



METEOR

Soundbank Manual

Software Version 1.1
EN 180415

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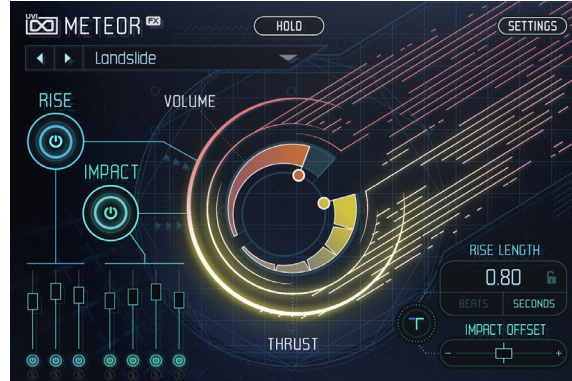
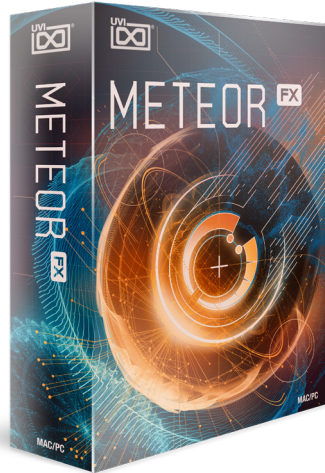
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Introduction



Designed for and by composers, sound designers and musicians, Meteor is a creative tool that delivers rich and layered swells, dramatic crescendos, and powerful impacts. Outfit 7 sample layers with a massive collection of sounds from field recordings and effects to exclusive orchestral sessions directed specifically for Meteor. Intuitively mix, modulate and apply high-quality effects to polish and perfect your sounds, then perform them synced to the action or musically with polyphony and velocity support. Meteor provides a deep feature set complemented with a fast and intuitive workflow, yielding everything from futuristic builds and surgical impacts to rich and emotive musical environments.

WORKFLOW

Meteor's interface was designed for efficiency, providing the appropriate level-of-detail for the task at hand. Looking for inspiration? Load it up, set the desired rise and impact times, quickly audition presets or click the randomizer for an endless supply of unique configurations, then crank the Thrust knob to take your sound to the next level. Want to customize your sound or prefer building them from the ground up? Click the 'Settings' button for detailed controls, design each layer with a huge selection of sounds and controls, then finalize it with modulations and bus effects.

If you want to use Meteor as an instrument in your music, turn off "Hold" and play the sounds with full control over pitch, velocity and timing.

STRUCTURE

At a high-level Meteor is a 7-track sample player divided into 2 sections, with 3 layers dedicated to rise sounds and 4 layers dedicated to impacts. Each layer offers both general track controls including volume, pan, bypass, mute, solo and effect sends for reverb and delay, as well as controls specific to the layer type. Rise tracks each include a customizable velocity curve, volume and pitch modulation, multi-mode distortion and a multi-mode filter. Impact tracks each include time offset, transient and tail length, multi-mode distortion, multi-mode filter, pitch glide and an IRCAM Granular mode.

Both the Rise and Impact groups have track locks allowing you to make changes to individual tracks or all tracks simultaneously, along with bypass, octave switch and randomize/undo functions. Rise time can be set in either free or beat-sync modes and can be locked to maintain your timing while browsing presets. Impact timing defaults to the end of the rise sound, but can be offset forwards or backwards to play in sync, delayed or anywhere in-between - combined with individual layer offsets this allows for the creation of varied and complex sequences.

Subtle-to-wild motion can be added to your sounds by way of an LFO, Multi-Step Filter and Multi-Step Panner, each able to target the Rise and Impact groups individually or together. Stereo bus effects include a high-quality 3-band EQ with low-pass filter, convolution reverb, delay, width and a unique compression/enhancer effect called 'THRUST', providing a powerful one-knob control of the overall intensity of your sounds.

SOUND, DESIGNED

The sound library of Meteor has been meticulously designed to provide a wealth of inspiring and useful material for years of hit-making. From exclusive field recordings, foley, synthscapes and textures, to effects and instruments including symphonic orchestra sessions directed specifically for Meteor.

Field recordings and foley were captured by our sound designer team in different places (including a junkyard and a farm) to provide rich tonal beds and organic micro-details including plenty of glass, metal, rock and organic materials, along with gunshots, explosions, whacks, thwacks and thuds provide physical sound with striking clarity.

Synthesized sounds created in Falcon specifically for Meteor add massive weight and presence, from rich bass and textures to glitches, warps, sizzles, complex noises beds, synthetic swells and futuristic effects.

Special symphonic orchestra sessions were recorded exclusively for Meteor to provide powerful and emotive musical building blocks with pure highs, detailed mids and an accentuated and deep low-end. These included a string session with 32 cellos and double-bass in a full-stage arrangement, a brass session focused on the deepest tones made up of tubas, bass trombones, french horns, bassoons and contrabassoon, and a percussion session with 4 percussionists capturing all sorts of builds and impacts.

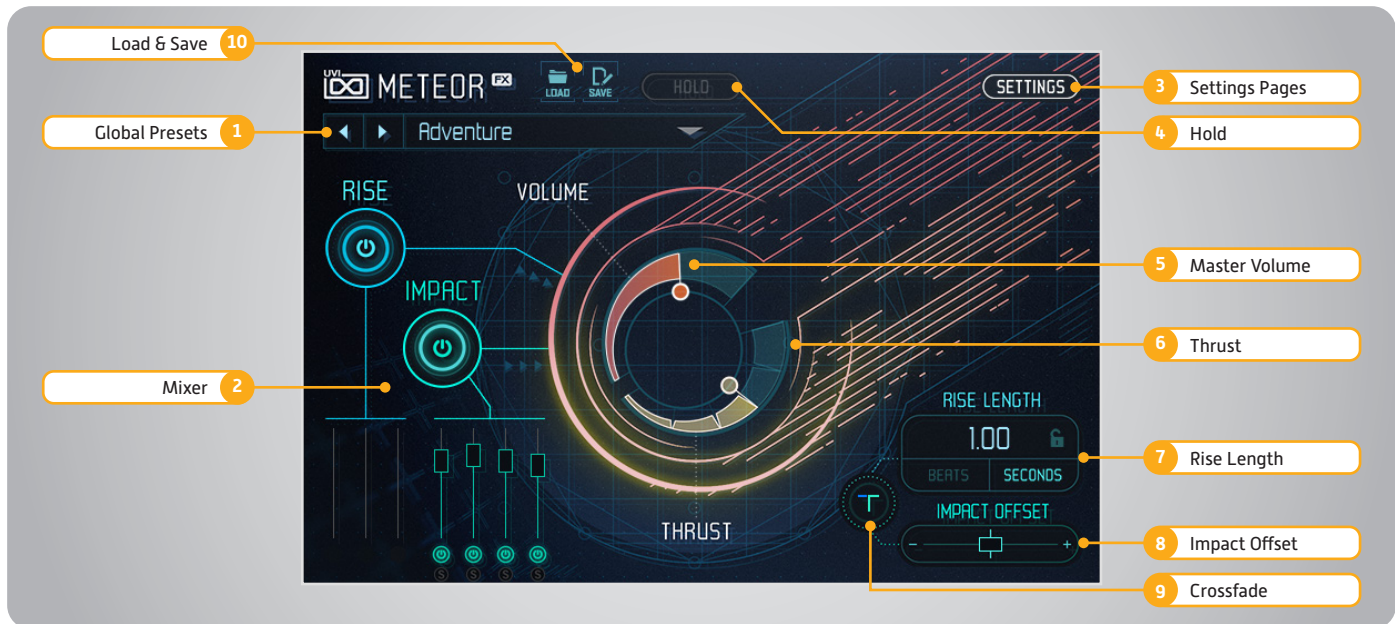
A creative and powerful sound design tool with an immediate and intuitive workflow, Meteor delivers emotive orchestral gestures, dynamic risers and thunderous impacts perfect for film, games, music and more.

Minimum System Requirements

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

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

MAIN Page



1 ► Global Presets

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

2 ► Mixer

The 7 tracks are divided into 2 groups: RISE and IMPACT

- » **RISE**
Power Rise (left 3 tracks) on/off
- » **IMPACT**
Power Impact (right 4 tracks) on/off
- » **Volume**
Adjust the level of the track
- » **On/Off**
Power track(s) on/off
- » **Solo**
Solo monitor the track

3 ► Settings Pages

Edit the sound in detail

4 ► Hold

Toggle on/off to automatically sustain the entire duration of the triggered sound

5 ► Master Volume

Set the Output Gain

6 ► Thrust

Set the intensity of Thrust effect (multi-band compression/enhancer)

7 ► Rise Length

- » **Time**
Set the duration of the Rise sound
- » **Parameter Lock**
Lock the Rise Length when changing presets
- » **Beats/Seconds**
Set Rise Length unit of time. Note, this affects all time-related parameters

8 ► Impact Offset

Adjust the Impact start time. Center position plays directly following the Rise. Moving the slider left overlaps the Impact and Rise. Moving the slider right will result in a gap between the two sounds

9 ► Crossfade

Tri-state button toggles between Rise-Impact crossfade, fade-out Rise and no-fade. Fades only functions when Rise and Impact overlap. Fade durations equal Impact Offset time

10 ► Load & Save

- » **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

EDIT Page



1 ► Settings Pages

Change current page: Edit, Mod or FX

2 ► Global Controls

- » **Master Volume**
Set the Output Gain
- » **Thrust**
Set the intensity of Thrust effect (multi-band compression/enhancer)
- » **Velocity**
Toggle the velocity response on/off and adjust the dynamic range from 0-100%
- » **Hold**
Toggle on/off to automatically sustain the entire duration of the triggered sound
- » **Release**
Set the release time when Hold is disabled

3 ► Main Page

Click to access Main Page

4 ► Rise Globals

- » **On/Off**
Power Rise tracks on/off
- » **Link**
When enabled, all parameters of the Rise layers are linked and can be adjusted simultaneously. When adjusting, all parameters assume the same value
- » **Octave**
Pitch Rise layers up or down one octave simultaneously
- » **Randomize**
Randomize samples loaded in all Rise tracks
- » **Undo**
Undo randomize (up to 10 times)
- » **Beats/Seconds**
Set Rise Length unit of time. Note, this affects all time-related parameters
- » **Rise Length**
Set the duration of the Rise sound

5 ► Impact Globals

- » **On/Off**
Power Rise tracks on/off
- » **Link**
When enabled, all parameters of the Rise layers are linked and can be adjusted simultaneously. When adjusting, all parameters assume the same value
- » **Impact Offset**
[See page 5]
- » **Crossfade**
[See page 5]
- » **Octave**
Pitch Rise layers up or down one octave simultaneously
- » **Randomize**
Randomize samples loaded in all Rise tracks
- » **Undo**
Undo randomize (up to 10 times)

EDIT Page [continued]



6 Layer Samples

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

7 Layer Mixer

» On/Off

Enable or disable the layer

» Volume

Set the volume of the layer

» Pan

Set the stereo position of the layer

» Mute

Mute the layer

» Solo

Solo monitor the layer

» Reverb Send

Adjust the send level to the reverb effect

» Delay Send

Adjust the send level to the delay effect

8 Layer Controls

Parameters for the selected layer are displayed on the bottom of the screen

Rise and Impact layers have different parameters

Rise Layer Controls



» Curve

Adjust the shape of the modulation curve

» Volume

Set the volume modulation source of the layer

» Distortion

Set the distortion type, amount and modulation source of the layer

» Filter

Set the filter type, frequency and modulation source of the layer

» Pitch

Set the pitch and the modulation source of the layer

Impact Layer Controls



» Offset

Delay layer start time (in ms)

» Shape

Left knob - from center, turn left to smooth attack, turn right to boost transient
Right knob - adjust tail length

» Distortion

Set distortion type and amount of the layer

» Filter

Set the filter type and frequency of the layer

» Pitch

Set key tracking on/off, pitch and duration of pitch shift of the layer

» IRCAM Granular Inside

Power granular effect on/off and set amount of the layer

MOD Page



1 ► LFO

» Shape

Choose LFO waveform: Sine, Square or Triangle

» Frequency

Adjust the LFO speed

» Shift (Freq)

Increase or decrease the set Frequency over Shift duration

» Depth

Adjust the LFO depth

» Shift (Depth)

Reach set Depth from lower or higher value over Shift duration

» Shift Time

Set Shift duration for Frequency and Depth

» Target

Set the LFO target, Rise and Impact or both

2 ► Motion Filter

» Shape

Set the parameter amount per-step

» Preset

Choose the modulation shape from the menu or use left/right arrows

» Randomize

Randomly set the modulation shape

» Cutoff

Set the cutoff frequency of the filter

» Resonance

Set the resonance amount of the filter

» Frequency

Set the step duration

» Smooth

Smooth transitions between steps

» Target

Set the Filter target, Rise and Impact or both

3 ► Motion Pan

» Shape

Set the parameter amount per-step

» Preset

Choose the modulation shape from the menu or use left/right arrows

» Randomize

Randomly set the modulation shape

» Depth

Set the intensity of the panning effect

» Frequency

Set the modulation speed

» Smooth

Set the step interpolation

» Target

Set the Pan target, Rise and Impact or both

FX Page



1 ► Reverb

- » **On/Off**
- » **Space**
Choose the Impulse Response
- » **Time**
Adjust the decay time of the reverb
- » **Low**
Adjust the low frequency response of the reverb
- » **Mid**
Adjust the middle band frequency response of the reverb
- » **High**
Adjust the high frequency response of the reverb
- » **Level**
Adjust the output level of the Reverb

2 ► Delay

- » **On/Off**
- » **Time**
Adjust delay time
- » **High Pass**
Cutoff low frequencies from the reflections
- » **Low Pass**
Cutoff high frequencies from the reflections
- » **Feedback**
Adjust feedback amount
- » **Width**
Set the stereo image of the reflections
- » **Level**
Adjust the output level of the delay

3 ► Equalizer

- » **On/Off**
- » **Low Pass**
Dedicated low pass filter to adjust the brightness of the sound
- » **Low Gain**
Adjust level of low frequency range
- » **Crossover Freq (Low/Mid)**
Adjust low and mid band cutoff frequency
- » **Mid Gain**
Adjust level of middle frequency range
- » **Crossover Freq (Mid/High)**
Adjust high and mid band cutoff frequency
- » **High Gain**
Adjust level of high frequency range

4 ► Width

- » **On/Off**
- » **Amount**
Adjust the stereo image (from mono to widened-stereo), using mid-side processing
- » **Delay**
Introduce a short delay time to the left or right channel
- » **Color**
Adjust tonal-color for the stereo effect

Preset List

00 - Meteor Highlights

Adventure
Asteroid
Bad Guy
Bombing Zone
Escape Plan
Fat & Curious
Granular Braam
Invasion
Large Hit
Metal Hit Brass
Metal Perc
Metalizer
Mysteric
Night Run
Ocean's God
Sax Pizza
Stomp
Strike
Super Gunshot
The Battle
The Big One
The Fatness
Trailer Piano
Ultraviolence
Wake Up

01 - Slams

Action & Cut
Adventure
Archetype
Ark
Asteroid
Behind You
Blast
Blaster I
Blaster II
Boheme
Bombing Zone
Brave I
Brave II
Bright Day
Catchy
Cerberus
Charge
Classic Hit I
Classic Hit II
Classic Hit III
Closed
Cobra
Coming Soon
Compression
Computer Glitch I
Computer Glitch II
Crash Hit
Crush
Cure
Cursed
Cut Into Pieces
Darken
Decision
Density
Devil's Sea
Digital World
Dive
Earthshaking
Falling
Fat & Curious
Folded
Fork
Fury

Garbage Ship
Gigantic Tube
Heavy Hammer
Horror Hit
Inch
Industrial Accident
Industrial Fire
Insects
Invasion
Landslide
Let Them Fight
Maniac
Materia
Metal Hit Brass
Metal Perc
Name
Noise Fall
Numerical Crush
Ocean's God
Ominous
Phantom
Piano Crush
Plus
Point Break
Precision
Rebeat
Revenge
Saturated Guitar
Security Gate
Sequoia Hit
Shaolin Socket
Shoot The Pianist
Slam Shut
Speed Limit
Stomp
Stop
Summer Release
Synth Drop
The Big Slam I
The Big Slam II
The Big Slam III
The Big Slam IV
The Big Slam V

The Big Slam VI
The Fatness
Tortured Cymbals
Transx
Tremor
Ugly
Ultraviolence
Verb
Vibrate I
Vibrate II
Wipeout
Wooden

Preset List

02 - Booms

A New Era
Before The Fight
Cap Canaveral
Cathedralis
Caves
Chaos
Convergent
Deep Water
Dirt
Distance
Dojo
Ear
Elevate
Final Hit
Ghost Kick
Gongfire
Heavy Piano
Immersive
Imperial Breath
Imperialis
InfraSub
Laughing
Mark
No Way Out
Pay Off
Scratch
Sentence
Siren Call
Sub Attack
Sub Growl
Sub Sonic
Super Sub I
Super Sub II
The Empire
The Gong
The Order
Time Flies
Transition
Underwater Explosion
Vibrations

03 - Cinematic

A Prophet
African Witchcraft
Alien Laboratory
Annihilation
Beautiful Drama
Bot Fight
Break Free
Breath Taker
Burn
Call From The Dark
Castle Entrance
Choir Mixed
Clock Tower
Close Piano
Contagion
Cry In The Night
Dark Bell
Debris
Digital Debris
Dino Volcano
Distant Break
Downforce
Elementary
Empire
End of Days
Enemy Ship
Ethos
Explosion Brass
Fallen I
Fallen II
Final Chapter
Firm
First Round
Five Armies
Futuristic Shield
Gated Explosive
Glassy
Gleam
Gothique
Granular Bell
Granular Braam
Heavy & Dirty
Here It Comes

Hope
Hornets
Inferior
Injury
Invictus
Kaboom
Lazer Break
Los Chicos de la Muerte
Medieval
Melodic
Metal Stomp
Monster Step
Mummyfied
Mysteric
Mystic Stream
Open The Door
Overthrow I
Overthrow II
Paranormal
Plane On Fire
Play
Plosive
Power Failure
Pulse Iridescent
Reveal
Risedeep
Road
Santa Release
Save Crystal
Shift
Soft Mystery
Temporibus
Thrills
Timers
Titan
Trash Compactor
Turnaround
Unfortunate Event
Uprising
Vagrant
Viper
Volk
Wail

Wait For It
Warn
Wood Shock

Preset List

04 - Orchestral

Accent
 Anger Growls
 Bad Guy
 Braam I
 Braam II
 Braam III
 Brass Shot
 Dark Brass Rises
 Dark Ending
 Double Hit
 Heroic Ending
 Hunt Trumpet
 Inceptor
 Intense Chord
 K.O Bell
 Kaicepticons
 King of the Caribbean
 Lost Harbor
 Optimus Rim
 Pacific Prime
 Para Bellum
 Sicario
 Slow Bell
 Slow Brass
 Something's Coming
 Spin Off
 Stress
 Strings & Brass
 Strings & Piano
 Strings I
 Strings II
 The Battle
 The Big One
 The Braaass
 There Are No Strings On Me
 Vampire Hunter
 Villain Staccato
 War Anouncement
 War Glissando

05 - Downers

A Thrill
 Alarm Down
 Boom Drop
 Classic Downer I
 Classic Downer II
 Copper Cobalt
 Copter Crash
 Drop I
 Drop II
 Drop III
 Drop IV
 Electric Whip
 Engine Stop I
 Engine Stop II
 Engine Stop III
 Power Outage
 Retro Sci-Fi
 Simple Perc
 Skyscraper
 Stress Knocking
 Zero Gravity

06 - Destruction

Accident I
 Accident II
 Collapse In The Garage
 Crash I
 Crash II
 Crash III
 Crash IV
 Crash V
 Crumbling
 Enemy Down
 Fireworks
 Gun Fight
 Gunshot
 Harsh Crash
 He Shot First
 High Speed
 Ice Stab
 Missile I
 Missile II
 Missile III
 Rewind To It
 Rocket Launch
 Super Gunshot
 Three Elements

07 - Synth

Act
 Boss Fight
 Brass Synth
 Centaurus Bass
 Crumbling Brass
 Day Run
 Distorted Guitar
 Euro Bass
 Future
 Genesis
 Growl
 Hum Oppresion
 Night Run
 November 2019
 Orbital
 Overdrive Hit
 Seismic Charge
 Sonic Synth
 Spaceship
 System Overload
 Temple Balls
 Vigilante
 Volcanic
 Worm

Preset List

08 – Percussions

2020	Skin
Aggressive Hit	Skull Island
Barrel	Solid
Big Gong	Splash
Big Percs	Strike Back Again
Big Taiko	Strike Back
Blade Running	Strike
Dangerous Dojo	Sub Bass Drum
Distorted Gong	The Cave
Down Under	Thump
Drum Dry	Wolf Pack
Escape Plan	
Ethnic I	
Ethnic II	
Ethnic III	
Fallen	
Filtered Taiko	
Hi Georgie	
Hidden Treasure	
Incisive Gong	
Io	
Junkie XXL	
Kingdom	
Large Hit	
Latin Perc	
Locked	
Locutus	
Lows & Highs	
Man Of Steel Drum	
Mordorous	
Noise	
Offset	
Omnious	
Perc I	
Perc II	
Perc III	
Perc IV	
Perc V	
Pulse	
Repetita Iuvant	
Running	
Sequitur	
Shock	

09 – Rises

1.21 Gigawatts	S. King
1138	Signal Connection
Action Starts	Slow Motor
Arrow	Space Light
Bad Dream	Space-Time Distortion
Bee Swarm	Stinger
Before Tomorrow	Tension Swell
Build Up & Up	The Evil Within
Burning Engine	The Falcon
Chemistry	The Hit Won't Come
Cinematic Noise	They Are Coming
Clockwise	Tic Tac
Clue	To Infinity
Cluster	Too Fast
Cold Wave	Tormented Soul
Conclusion	Trem-O-Low
Creepy Cymbal	Universe Mysteries
Crucial	Up & Down I
Dissonant Materials	Up & Down II
Downforce	Up & Down III
Earth Quake	Vortex
Engines On	Wake Up
Eyes Closed	Wide Swell
Factory	
Fear It	
Higher	
Ice & Steel	
Idea	
Increase	
Initialization	
Materia	
Metallium	
New Territory	
Orchestral Tension	
Paper Boat	
Phantom	
Pulsar	
Razor Rise	
Reverse Action	
Reverse Shot	
Reversed Crash Cymbal	
Riding Tomb	
Roar	

Preset List

10 - Stutters & Pulses

Approaching Drone
Cinematic Stutter I
Cinematic Stutter II
Danger Ahead
Disorder
Elevator
Glitch
Iron Arch
Orchestral LFO
Oversight
Power Up
Propeller
Pulse Synth I
Pulse Synth II
Pulse Synth III
Pulse Synth IV
Pulse Synth V
Pulse Synth VI
Pulse Synth VII
Pulse Synth VIII
Resident Evil
Robot Police
Slow Pass By
Space Fleet
Steam Power
Step Forward
Stutter Island
Telemetry
Terminal
UFO
Violent Ends

11 - Whooshes

Call
Cymbals
Devil Breath
Elevate
Freight Train
From The Depth
High Expectation
Implosion
Low Wind I
Low Wind II
Lurk
Orchestral Coma
Passing By I
Passing By II
Passing By III
Pink Noise
Pre Fight
Razor Edge
Revelation
Ricochet
Rumble
Stark Industries
Sweetness
The Millenium
Transition
Whoosh Brass

12 - Combat

Bullet
Glass Break
Here's Johnny
Kick Breakbones
Kick Old School I
Kick Old School II
Metal Hit I
Metal Hit II
Metal Hit III
Metal Pipe
Ouch
Punch I
Punch II
Raw
Sblam !
Shift Punch
Super Punch
Sword I
Sword II
The Rock I
The Rock II
The Rock III
Wooden Door

13 - Instruments

Bubble Lead
Crystal Glass
Dark Keys
Drama Piano
Giant Pan Flute
Metal Cup
Night Sky
Obey
Orchestral Toys I
Orchestral Toys II
Orchestral Toys III
Pure Pizz
Reversed Organ
Super Giant Piano
Synthetic Flute
Trailer Piano

14 - Trap Brass

Big Bubble Brass
Brassoon
Chromium
Chuck Brass
Club Drop I
Club Drop II
De Janeiro
Duck Face
Extra Fat
Freko Dingo
Game Hover
God Brass
Kick & Bass
Lord Embrasser
Lorie Antal
Money Maker
Pianissimo
Piano Brass
Punch In
Sax Pizza
Sharp Lead
Squash
Take Me Fifth
Then We Dance
Titanium
Vodka Shot
Wow

Preset List

15 - Ambiences

Atmospheric Oboe
Atonal Piano Rise
Breath of the Sahara
Calm Storm
Central Highway
Cold Room
Dark Flute
Discover
Drama
Enlighten
Etherea
Evolution
Exploration
Fairy Fountain
Finding
Focus
Gorgon
Haunted Castle
League of Shadows
Metalizer
Nightmarish
Quiet Place
Reversed Piano I
Reversed Piano II
Scientist Lighthouse
Soft Bed
Spaceship Board
Strange Cavern
Suspended
Temple of Time
Tension
Voices

16 - Dark

Alive
Blinded
Creepy Ambience
Curse End
Dark Kick
Dark Snare
Deep Voice
Demon's Breath
El Corridor
Ghost Attack
Haunted TV Post
Hell Entrance
Hint
In The Cave
In Wonderland I
In Wonderland II
Infart
It Is Here
Jump Scare I
Jump Scare II
Jump Scare III
Malefica
Maul
Midnight
Putrefaction
Rising Evil
Sanctuary
Secure
Side Effect
Sinister Sixth
Sorcerer Spell
Tension
The Others
They Are Here
Thursday 12









17 - Fx

Alarm
Alien Message
Arrival
Battlefield
Behind
Big Ship Engine
Bubble Burst
Cacophonic
Darklight Gong
Diamond In The Cave
Distant Thunder
Downforce
Dragon's Roar
Dropped
Electrocution
Engine
Error
Exit
False Alarm I
False Alarm II
False Alarm III
Fasten
Fire Alert
Flex
Forbidden Forest
Gold Mine
Granular Brass
Lazer Beam
Lazer Weapon I
Lazer Weapon II
Lazer Weapon III
Mechanism I
Mechanism II
Metal Impact
Mirage
Monster Belly
Monster Synth
Plague Of Locusts
Pulsation
Retro Future
Sliding Door
Slow Down
Sparrow

Spider Sense
Stun Grenade
Suspense Heart
Suspense Snap
Ten
Tinnitus I
Tinnitus II
Ultra Violet
Underline
Violet Noise
Worlds End

Links

UVI

Home	uvi.net/ 
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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METEOR

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

Vincenzo Bellanova
Jean-Bernard Céliér
Louis Couka
Florent Denizot
Alain J Etchart
Carlo de Gregorio
Kevin Guilhaumou
Antoine Martin
Clément Tijou

Software + Scripting

Antoine Martin
Rémy Muller
Olivier Tristan

GUI + Design

Nathaniel Reeves

Documents

Garrett DeMartinis
Nathaniel Reeves
Kai Tomita



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