive amount
» **HPF** - Set the cutoff frequency of High-pass filter of the selected layer
» **LPF –** Set the cutoff frequency of Low-pass filter of the selected layer

3 ▶ Mic Bleed Matrix

» **Power** ⏻ - Enable/disable the bleed signal
» **Level** - Adjust the bleed level per available mics

4 ▶ Effect Sends

» **Delay** - Set the send level per delay
» **Reverb** - Set the send level per reverb

User Interface - Percussion

1 ▶ Part Global

- » **Volume** - Adjust the part volume (same as on Mix page)
- » **Solo** - Solo the part
- » **Mute** - Mute the part
- » **Pan** - Adjust the stereo position of the part
- » **Level Meter** - Represent each layer level, Claps, Tambourine and Sticks
- » **Velocity** - Set the velocity sensitivity
- » **Compress** - Set the compression amount
- » **Equalizer** - A dedicated 3 band EQ

2 ▶ Acoustic Layer

- » **Layer Select** - Click to select the layer, Claps, Tambourine and Sticks
- » **Layer Power** ⏻ - Enable/disable the selected layer
- » **Volume** - Adjust the volume the selected layer
- » **Pan** - Adjust the stereo position of the selected layer
- » **Pitch** - Set the pitch of the selected layer
- » **Width** - Adjust the stereo width of the selected layer
- » **Attack** - Adjust the envelope Attack time of the selected layer
- » **Hold** - Adjust the envelope Hold time of the selected layer
- » **Decay** - Adjust the envelope Decay time of the selected layer
- » **Drive Power** ⏻ - Enable/disable the Drive effect of the selected layer
- » **Drive** - Adjust the drive amount
- » **HPF** - Set the cutoff frequency of High-pass filter of the selected layer
- » **LPF –** Set the cutoff frequency of Low-pass filter of the selected layer

3 ▶ Mic Bleed Matrix

- » **Power** ⏻ - Enable/disable the bleed signal
- » **Level** - Adjust the bleed level per available mics

4 ▶ Effect Sends

- » **Delay** - Set the send level per delay
- » **Reverb** - Set the send level per reverb

User Interface - Ambience

1 ▶ Part Global

- » **Volume** - Adjust the part volume (same as on Mix page)
- » **Solo** - Solo the part
- » **Mute** - Mute the part
- » **Pan** - Adjust the stereo position of the part
- » **Level Meter** - Represent each layer level, Overhead, Kit, Mono and Room
- » **Velocity** - Set the velocity sensitivity
- » **Compress** - Set the compression amount

2 ▶ Mic Layer

- » **Layer Power** ⏻ - Enable/disable the layer for Overhead, Mono, and Room. The Kit layer is a pair of Mid/Side mics, with power and level control for each.
- » **Volume** - Adjust the volume the layer
- » **Drive Power** ⏻ - Enable/disable the Drive effect of the selected layer
- » **Drive** - Adjust the drive amount
- » **Equalizer** - A dedicated 3-band EQ
- » **HPF** - Set the cutoff frequency of the High-pass filter
- » **LPF –** Set the cutoff frequency of the Low-pass filter
- » **Compress** - Set the compression amount

3 ▶ Effect Sends

- » **Delay** - Set the send level per delay for each mic layer
- » **Reverb** - Set the send level per reverb for each mic layer

User Interface - FX

1 ▶ Bus Compressor

» **Power** ⏻ - Enable/disable the effect
» **Threshold** - Set the input level at which compression starts
» **Ratio** - Sets the compression ratio
» **Attack** - Set the compressor attack time
» **Release** - Set the compressor release time
» **Makeup** - Sets the makeup gain amount
» **Mix** - Sets the compression dry/wet balance

2 ▶ EQ

» **Power** ⏻ - Enable/disable the effect
» **Band Gain** - [80/200/400/800/3000/6000/10000 Hz] Set the gain amount [+/-] for each band
» **Gain** - Sets the total effect output level

3 ▶ Tape Delay (Delay 1)

» **Power** ⏻ - Enable/disable the effect
» **Rate** - Set the delay time
» **Intensity** - Set the feedback amount
» **HP** - Set the delay output's High-Pass filter frequencies
» **LP** - Set the delay output's Low-Pass filter frequencies
» **Drive** - Set the drive amount of the delay signals
» **Return** - Sets the effect output level

4 ▶ Dual Delay (Delay 2)

» **Power** ⏻ - Enable/disable the effect
» **Time** - Set the delay time
» **Feedback** - Set the feedback amount
» **HP** - Set the delay output's High-Pass filter frequencies
» **LP** - Set the delay output's Low-Pass filter frequencies
» **Drive** - Set the drive amount of the delay signals
» **Return** - Sets the effect output level

5 ▶ IR Reverb (Reverb 1)

» **Power** ⏻ - Enable/disable the effect
» **IR** - Change IR via the drop-down menu or by using the ◄► arrows of the selected layer
» **Predelay** - Set the predelay time
» **Decay** - Set the reverb decay time
» **Damp Lo** - Set the damping factor of the low frequency range of the reverb
» **Damp Hi** - Set the damping factor of the high frequency range of the reverb
» **Return** - Sets the effect output level

6 ▶ Sparkverb (Reverb 2)

» **Power** ⏻ - Enable/disable the effect
» **Predelay** - Set the predelay time
» **Size** - Set the reverb room size
» **Decay** - Set the reverb decay time
» **Decay Lo** - Multiplies the decay time (-/+) for the low frequencies
» **Decay Hi** - Multiplies the decay time (-/+) for the high frequencies
» **Return** - Sets the effect output level

SOUL DRUMS

User Interface - Sequencer

1 ▶ Groove Selection

» **Play** - Click the ▶ button to play or stop the Groove sequence indicated in the display

» **Groove** - Click to change sequence by using the ◀▶ arrows, or by using browser

2 ▶ Swing

» **Resolution** - Set the swing resolution via the drop-down menu

» **Amount** - Adjust the swing amount

3 ▶ Velocity Curve

Set the velocity curve to adjust the playing dynamics

4 ▶ Tempo

Change the master tempo to half (50%) or double (200%)

5 ▶ MIDI Export

Drag the [MIDI ⤴] button and drop on your DAW's MIDI/Instrument track, or desktop

User Interface - Preferences

1 ▶ MIDI Map

» **Mapping** - Change mappings via the drop-down menu or by using the ◀▶ arrows

» **Save** - Click to save the current map settings as a user map

» **Load** - Click to load a user map

» **Mapping List** - Scroll the list to access all mapping. To change the map, click and drag the **Note** of the Articulation, or click the **Map** (MIDI icon) then hit the desired key to map it

2 ▶ Velocity

» **Global Velocity Curve** – Set the velocity response curve for all instruments

» **Velocity Range** - Adjust the velocity range of the instrument

» **Vel > Filter** - Adjust the velocity filter modulation amount of the instrument

3 ▶ Output Mode

Switch between stereo output or multi-output mode

Part / Output channel in multi mode

Send FX	Main
BD	Out 2
SD	Out 3
Hi Hats	Out 4
Toms	Out 5
Cymbals	Out 6
Percussion	Out 7
Over Head	Out 8
Kit	Out 9
Mono	Out 10
Room	Out 11

Articulations and Default Mappings

Sticks

Note		Instrument	Articulation
E-1	16	Snare Drum	Mallet
F-1	17	Snare Drum	Finger Palm
F#-1	18	Snare Drum	Finger Rim Damped
G-1	19	Snare Drum	Finger Tap Center
G#-1	20	Snare Drum	Finger Rim Normal
A-1	21	Snare Drum	Finger Tap Edge
A#-1	22	Snare Drum	Roll Closed
B-1	23	Snare Drum	Roll Rough
C0	24	Snare Drum	Roll Normal
C#0	25	Hi Hat	Closed Tip Bell
D0	26	Snare Drum	Left Hand Off Center
D#0	27	Hi Hat	Closed Shank Bell
E0	28	Snare Drum	Right Hand Off Center
F0	29	Snare Drum	Drag
F#0	30	Snare Drum	Side
G0	31	Snare Drum	XSticks Low
G#0	32	Snare Drum	XSticks Normal
A0	33	Snare Drum	XSticks Muffled
A#0	34	Snare Drum	Rimshot
B0	35	Bass Drum	Bass Drum
C1	36	Bass Drum	Bass Drum
C#1	37	Snare Drum	Rimclick
D1	38	Snare Drum	Left Hand Center
D#1	39	Claps	Claps Group
E1	40	Snare Drum	Right Hand Center
F1	41	FloorTom	Center 1
F#1	42	Hi Hat	Closed Tip R Hand
G1	43	FloorTom	Center 2
G#1	44	Hi Hat	Pedal On
A1	45	Mid Tom	Center 1
A#1	46	Hi Hat	Open Tip Center
B1	47	Mid Tom	Center 2
C2	48	High Tom	Center 1
C#2	49	Crash1	Edge
D2	50	High Tom	Center 2
D#2	51	Ride	Edge
E2	52	FloorTom	Rimshot
F2	53	Ride	Bell
F#2	54	Tambourine	Tamb 1 Tap
G2	55	FloorTom	Rimclick
G#2	56	Crash1	Bow Tip
A2	57	Crash2	Edge
A#2	58	Crash1	Choke Short
B2	59	Mid Tom	Rimshot
C3	60	Mid Tom	Rimclick
C#3	61	Crash1	Bell
D3	62	High Tom	Rimshot
D#3	63	Ride	Bow Tip
E3	64	High Tom	Rimclick
F3	65	Claps	Claps Single
F#3	66	Sticks	Hit
G3	67	Sticks	Shoulder
G#3	68	Tambourine	Tamb 1 Shake
A3	69	Tambourine	Tamb 1 Rolls
A#3	70	Tambourine	Tamb 2 Tap
B3	71	Tambourine	Tamb 2 Shake
C4	72	Tambourine	Tamb 2 Rolls
C#4	73	Ride	Choke
D4	74	Crash1	Choke Medium
D#4	75	Crash2	Bell
E4	76	Crash1	Choke Long
F4	77	Crash2	Bow Tip
F#4	78	Crash1	Roll
G4	79	Hi Hat	MW Xfade Tip
G#4	80	Hi Hat	Quarter Tip
A4	81	Hi Hat	Half Tip
A#4	82	Hi Hat	Third Tip
B4	83	Hi Hat	MW Xfade Shank
C5	84	Hi Hat	Quarter Shank
C#5	85	Hi Hat	Half Shank
D5	86	Hi Hat	Third Shank
D#5	87	Hi Hat	Open Tip Bell
E5	88	Hi Hat	Open Shank Center
F5	89	Hi Hat	Open Shank Bell
F#5	90	Hi Hat	Pedal + Tambourine
G5	91	Hi Hat	Splash
G#	92	Hi Hat	Choke
A5	93	Crash2	Choke Short
A#5	94	Hi Hat	Closed Tip L Hand
B5	95	Crash2	Choke MShort
C6	96	Hi Hat	Closed Shank L Hand
C#6	97	Crash2	Choke Med
D6	98	Hi Hat	Closed Shank R Hand
D#6	99	Crash2	Choke Long

Brushes

Note		Instrument	Articulation
E-1	16	Snare Drum	Snare Mallet
F-1	17	Snare Drum	Finger Palm
F#-1	18	Snare Drum	Finger Tap Rim Damped
G-1	19	Snare Drum	Finger Tap Center
G#-1	20	Snare Drum	Finger Tap Rim Normal
A-1	21	Snare Drum	Finger Tap Edge
A#-1	22	None	None
B-1	23	Snare Drum	Sweep Short
C0	24	Snare Drum	Sweep Long
C#0	25	Hi Hat	Closed Tip Bell
D0	26	Snare Drum	Left Hand Half Center
D#0	27	Hi Hat	Closed Shank Bell
E0	28	Snare Drum	Right Hand Half Center
F0	29	None	None
F#0	30	Snare Drum	Side
G0	31	None	None
G#0	32	None	None
A0	33	Sticks	Sticks Shoulder
A#0	34	Snare Drum	Rimshot
B0	35	Bass Drum	Bass Drum
C1	36	Bass Drum	Bass Drum
C#1	37	Snare Drum	Rimclick
D1	38	Snare Drum	Left Hand Center
D#1	39	Claps	Claps Group
E1	40	Snare Drum	Right Hand Center
F1	41	FloorTom	Center 1
F#1	42	Hi Hat	Closed Tip Center
G1	43	FloorTom	Center 2
G#1	44	Hi Hat	Pedal On
A1	45	Mid Tom	Center 1
A#1	46	Hi Hat	Open Tip Center
B1	47	Mid Tom	Center 2
C2	48	High Tom	Center 1
C#2	49	Crash1	Edge
D2	50	High Tom	Center 2
D#2	51	Ride	Edge
E2	52	FloorTom	Rimshot
F2	53	Ride	Bell
F#2	54	Tambourine	Tamb 1 Tap
G2	55	FloorTom	Rimclick
G#2	56	Crash1	Bow Tip
A2	57	FloorTom	Rimclick Front
A#2	58	Crash1	Choke Short
B2	59	Mid Tom	Rimshot
C3	60	Mid Tom	Rimclick
C#3	61	Claps	Claps Single
D3	62	High Tom	Rimclick
D#3	63	Ride	Bow Tip
E3	64	High Tom	Rimshot
F3	65	High Tom	Rimclick Front
F#3	66	Sticks	Sticks Hit
G3	67	Mid Tom	Rimclick Front
G#3	68	Tambourine	Tamb 1 Shake 1
A3	69	Tambourine	Tamb 1 Shake 2
A#3	70	Tambourine	Tamb 2 Tap
B3	71	Tambourine	Tamb 2 Shake
C4	72	Tambourine	Tamb 2 Rolls
C#4	73	Ride	Choke
D4	74	Crash1	Choke Medium
D#4	75	Crash2	Bell
E4	76	Crash1	Choke Long
F4	77	Crash2	Bow Tip
F#4	78	Crash1	Whisper
G4	79	Hi Hat	MW Xfade Tip
G#4	80	Hi Hat	Quarter Tip
A4	81	Hi Hat	Half Tip
A#4	82	Hi Hat	Third Tip
B4	83	Hi Hat	MW Xfade Shank
C5	84	Hi Hat	Quarter Shank
C#5	85	Hi Hat	Half Shank
D5	86	Hi Hat	Third Shank
D#5	87	Hi Hat	Open Tip Bell
E5	88	Hi Hat	Open Shank Center
F5	89	Hi Hat	Open Shank Bell
F#5	90	Hi Hat	Pedal + Tambourine
G5	91	Hi Hat	Splash
G#	92	Hi Hat	Choke
A5	93	Crash2	Choke Short
A#5	94	Crash1	Choke Medium Short
B5	95	Crash2	Choke Medium Short
C6	96	Crash1	Bell
C#6	97	Crash2	Choke Medium
D6	98	Crash2	Edge
D#6	99	Crash2	Choke Long

C3

Preset List

Soul Drums Brush

Studio C
Circle Square
Diamond Brush
Duracell
Night Rider
Supreme Kit
Tidal Fox

Acoustic
Club Inda
Directory
Fellowship
High Life
Hold On
Machine Gut
Marina Kit
My King Say
Phil Atellist
Proud Soul
Stick & Rock
Structural
Ugly People

Clouds
Arctic
Blind Dub
Calm Wave
Canyon
CineBallad
Circus
Dubologic
Find
HeavyDoom
Horizon
Leftfield
Meditate
Naos
Obscure
Onix
Panic Room
Reverbadol
Trip
Washed
Zenit

Drum Machine
Acylum
Chronical
Compton Doc
Dub Tronic
Dub Yul
Enter View
Essbahn
Eyez
Future Lipstick
Martini
Operator
Pots & Pans
Riddim Builder
Riddim Rider
Rising
Rollin Palissade
Sharp
Spray Shuffle
Syncop Tatctic
Ville Break One
Weird Groovy
World Apart

Heavy
Big Stax
Breakdown
Carnival Club
Crushing
Cut Jump
Dirty Swing
Dynamic Roller
Extra Can
Flim Flam
Jazz Cafe
Knock On
Masked Man Approach
Meat Eater
Odd Kit
Oil Drums
Old Crunch
Rattle & Roll
River Monk
Rocky Edge
Scissor Combo
Shifted Toms
Slov Drive
Soft Crunch
Swingin Sixties
Urban Rattler

Lo-Fi
Biscuit
Cellular
Chamber Kit
Control Room
Dark Clear
Hopper
Insert Coin
Miss Low Pitch
Pursuit
Rooms
Snap Crackle Pop
Tight Break
Trocadero

Processed
Atsubo
Caesar Dome
Calamitas
Controls
Crazy
Djeli
DnBee
Doob Eyes
Express 7o7
Fire Cracker
French Fresh
Fuelling
Fugeela
Happy One
Junglish
Last Night
Look Mom
Lush Kit
Mamooth
Miniature
Noise Worship
Off Rims
Pockit
PortaRoom
River Side
Touch Me
Trap Attack
Tunnel Stick
Years

Vintage Mono
After
Alti Air
Beg Proud
Blind
Chain
Georgia
Lean
Lick
Milieu
Rebel
Self
Studiology
Temptation

Vinyl Breaks
Ghost Not
Heart Pain
Immortal
Shaft Vibe
Silver Drums
Sputnik
Tango Charles
Tennessee
Valma
Whistle

Preset List

///

Soul Drums Sticks

Studio C
East Long
Fellaw
Fly Me
Four Leaf
Lovers
Paratime
Police
Roller Track
Thundersy
Timeless
Vogel

Acoustic
Club Inda
Directory
Fellowship
High Life
Hold On
Machine Gut
Marina Kit
My King Say
Phil Atellist
Proud Soul
Stick & Rock
Structural
Ugly People

Clouds
Arctic
Blind Dub
Calm Wave
Canyon
CineBallad
Circus
Dubologic
Find
HeavyDoom
Horizon
Leftfield
Meditate
Naos
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Onix
Panic Room
Reverbadol
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Zenit

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Chronical
Compton Doc
Dub Tronic
Dub Yul
Enter View
Essbahn
Eyez
Future Lipstick
Martini
Operator
Pots & Pans
Riddim Builder
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Rising
Rollin Palissade
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Vinyl Breaks
Ghost Not
Heart Pain
Immortal
Shaft Vibe
Silver Drums
Sputnik
Tango Charles
Tennessee
Valma
Whistle

SOUL DRUMS

Sample List

Acoustic Samples

BD
- BD 1 Felt Loose
- BD 1 Felt Normal
- BD 1 Felt Tight
- BD 1 Wood Loose
- BD 1 Wood Normal
- BD 1 Wood Tight
- BD 2 Felt
- BD 2 Wood
- BD 3 Felt
- BD 3 Wood
- BD 4 Felt
- BD 4 Wood
- BD 5 Felt
- BD 5 Wood
- BD 6 Felt
- BD 6 Wood

Brush SD
- SD 1
- SD 2
- SD 3
- SD 4
- SD 5

Sticks SD
- SD 1 Variation 1
- SD 1 Variation 2
- SD 1 Variation 3
- SD 2 Bright
- SD 3 Massive
- SD 4 Slim

Brush Toms

Floor Tom
- FloorTom 1 Variation 2
- FloorTom 1 Variation 3
- FloorTom 1 Variation 4
- FloorTom 2 Variation 2
- FloorTom 2 Variation 3

Mid Tom
- MiTom 1 Variation 2
- MiTom 1 Variation 3
- MiTom 1 Variation 4
- MiTom 2 Variation 2
- MiTom 2 Variation 3

Hi Tom
- HiTom 1 Variation 2
- HiTom 1 Variation 3
- HiTom 1 Variation 4
- HiTom 2 Variation 2
- HiTom 2 Variation 3

Stick Toms

Floor Tom
- FloorTom 1 Variation 1
- FloorTom 1 Variation 2
- FloorTom 1 Variation 3
- FloorTom 2 Variation 1
- FloorTom 2 Variation 2
- FloorTom 2 Variation 3

Mid Tom
- MiTom 1 Variation 1
- MiTom 1 Variation 2
- MiTom 1 Variation 3
- MiTom 2 Variation 1
- MiTom 2 Variation 2
- MiTom 2 Variation 3

Hi Tom
- HiTom 1 Variation 1
- HiTom 1 Variation 2
- HiTom 1 Variation 3
- HiTom 2 Variation 1
- HiTom 2 Variation 2
- HiTom 2 Variation 3

Digital Samples

BD

808
- Classic 8
- Deep One
- Eventine
- Interaction
- Monster Swall
- Poppa Kick
- Rampage Hill
- South Punch
- Supreme8
- Warmy Chorus

Acoustic
- Bleed Speed
- Garage
- Hot Rock
- Jazzy Kit
- Nagra Hit
- Seattle
- Silk Phonic
- Snow Lake
- Solid State
- Very Dry

Attack
- Blanki
- Clink Stone
- Dirty Drumy
- Frek Hip
- Ghost Valley
- Harder Cliff
- Hit and Sub
- Indus Trial
- Old Skull
- Pale 8
- SynsO

Lo-Fi
- Black Lotus
- Blowny
- Bouncing
- Delight
- Dilla Street
- Drunky Flat
- Low Technics
- M-Master
- Static Hip
- U-Flowers
- UVillmatic
- Wet Alarm

Machine
- Beagled
- Cool Mate
- Cristal VI
- Delta Massif
- Machin Gun
- Machinima
- Matrix Lab
- Off Black
- Pocket Gadget
- Popsy
- Rebirth 9
- Thick Hifi
- V-Ice

Modern
- Aspel
- Breathy
- Dub Dance
- Extra Verse
- Gold Dig
- Hard Guard
- Hot Caution
- Knock K
- Neuro Kick
- Style hard
- Tank Wheel
- Trap House

Noise
- Blue
- Cassette
- Crackle
- Pink
- Tape
- VHS
- Vinyl 1
- Vinyl 2
- Vinyl 3
- White

Sine
- Sine_A#
- Sine_A
- Sine_B
- Sine_C#
- Sine_C
- Sine_D#
- Sine_D
- Sine_E
- Sine_F#
- Sine_F
- Sine_G#
- Sine_G
- SubSine_A#
- SubSine_A
- SubSine_B
- SubSine_C#
- SubSine_C
- SubSine_D#
- SubSine_D
- SubSine_E
- SubSine_F#
- SubSine_F
- SubSine_G#
- SubSine_G

SP-12
- 707
- AceT6
- Darklight
- DrTracks
- DrumDesigner
- DrumMX
- Drumulator
- JazzyBrush
- L9000
- MiniPop
- Mu-E
- R-Acoustik
- R-Boeing
- R-Brush
- R-Downtown

Sub
- Falcon Hiss
- Fat Crown
- Plastica
- Pulsy
- Revival
- Silent Sine
- Simple One
- Spectral Dark
- Transiant
- Vintage Blast

Textured
- Desert Wood
- Drive Exhaust
- EastWest
- Field Barn
- Metal Cycle
- Murdah
- Plywood
- Sandinista
- Still Water
- Tubular
- Zapper

Vintage
- Bakekick
- Cherry Grain
- Diamant
- Eazy 33
- Ellipson Hit
- OrganiX
- Phonografik
- Retro Stick
- Slam Town
- SoulFull
- Spiral Groove
- Vinylized

Vinyl
- Ghost
- HeartPain
- Immortal
- Legend
- Shaft
- Silver
- Solid
- Sputnik
- Tango
- Tennessee
- Valma
- Whistle

Sample List

SD

808
Classic 8
Destructed SD
EIghtO Tank
Legacy 8
Legend Clap
Mythical O8
Platform
Solid Station

Acoustic
All Stars
Body Guard
Flokka
High End hit
Hit Sonic
Medium Style
Moonlake
Old Rim
Rim Bee
Slap Ghost
Vintage Dry

Attack
Active A
Asphalt Transient
Blowing
Bow Rim
Hiss Tone
Pepper T
PopIt
Seely Snare
The Message
Velcro
Vintage Attack

Claps
BerlinC
Choral
Coleko
FunkMaster
Persil
SevenOS
Snaptak
SP8O8
TankHands
TomorrowClap

Crunch
Crunchy Flag
Da Fridge
Grain Impact
Mini White
Novak House
Paper Slap
Water Drip
White Clap

Lo-Fi
Cabbal Clap
Deaf Orb
Figmas
Herborist
Mansury
Octanne
Phase Step
Pink Man
Snapback
UVMPC
VHS Jungle
Wow and Flut

Machine
AceTee
Analog Riddim
Collins Snare
Eight Nine
Five O Matic
Gated KD
Linnee 9
MateCee
Opti San
Otto DD
Riddim Reso
Rimini
Run UMC
Teenage Gadget
Toothbrush

Modern
Apostrophe
Contest
Diplomatic
East Trap
Extra Rim
Heart Attack
Playoffs
Purl Diva
Sooljah
Spectro
Staten Prince
Surround Hit
West Wood

Noise
Blue
Cassette
Crackle
Pink
Tape
VHS
Vinyl 1
Vinyl 2
Vinyl 3
White

SP-12
707
AceT6
Darklight
DrTracks
DrumDesigner
DrumMX
Drumulator
JazzyBrush
L9000
MiniPop
Mu-E
R-Acoustik
R-Boeing
R-Brush
R-Downtown

Textured
Ancestors
Arena
Circle Wood
Deep Monastery
Grindy Snare
Half Stone
Holloween
Init Iota
Norma Hit
Santorri
Wasps

Vintage
Back Beat
Cantina
Dubby Rim
Green Bean
Olufseny
Pirates Zoo
Resonant Hive
Scratch It
Slap Back
Solomon Hit
Tape It
The Hand

Vinyl
Ghost
HeartPain
Immortal
Legend
Shaft
Silver
Solid
Sputnik
Tango
Tennessee
Valma
Whistle

HH

808
Bit Rater
Dat Shoe
Dor Open
Magnetic Dust
Mangle Mean
Manoeuvre
Oxidized
Oxyjarre
Robot Mission
The Original
Twelve SP

Acoustic
Degree
Jazzy Cosme
Knurled
Officer
Polaris
Portrait
Sabiany
Shinobi
Snake Boog
Soft and Sour
Vanguard

Attack
Chorussy
Crouch Hill
Footix
Machine Noise
Marble
Metal Treat
Reflection
Seaboard
Smorga
Throttle
Tilt Attack

Lo-Fi
Blackrain
Das Clone
Hectic
Millenium
Mobbil
Mongo
Motown 12
Orange
Pharcyde
Shook Two
The Ride

Machine
6 On 11
AceeT
Bossa Casta
Classic RT
Dat Clone
Korgy Pops
Rhythm 5
Roger L
Synsonic
Trandwave
WersO

Modern
Archive
Breeze
Cedar
Dreamquest
Murmur
Pictures
Red Cheetah
Rosewood
Swiims
Tennessee
Ylang

Noise
Blue
Cassette
Crackle
Pink
Tape
VHS
Vinyl 1
Vinyl 2
Vinyl 3
White

Percussion
Discret Snap
Maracas
Milli Bells
Mow-Tamb
Octo Clave
Shak Attack
Snap Back
Stock Shaker
Tonal Thumb
Vintage Tamb
Zena Tambourine

SP-12
707
AceT6
Darklight
DrTracks
DrumDesigner
DrumMX
Drumulator
JazzyBrush
L9000
MiniPop
Mu-E
R-Acoustik
R-Boeing
R-Brush
R-Downtown

Textured
Arena
CrookTop
Crushty
Gazoline
Ghostrer
Godfather
Iguana
Katana
Scrunchy
Slim Soap
Wolym

Vintage
Back In
Burn Lava
City Groove
Clear 45
Devil Stick
Discreet Tool
Glazed Pez
Mei Buddy
Melon Hat
Pistol Al
Solo Vi

Vinyl
Ghost
HeartPain
Immortal
Legend
Shaft
Silver
Solid
Sputnik
Tango
Tennessee
Valma
Whistle

SOUL DRUMS

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SOUL DRUMS

Credits and Thanks

Produced by UVI

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Eric Schilling & Bob Olhsson at Criteria Studios / Miami

Drums
Joe Galdo

Project coordinator / Executive producer for the Miami sessions
Roman Bokarev

Editing / Sound Design / MIDI Programing

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Kévin Guilhaumou	Thomas Kowalski	Floriane Palmkrantz	Nathaniel Reeves
	Emeric Tschambser	Damien Vallet	

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Software + Scripting

Thomas Kowalski   Rémy Muller   Olivier Tristan   Damien Vallet

GUI
Nathaniel Reeves

Documents
Nathaniel Reeves   Kai Tomita

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Arthur Travert

UVI ™