



# KROMA *1.5*

## Soundbank Manual

Version 1.5  
EN 191120

# KROMA 1.5



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# KROMA 1.5



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# KROMA 1.5



## Introduction



### KROMA

#### FUNKY '80s ANALOG SYNTHS, REVISITED

##### INSPIRATION

Sporting a bold and blocky design the Rhodes Chroma is a 16-voice analog synthesizer from 1982. One of the first microprocessor-based analog synths it was also the last keyboard designed by ARP, makers of the 2600 and Odyssey among others, before being sold to CBS in 1981. The Chroma could be used as either a 1-osc/16-voice or 2-osc/8-voice synthesizer and was programmed primarily via a large array of membrane buttons ('80s in every sense). While programming wasn't convenient, the design was fairly sophisticated with a rich sound, never harsh - perfect for bass, strings, funky piano sounds and plucks.

Following the Chroma was the Polaris, a 6-voice analog synth released in 1984. While being simplified in some ways the Polaris has more memory and an extensive MIDI implementation with full parameter control and can play multiple patches at once. Like the Chroma, Polaris has a fat analog sound capable of incredible bass, brass, strings and more - even some Synthex/Rendez-vous'esque sounds thanks to its sync parameter.

We seldom see these synths anymore but their sounds are eminently worthy, and still exceptionally potent - full of the rich analog warmth and character you'd expect from an ARP.

##### INSTRUMENT

Kroma 1.5 includes two instruments, Kroma, and PolarX - a new dual-layer synth. Both come packed with custom designed presets programmed on fully-restored hardware units, including Arpeggios, Bass, Bells, Brass, FX, Leads, Pads, Strings, Sweeps. Even the basic waveforms of the keyboards were sampled to allow design of new patches. Take complete control of these classics with a built-in arpeggiator, step sequencer, LFOs and high-quality FX.

From elegant and brassy to fat and funky, Kroma and PolarX give you the sounds of two rare classics full of vintage '80s analog flavor.

##### Minimum System Requirements

- Latest version of UVI Workstation or Falcon
- 3.35GB of disk space

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

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## Kroma - Edit Page



The UI is divided into two pages; [Edit] and [Mod]. Primary controls such as amp, filter, and stereo, and are available on the [Edit] page. Clicking the [Mod] button at the top of the interface reveals the second page of controls containing the LFO and Step Modulator.

### 1 ► Globals

- » **Edit Page**  
Sets the UI to the Edit page
- » **Mod Page**  
Sets the UI to the Mod page
- » **Arp on/off**  
Toggle built-in arpeggiator on/off

### 2 ► Amplitude

- » **ADSR**  
Typical envelope controls for the amp
- » **Vel Sens**  
Adjust the amp velocity sensitivity
- » **Vel > Atk**  
Remaps Attack to Note Velocity

### 3 ► Filter

- » **ADSR**  
Typical envelope controls for the filter
- » **Vel Sens**  
Adjust the filter velocity sensitivity
- » **Depth**  
Depth of the filters EG

### » Cutoff Freq

Filter cutoff frequency

### » Resonance

Filter resonance amount

### » Filter Type

Multimode filter can be set to low-pass (LP), band-pass (BP), or high-pass (HP)

### 4 ► Pitch

- » **Depth**  
Sets the portamento depth
- » **Time**  
Sets the glide time

### 5 ► Mode

Mono / polyphony toggle

### 6 ► Noise

- » **Amount**  
Adjust noise mix amount
- » **Type**  
Select white or pink noise types

### 7 ► Effects

- » **Drive**  
Adjust drive value
- » **Phaser**  
Adjust effect mix amount
- » **Delay**  
Adjust effect mix amount
- » **Reverb**  
Adjust effect mix amount

### 8 ► Modwheel

- This section provides a quick way to map common controls to your MIDI keyboards modwheel
- » **Vibrato**  
Speed of the vibrato (free)
- » **Tremolo**  
Speed of the tremolo (sync)
- » **Filter**  
Cutoff frequency of the Filter

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## Kroma - Edit Page [continued]



### 9 Stereo

#### » Color

Utilizes neighboring samples from the library to a unique effect

#### » Spread

Sets the stereo width  
(in ALT and UNI modes only)

#### » Detune

Detunes the unison layers  
(UNI mode only)

#### » Mode - Off

Sets the stereo mode to OFF (mono)

#### » Mode - Alt

Sets the stereo mode to ALT; stereo position alternates L/R every note, width controlled by [SPREAD]

#### » Mode - Uni

Sets the stereo mode to UNI; layers multiple samples and augments them for increased stereo presence, modify with [COLOR] and [DETUNE]

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## Kroma - Mod Page



### 1 ▶ LFO

- » **Sync**  
Toggle LFO sync to host tempo
- » **Shape**  
Select the LFO waveform: Sine, Square, Triangle or Sample & Hold (random)
- » **Speed**  
Adjust the LFO speed
- » **EG Depth**  
Depth of the LFO envelope
- » **Attack**  
LFO envelope attack time
- » **Decay**  
LFO envelope decay time
- » **> Pitch**  
Pitch modulation amount
- » **> Drive**  
Drive modulation amount
- » **> Volume**  
Volume modulation amount
- » **> Filter**  
Filter modulation amount

### 2 ▶ Step Modulator

- » **Res**  
Set the step speed/resolution
- » **Steps**  
Set the number of steps to playback
- » **Delay**  
Set the initial delay time
- » **Rise**  
Set the time to activate smooth
- » **Smooth**  
Interpolates step values for a smooth, LFO-like modulation
- » **> Volume**  
Volume modulation amount
- » **> Filter**  
Filter modulation amount
- » **Modulation Sequencer**  
Set the modulation value (draw with mouse, double-click to enter explicit values)

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## Kroma - Preset List

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### Arpeggios

Bronski Bass  
Chord Wheel Me  
FX Sequence  
Instant Reggae  
Jacky Nalog  
Korda Chrome  
Kromarpeggio 1  
Saw Sage  
Sequence Man  
Technauto  
Trashpegiator

### Bass

Bassmati  
Crytpon B  
Daft Funky  
Jam on It  
Lazer Harp Wheel  
Lead Bass  
Mr Basso  
Obassma  
Squaring  
Standard

### Bells

Bell My Doo  
Christmas Bells  
Cristanalog Clear  
Harp Bell  
Jingle Bell  
Metabellic  
Noisy Bell  
Soft Palace  
Wendy Dark Tube  
Wonder Bell

### Brassy

Brassizer  
Chroma Poly Brass  
Cool Brass  
Crawling  
Hybrid Trumpets  
LyncHorn  
Majestic Horns  
Mayhem of Brass  
Mercury Brass  
Stabnalogic  
Toto Feel  
Vangelo  
Warm Soft Brass

### FX

Beast Who Fly  
KromaX FX Menu 1  
KromaX FX Menu 2  
Mini THX  
Plan Nine  
Snakes Talking  
Stress Lodge

### Keyboards

AKromardion  
Analog Toy Piano  
Baby Organ  
Caroussel Organ  
Clavinex  
Electric Piano  
Funkroma Clav  
Harpsynalog  
Jazzy KrOrgan  
Soft Church  
Space Piano  
SweePiano  
Synth Clavecín  
Synth Harp  
Too Filtered Piano  
Very Soft Keys  
Wursynthzer

### Leads

Chromatic Solo  
Fifth Solo  
Funky Man  
Guitar Sync  
HP Wave  
Nasty Lead  
Noisy Brassy Lead  
Scarlead  
Scream Solo  
Slowlo Synth  
Solid Saw Lead  
Tube Solo

### Pads

Analog Beauty  
Analog Choir 1  
Arctic Pad  
Brass me Tender  
Changosphere  
Chrominous Pad  
Dreamy One  
Evolupad  
Ionized  
Padamento  
Philadelphia  
Pure Pad  
Roady Pad  
Silencio  
Superbe  
Tiny Voice

### Polysynth

Cindy Soft  
Eighties Stab  
EmoPolytional  
Hybrid Poly  
Massive Polysynth  
Organopolis  
Poly Culture  
Polysound  
PortaGrainto  
Prophet Fifth  
Radom Filter  
Short Stab  
Wheel Me

### Strings

Analog Orchestra  
BrasStrings  
Eminent Like  
Equinox  
HP Strings  
Imaginary Stacc  
Just Soline

### Sweeps

Fest du Sweep  
Fifth Floor  
Galactica  
Inverted  
Multi Sweep  
Road Sweep  
Sweeper  
Windy Carlos

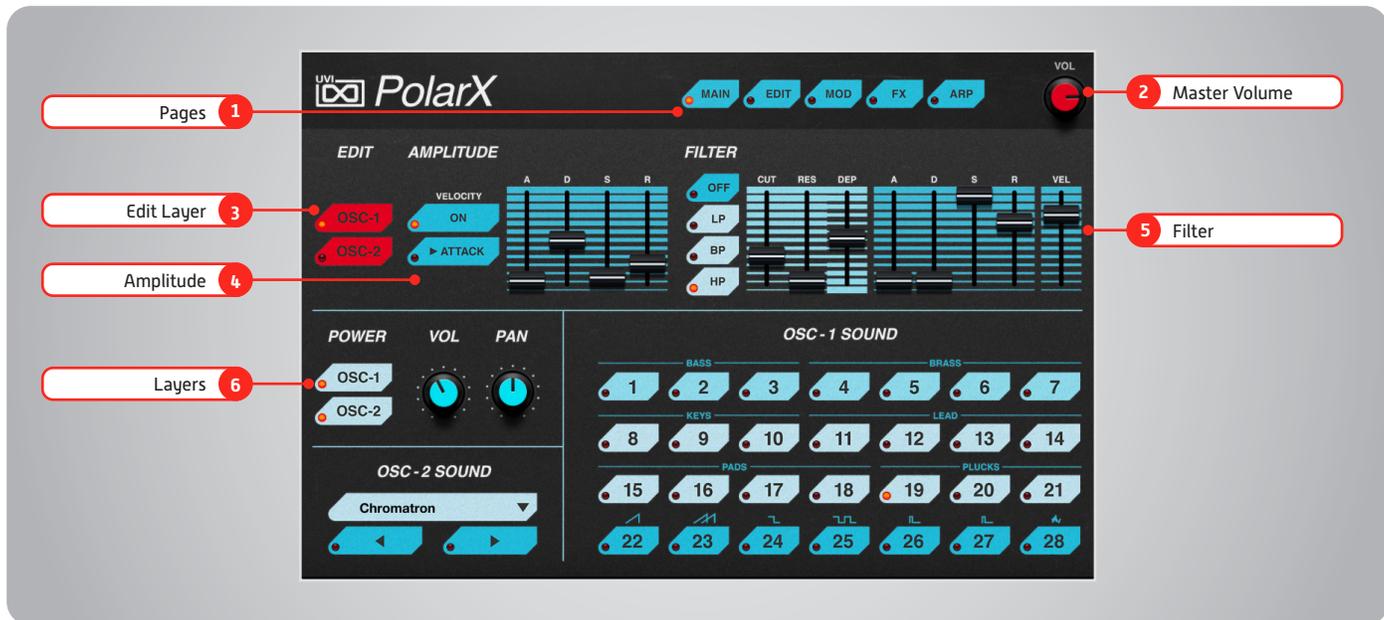
### Waves

Saw PWM 00  
Saw PWM 03  
Saw PWM 05  
Saw PWM 08  
Saw PWM 10  
Square PWM 01  
Square PWM 03  
Square PWM 05  
Square PWM 08  
Square PWM 10

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## PolarX - Main Page



PolarX is outfitted with 2 layers; OSC-1 and 2. Both layers have independent selection of 28 sounds for OSC-1 and 73 sounds for OSC-2, dedicated volume, pan, filters and envelope generators for amplitude and filter, and arpeggiators in the Arpeggiator page. Edit and Effects pages affect the summed signal of both layers while Modulation can be set to selectively target OSC-1 and/or 2.

### 1 ▶ Pages

- » **Main, Edit, Modulation, Effects and Arpeggiators**  
Click to change the current control page

### 2 ▶ Master Volume

### 3 ▶ Layer Edit

- » **Select: OSC-1 / OSC-2**  
Select OSC-1 or OSC-2; presents discrete Signal, Amp Env, Filter and Filter Env controls

### 5 ▶ Amplitude

- » **Amplitude: Velocity**  
Toggle velocity on/off
- » **Amplitude: Vel > Atk**  
When active, routes Velocity input to Amp Env: Attack
- » **Amplitude: ADSR**  
Adjust the amplitude using a typical Attack, Decay, Sustain, Release envelope

### 5 ▶ Filter

- » **Mode**  
Select between LP, BP or HP filter shapes, or OFF to disable the filter
- » **Frequency**  
Set the filter cutoff frequency
- » **Resonance**  
Set the filter resonance amount
- » **Depth**  
Set the filter's depth amount
- » **Velocity**  
Set the filter's velocity sensitivity
- » **ADSR**  
Typical ADSR envelope for the Filter

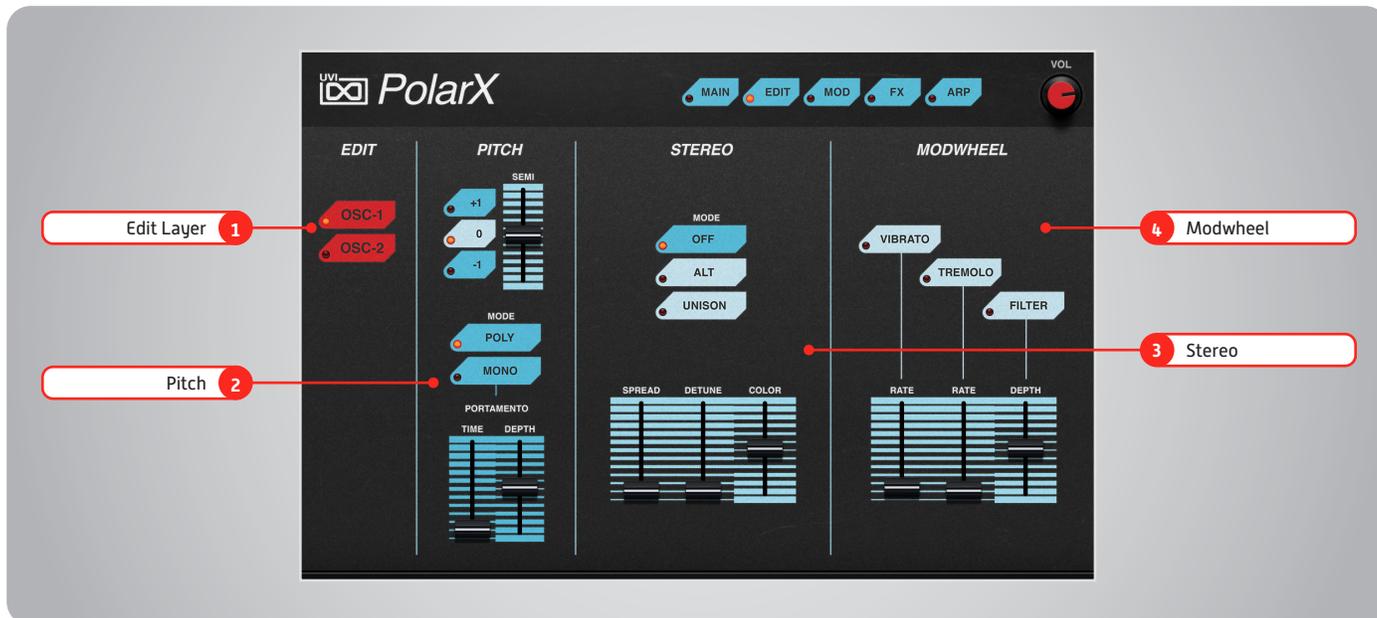
### 6 ▶ Layers (OSC-1 / OSC-2)

- » **Power**  
Turn Osc 1 and Osc 2 on/off
- » **OSC-1 Sounds [1-28]**  
Select the preset sound
- » **OSC-2 Sounds**  
Select the oscillator sounds, including 28 OSC 1 sounds
- » **Volume**  
Adjust the selected layer's OSC volume
- » **Pan**  
Adjust the selected layer's OSC pan

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## PolarX - Edit Page



### 1 ▶ Edit Layer

Select OSC-1 or 2; presents discrete controls for Pitch/Portamento, Stereo and Modwheel

### 2 ▶ Pitch

- » **Octave**  
Adjust the pitch in Octaves
- » **Semitone**  
Adjust the pitch in Semitones
- » **Mode**  
Toggle between Mono and Poly voicing
- » **Time**  
Set the Glide time
- » **Depth**  
Adjust the Portamento depth

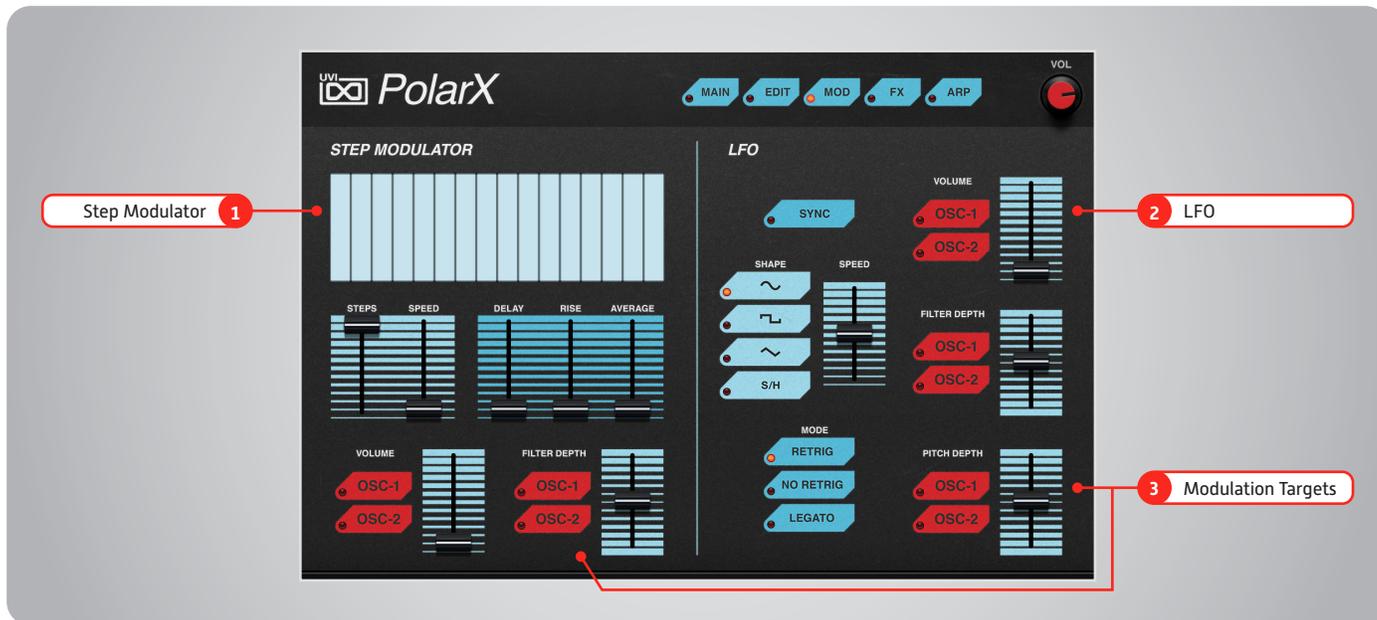
### 3 ▶ Stereo

- » **Mode**  
Off / Alternate Pan / Unison
- » **Spread**  
Change the stereo width
- » **Detune**  
Unison layer detune amount [Unison mode only]
- » **Color**  
Shifts color based on adjacent samples

### 4 ▶ Modwheel

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

## PolarX - Mod Page



### 1 ▶ Step Modulator

- » **Editor**  
Interactive editor for programming sequenced modulations; bar height equals mod amount
- » **Steps**  
Change the number of playable steps [1-16]
- » **Speed**  
Change the step duration [1/32 - 1/1]
- » **Delay**  
Delay time to activate first step
- » **Rise**  
Time to activate step with a smooth transition
- » **Average**  
Interpolates values between adjacent steps to smooth parameter modulation for a custom LFO effect
- » **Step Modulator Target**  
Control the amounts of modulation to be applied to each or both layer's Volume Amount, Filter Depth

### 2 ▶ LFO

- » **Speed**  
Change the LFO Speed
- » **Sync**  
Enable/Disable LFO sync to Host Tempo
- » **Waveshape**  
Choose LFO waveshape; Sine, Triangle, Square or Sample & Hold
- » **LFO Routing**  
Control the amount of LFO modulation to be applied to various parameters including; Pitch, Drive, Volume and Filter
- » **Mode**  
Change the LFO retrigger mode; Retrigger, No Retrigger or Legato
- » **LFO Target**  
Control the amounts of modulation to be applied to each or both layer's Volume Amount, Filter and Pitch Depth

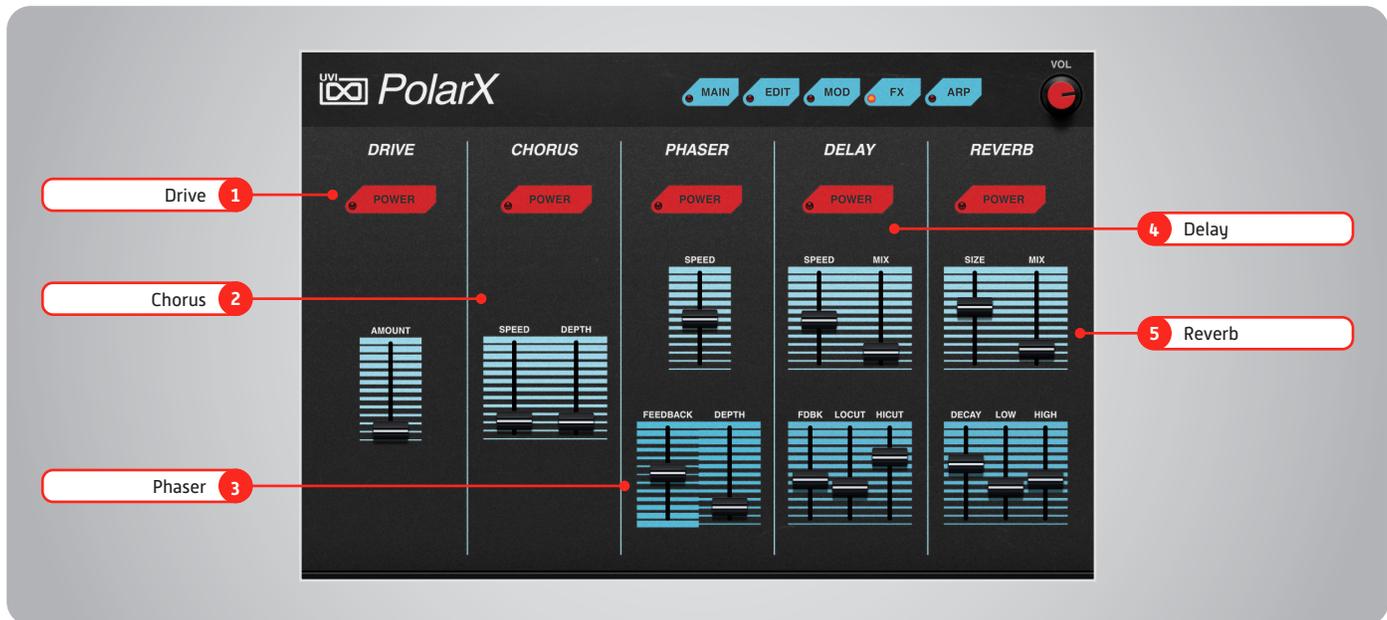
### 3 ▶ Modulation Targets

- Set the target oscillator for the parameter modulation, Upper and/or Lower layer

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## PolarX - FX Page



### 1 ► Drive

- » **On/Off**  
Turn the effect on/off
- » **Amount**  
Adjust the drive amount

### 2 ► Chorus

- » **On/Off**  
Turn the effect on/off
- » **Speed**  
Adjust the chorus modulation speed
- » **Depth**  
Adjust the chorus modulation depth

### 3 ► Phaser

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

### 4 ► Delay

- » **On/Off**  
Turn the effect on/off
- » **Speed**  
Adjust the delay time
- » **Mix**  
Adjust the delay effect mix amount
- » **Feedback**  
Adjust the delay feedback amount
- » **LoCut**  
Adjust the delay output's low-cut filter frequency
- » **HiCut**  
Adjust the delay output's hi-cut filter frequency

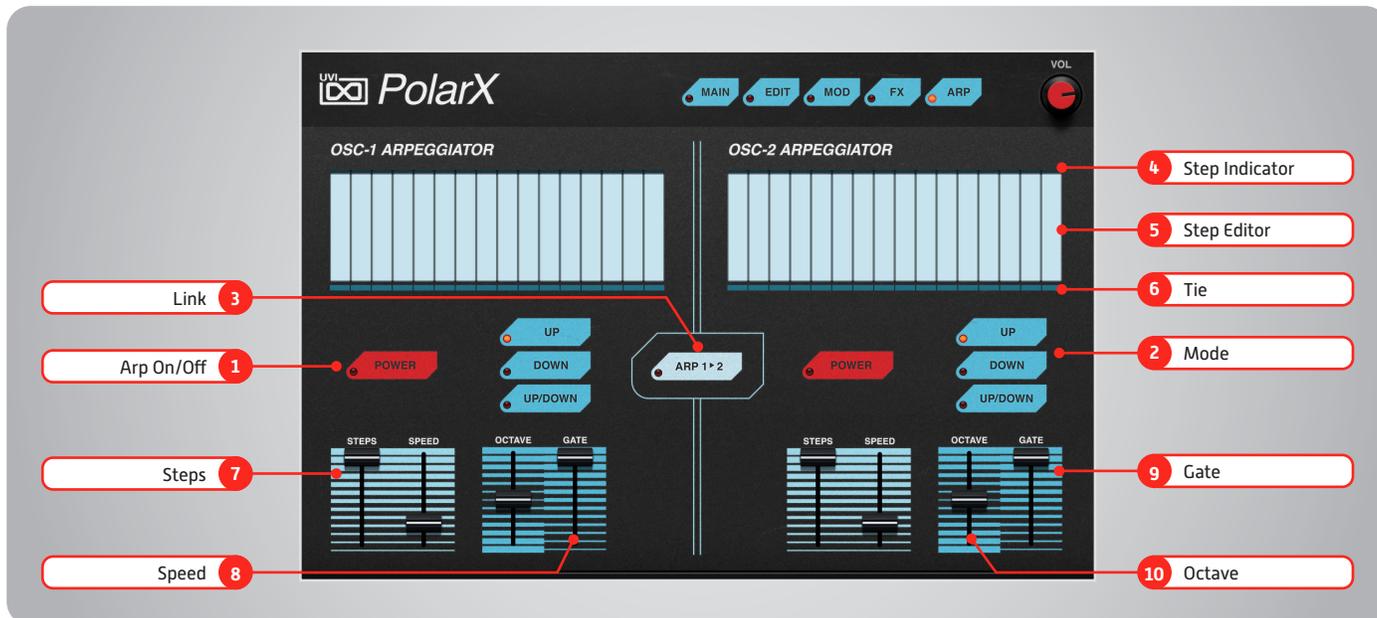
### 5 ► Reverb

- » **On/Off**  
Turn the effect on/off
- » **Size**  
Adjust the reverb room size
- » **Mix**  
Adjust the reverb mix amount
- » **Decay**  
Adjust the reverb decay time
- » **Decay: Low**  
Multiplies the decay time [-/+ ] for the low frequency signal
- » **Decay: High**  
Multiplies the decay time [-/+ ] for the high frequency signal

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## PolarX - Arp Page



- 1 ▶ Power**  
Toggle the Arpeggiator On/Off
- 2 ▶ Mode**  
Select Up, Down, or Up and Down
- 3 ▶ Link**  
Switch to link two arpeggiators
- 4 ▶ Step Indicator**  
LED lights up when step is triggered
- 5 ▶ Step Editor**  
Freely draw note velocities
- 6 ▶ Tie**  
When active, step inherits Velocity from the previous step
- 7 ▶ Steps**  
Change the number of playable steps (1-16)
- 8 ▶ Speed**  
Change the step duration (1/32 - 1/1)
- 9 ▶ Gate**  
Change the step length (from zero to the tracks Resolution setting)
- 10 ▶ Octave**  
Set the pitch range in Octaves

## PolarX - Preset List

00-Init Mono  
00-Init Stereo

### Animated Arp

Chormatron Arp  
Crudivore  
Double Kitsch  
Heart Dark  
Her Muller  
Italo Intro  
Margarina  
Mix City  
Octave Arp  
Plain Shorter  
Planet Chrome  
Polar Castle  
Polar Peggio  
Poly Sync Arp  
Pop Arp  
Pop Corn Sync  
Potassium Sulfate  
Raspoutine  
Rawsbeef  
Space Busy  
Sync Tank  
Terne Air  
Wheel To Crunch  
Wheel To Rez

### Animated Step

Gate Soldier  
Hectoplasmic  
Instability  
LFO Straight  
Low And High  
Mario Dissey  
Mix Waves  
More On Wheel  
Moricone Planet  
New Step Age  
One To One  
Piano Darkness  
Radio Gagete  
Sync Mood  
Tea Bubbles  
Tron Soneuse  
Wheel To HH  
Zip Sleep

### Bass

Chroma Bass  
Da Funk Bass  
Electricity  
FMish One  
Lime Sub  
Mati Bass  
Mixed Sub  
Modular Bass Seq  
More Than Bass  
Obese  
One Bass  
Organ Sub House  
Pluck Bass  
Polar Bass  
Round Acoustic  
Seube  
Shaftaris  
Steady Bass  
Sync On Top  
UVI Resine  
Wheel Seq

### Bells

Brassy Bell  
Digitalish  
Fantaisie  
Fears for Tears  
Japan Block  
Lazeroide  
Malletic  
Megane Bell  
Noise Trem  
Pure Analog  
Simonette  
Square Bells  
Steelish Drum  
Sync Bells  
Tiny Fall  
Vapor Bells  
Very Synth Bell  
Vibration 1  
Vibration 2  
Wobells

### Brass

Brass Machine  
Dirty Brassy  
Emperor  
Frunshy Freck  
Lyric Band  
Magic Hybrid  
Mix Synbrass  
Phat Analog  
Polarp Brass  
Shalabrass  
Short Hypnose  
Smooth Horns  
Soft Complex  
Soft Phase  
Stabrass  
Steady Brass  
Steel Drum Brass  
Super Phaser  
Synth Horns  
Tiny Brass  
Zulu Nation

### Keys

Analog Keys  
Broken B3  
Craze Organ  
Eighties Mix  
Electric Piano  
Expressiv Ham  
Hybrid Keys  
Keyribean  
Keys Vibrant  
Klavine  
Large B3  
Layer Arp  
New Age Toys  
Noise Floor  
Organ Brass  
Perchrome  
Piano Brass  
Rhodes Planet  
Royal Harpsynth  
Rozenboard  
Soft Darkness  
Space Harpsy  
Synclavinet

### Leads

Bruce Lead  
Da Phonk  
Funny Funk Sync  
Horns Hollow  
Hugo C  
Kromazy Land  
Little Noisy  
Mascarpone  
Mind Blowing  
Monopoly  
Phase Dirt  
Pure Oboe  
Rawsillator  
Saw Scie S  
Sax Like  
Soli Poly  
Space Flute  
Square Cool  
Strong Lead  
Syncology 1  
Syncology 2

### Pads

Choralie  
Expressive Pad  
Filosphere  
Filtermania  
Huge Pad HH  
Jarre Ox  
Low Rise  
Mellow Cotton  
Ominous Chrome  
Pad FX  
Pad Keys  
Raw Glide  
Sine Arp  
Soft Brassy Arp  
Sombre Heroe  
Super Calm  
Wheel To Bright

### Pluck

Hybridzicato  
Official Pop Corn  
Pluck n Sweep 1  
Pluck n Sweep 2  
PolarX Detuned 1  
PolarX Detuned 2  
Poly Eighties  
Pop Cornation  
Strat Board  
Tangerine Hit  
Waiting Koto

### Polysynth

Funky Brite  
Glide Time  
Guy Deborde  
Hybrid Sync Poly  
Large Delay  
Lauper Poly  
LFOFase  
Massive Sync  
Mouse In Space  
Polharpoly  
Pure Waveforms  
Rez Pol  
SawLaris 1  
SawLaris 2  
Short Synth  
Smooth Sync  
Soft Funk  
Space Harmonium  
Stack Stab  
Van Hook

### Strings

Bubble Strings  
Flying Man  
Impressive Strings  
Moelleux  
Oboemania  
Polaristrings  
Stakeyto  
Synth Orchestra  
Tron Space  
Vel To FX

### Sweep

Lunar Waves  
Mixed Stwep  
Ominousweep  
Open Space  
Oxygene Nation  
Pluck O Sweep  
Polasweep  
Raw Sweep  
Saturnian Beach  
SweepolarX  
Wheel Low Drone

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## PolarX - OSC Sound

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### Bass

Eighties Funk  
Electrichrome  
Polar Bass  
Rhys Paula  
Slappish  
Steady Bass  
Synth Bass

### Brass

Chromanalog Power  
Chromanalog Soft  
Frunshy Freck  
Poly Brass  
Short Brass  
Smooth Horns  
Steady Brass  
Synth Brass  
Synth Horns

### Keys

Analog Piano 1  
Analog Piano 2  
Detune Bellish  
Glitch Organ  
Hybrid Keys  
Perchrome Organ  
Polar Clav  
Synth Harpsichord

### Leads

Flutron  
Full Sync 1  
Full Sync 2  
Lead Attack  
Melancolis  
Oboe  
Polasync  
Smooth Sync  
Solo Mario  
Solorganic

### Pad-Strings

Cathodic Strings  
Chromatron  
Fall Down Pad  
Looper Pad  
Pad FX  
Solinaris  
Square Pad  
Sweep Chroma  
Sync Pad  
Vibration

### Pluck-Bell

Basic Pluck  
Looper Bell  
Pluck Detune  
Rezinoid  
Soft Pluck  
Synth Clav  
Unharm Bell

### Polysynth

Funky Paul  
Granular  
Octogone  
Poly Harris  
Polyris  
Sine Trem  
Split Rez  
Square Stab  
Thin Synth

### Waveforms

Mix Waves 1  
Mix Waves 2  
Mix Waves 3  
Noise  
Pulse 1  
Pulse 2  
Pulse 3  
Pulse 4  
Saw Basic  
Saw Double  
Square Basic  
Square Double

# KROMA 1.5



## Links

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### UVI

- Home . . . . . [uvi.net/](http://uvi.net/)
- UVI Portal . . . . . [uvi.net/uvi-portal](http://uvi.net/uvi-portal)
- Soundbank Installation Guide . . . . . [installing\\_uvi\\_soundbanks\\_en.pdf](#)
- UVI Workstation User Guide . . . . . [uviworkstation\\_user\\_guide\\_en.pdf](#)
- Your Registered Product Serial Numbers and Download Links. . . . . [uvi.net/my-products](http://uvi.net/my-products)
- FAQ . . . . . [uvi.net/faq](http://uvi.net/faq)
- Tutorial and Demo Videos . . . . . [youtube.com/](http://youtube.com/)
- Support . . . . . [uvi.net/contact-support](http://uvi.net/contact-support)

### iLok

- Home . . . . . [ilok.com/](http://ilok.com/)
- iLok License Manager . . . . . [ilok.com/ilm.html](http://ilok.com/ilm.html)
- FAQ . . . . . [ilok.com/supportfaq](http://ilok.com/supportfaq)

# KROMA 1.5

## Credits and Thanks

### **Produced by UVI**

### **Recording / Editing / Sound Design**

Damien Vallet  
Emmanuel Usai  
Kevin Guilhaumou  
Alain J Etchart  
Nathaniel Reeves

### **Software + Scripting**

Olivier Tristan  
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### **GUI + Design**

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UVI.NET