UVI

The Beast

DIGITAL AUDIO INSTRUMENTS

Soundbank Manual

Software Version 1.0

EN 160307

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UVI.NET

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Introduction

The Beast - Rewind to 1975 …

A machine of luxury is birthed for the musical elite. Using electronics developed for NASA, this revolutionary instrument was unprecedented for its time. Starting off its life as a gorgeous FM synth, it evolved into a comprehensive workstation through subsequent expansions. Its emergence into the professional studio inspired many of the leading avant-garde artists and sonic visionaries to embrace its potential, including Frank Zappa, Chick Corea, Michael Jackson, Sting, Kraftwerk, Stevie Wonder, and Depeche Mode, among others.

… Fast Forward to Today

Once again inspired by the sounds of yesteryear, we at UVI have set out to construct our own 'beast'. The result is a comprehensive software suite comprised of 3 complementary digital instruments - each fully equipped with a vast array of both cutting edge original sounds and classic presets. We've employed our trusted combination of advanced programming and meticulous sampling, using the best analog and digital gear, to bring the beloved vintage character of this workstation to a new generation of musicians and sound explorers. The result is an entirely new, comprehensive and intuitive luxury instrument which we are proud to present to you - The Beast.

Also included is the latest UVI technology - Sparkverb™, a highly advanced synthetic reverb that focuses on sound quality and musicality. From stratospheric choruses, to lush ambiances and to resonant unisons, Sparkverb gives you a huge palette and direct control over the patches. Add lush atmosphere to any of your configurations instantly!

Recapture the past, and let The Beast inspire the sounds of your future!

Minimum System Requirements
• Latest version of UVI Workstation or Falcon
• 2.07GB of disk space
For more information on the installation process, please refer to the document: Soundbank Installation Guide

Beast FMII - Interface

1 ▶ Amplitude

» **ADSR**
Typical envelope controls for the amp

» **Vel Sens**
Velocity sensitivity

2 ▶ Filter

» **ADSR**
Typical envelope controls for the filter

» **Vel Sens**
Velocity sensitivity

» **HP / BP / LP**
High, Band, and Low Pass filter modes

» **Cutoff**
Filter cutoff frequency

» **Res**
Filter resonance amount

» **Env**
Depth of the filter envelope

3 ▶ Stereo

» **Mode – Off**

» **Mode – Alt**
Stereo position alternates L/R every note, width controlled by [SPREAD]

» **Mode – Uni**
Layers multiple samples and augments them for increased stereo presence

» **Color**
Utilizes neighboring samples from the library to a unique effect

» **Spread**
Sets the stereo width [ALT mode]

» **Tune**
Detunes the unison layers [UNI mode]

4 ▶ Effects

» **Phaser**
On/off and effect mix amount

» **Delay**
On/off and effect mix amount

» **Reverb**
On/off and effect mix amount

» **Crusher**
On/off and effect minx amount

5 ▶ Drive

» **Power/Amount**
On/off and overdrive amount

6 ▶ Modwheel

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

7 ▶ FMIZER

Note: FMIZER is playable via the modwheel

» **'+' or '–'**
Adjust FM modulation

» **Level**
FM level amount

» **Pitch**
Transpose FMIZER by semi-tone

» **Velocity**
FMIZER velocity sensitivity

Beast FMII - Preset List

Bass
Bass Funky M
FMized Bass
MG AnalogBass
Orchestral Bass
Orchestral FMized
Orig Bass 1
Orig Bass 2
Orig Bass 3
Orig Bass 4
Phat FM Bass

Bells
Chimes
Church Bells
FM Zic Box
Harpi Bell
Music Box
Orig Bells 1
Orig Bells 2
Tangerine Bell
Tubular Chimes
Vibes

Insane FM
Das Dubstep
Distoland
FM Attitude
Insane Place
Organistic
Rock FM
The Beast who Fly
Violin under Pressure
Voices Insane
Wheel Sweep Brass

Keyboards
Clavinet
Elec Dulcimer 1
Elec Dulcimer 2
Electric Piano 1
Electric Piano 2
Harpsichord
Heavy Keyboard
Low FM Piano
Mallet Piano
Piano FMized

Misc.
ChorGelis
FM Dream Kalim
FM Noisy Bell
Fuzz Guitar
Fuzzemized
Harmonica
Poly Sync
Pure FM Thin Pad
Strummed
Ultra Thin Perc

Orchestral
Brass
Hybrid Violin
Krum Horn
Krum Multi FM
Mellow Ensemble
Ochestral Hit
Octaved
Orchestral Strings
Porta Strings
X Fantasio

Organs
Brocken Organ
FH Organ FMized
FH Organ
Full Digital Organ
Harpsi Hamm
Large FM Organ 1
Large FM Organ 2
Mini Organ
Pipe Organ
Rock Wah

Synth
BrasSource
Dirty Fifth
Iconic Gong
Marion 1
Marion 2 FMized
Poly FM
Saw Lead
Slow Drone
Smooth Keys
Strange Voices
Voices

Waveforms
FMized Only
Inverted Saw
Saw
Sine 1
Sine 2
Square
Triangle

1 ▶ **Amplitude**
- » **Vel > Atk**
  Remaps Attack » Note Velocity
- » **Velocity Sensitivity**
  Adjust the velocity sensistivity
- » **ADSR**
  Typical envelope controls for the amp

2 ▶ **Filter**
- » **Filter Type**
  Multimode filter can be set to low-pass (LP), band-pass (BP), or high-pass [HP]
- » **ENV**
  Depth of the filters EG
- » **CUT**
  Filter cutoff frequency
- » **RES**
  Filter resonance amount
- » **VEL**
  Adjust the filter velocity sensitivity
- » **ADSR**
  Typical envelope controls for the filter

3 ▶ **Pitch Envelope**
- » **Depth**
  Sets the depth of portamento

- » **Time**
  Sets the glide time for both modes

4 ▶ **Drive**
- » **On/Off Switch**
- » **Amount**
  Sets the drive amount

5 ▶ **Stereo**
- » **Mode – Off** (mono)
- » **Mode – Alt**
  Stereo position alternates L/R every note, width controlled by [SPREAD]
- » **Mode – Uni**
  Layers multiple samples and augments them for increased stereo presence
- » **Color**
  Utilizes neighboring samples from the library to a unique effect
- » **Spread**
  Sets the stereo width (ALT mode)
- » **Tune**
  Detunes the unison layers (UNI mode)

6 ▶ **Effects**
- » **Phaser**
  Power and effect mix amount
- » **Delay**
  Power and effect mix amount
- » **Reverb**
  Power and effect mix amount

7 ▶ **Bit Crusher**
- » **Bit Crusher On/Off**
  Enable/Disable the Bit Crusher effect
- » **Bit**
  Set the bit reduction
- » **Frequency**
  Set the Bit Crusher sample rate
- » **Drive**
  Adjust the overdrive amount of the Bit Crusher effect

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

Beast Terminal - Preset List

Bass
Agressiv Mini Mg
Bass ConTremolo
Bass Synth 1
Bass Synth 2
Bass Synth 3
Crunch Bass
Dark Double Bass
Electric Bass 1
Electric Bass 2
Fretless Blue
Hard Bass
Noise Drone Bass
Phat SUB
Piano Bass Bells
That Slap
Ultra Air Bass

Bell-Mallets
African Mallet
Celeste
Glockenspiel
Kalimba
Marimba 1
Marimba 2
Marimbass
Old Bells
PitchAgogo
Prepared Dulcimer
Prepared Gamelan
Prepared Mallet
Prepared Xylo
Steel Drum
Synth Bell
TremoBell
Vibraphone
Woodblock
Woody Stacc
Xylophone

Brass
Big Brasses
Big Ensemble
Brass Attack 1
Brass Attack 2
Brassy Big Pad
French Horn
Horns and Strings

Tenor Sax
Trumpet Stacc 1
Trumpet Stacc 2
Tuba
Wahx Avery

Drums
Bass Drums 1
Bass Drums 2
Cymbals 1
Cymbals 2
Cymbals 3
Snare Drums 1
Snare Drums 2
Snare Drums 3
Toms 1
Toms 2
Toms 3

FX
Dolphin Stress
Fallling P
FX Menu 1
FX Menu 2
FX Menu 3
Hitchcokitude
Horror Scene
Human Menu
Marsian Gamelan
Prepared Cluster
Prepared Pianos
RiskPlosion
Scaring Steel
Space Chimes
Trashing
Tunnel Scary
UnHarmonic Mallet
Xtreme Prepared

Guitars
Acoustic Guitar
Banjo
Classic 335
El Guitar Mute
Electric Guitar 1
Electric Guitar 2
Lute
Stratlute

Twelve Strings 1
Twelve Strings 2

Hits-Chords
FX Synth Hit
Hit Chkoc
Impact Tunning
Jazz Ending
Magic Hit 1
Magic Hit 2
Moscito Hit
NoisHit
Orch Dark Hit
Orchestal Mood
Out Brass Phase
Phrase Ending 1
Phrase Ending 2
Pop Hit
Pure Orch Hit 1
Pure Orch Hit 2
Pure Orch Hit 3
Pure Orch Hit 4
Pure Orch Hit 5
Pure Orch Hit 6
Pure Orch Hit 7
Pure Orch Hit 8
Pure Orch Hit 9
Requiem Hit 1
Requiem Hit 2
Requiem Hit 3
Short Hit
StaBrass
Suspense Hit 1
Suspense Hit 2
Suspense Hit 3
Suspense Hit 4
Tension Loop
TimpanHit
xFX Hit 1
xFX Hit 2
xFX Hit 3
xFX Hit 4
xFX Hit 5
Ze Art of Hit

Keyboards
Accordion
Church Organ

Claustro B3
Clavinet
Crunchy Ham
Dark Road
German Big Toy
Grand Piano
HarPiano
Harpsichord
Majestic Prepared
MelHarmonica
My Dyno Piano 1
My Dyno Piano 2
New Piano
On the Road
Student Piano
Tack Piano
Zither Piano

Percussions
Berimbau
Bongo
Cabasa
Conga
Ethnic Mood
Flexatone
Gong
Hybrid Perc
Perc Menu 1
Perc Menu 2
Perc Menu 3
Perc Menu 4
Perc Menu 5
Perc Orch Hit
Piano Hit
Surdo
Timpani
Tribal Class
Udu

Strings
Cello Pizz
Cell Stacc
Cellos Pad
Cellos Pizz
Double B Pizz 1
Double B Pizz 2
Double B Sus
Harp

Strings Ens High
Strings Ens Low
Strings Ens Pizz
Strings Marcato
Strings Tremolo
Violas Pizz
Violas Sus
Violins Pizz
Violins Sus

Synths
Beauty Pad
Contra Synth
Distored Synth
Lead Crush Wheel
Ominous Synth
Pad Sync
Paddistic
Space Balafon
Synth Clavier 1
Synth Clavier 2
Synth Horn
Ultra Synth

Voices
Ethreal Voices
Ethnic Menu
Full Chorale
Multi Ahhs
PhAhhzer
Single Dum
Soloprano
SynChoir
Tron Vox
Voice in Space

Beast Box - Interface

Preset Menu **2**

Track Params **5**

Track Sequencer **6**

Step Indicator **4**

Page Switch **1**

3 Globals

Global Controls

Modulation Controls
Pitch Bend » 2 Octave Range
ModWheel » BitCrusher

1 ▶ **Page Switch**
» **Page 1**
   01. Bass Drum - C1
   02. Snare Drum - D1
   03. Cymbal - F#1
   04. Cymbal - C#2
» **Page 2**
   05. Tom - F1
   06. Tom - G1
   07. Percussion 1 - C#1
   08. Percussion 2 - D#1
» **Page 3**
   09. FM BD/SD - B0
   10. FM BD/SD - E1
   11. FM Cymbals/Toms/Percs - A#1
   12. FM Cymbals/Toms/Percs - A1

2 ▶ **Preset Menu**
   Select from dozens of preset kits

3 ▶ **Globals**
» **Groove / Swing Amount**
» **Clear (all seq tracks)**
» **Play/Stop Sequencer**

4 ▶ **Step Indicator**
   LED lights indicate current seq step

Track Controls

5 ▶ **Track Params**
» **Mute (on/off)**
» **Sample Menu**
   Change the track/sample via forward/
   backward buttons or through the pull-
   down menu
» **Vol**
   Adjust the track volume
» **Pan**
   Adjust the tracks pan position

» **Tune**
   Adjust the track pitch
» **HF (Low-Pass Filter)**
   Adjust the filter cutoff frequency
» **LF (High-Pass Filter)**
   Adjust the filter cutoff frequency
» **Drive**
   Adjust the amount of overdrive
» **Decay**
   Adjust the sample decay time
» **Aux 1**
   Adjust the delay send amount
» **Aux 1**
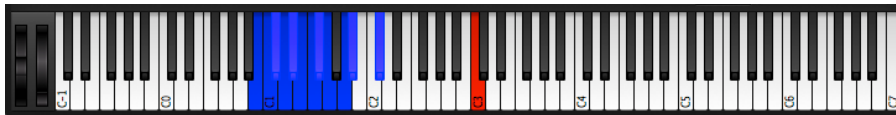   Adjust the reverb send amount

6 ▶ **Track Sequencer**
   full velocity (light on)
   half velocity (half light)
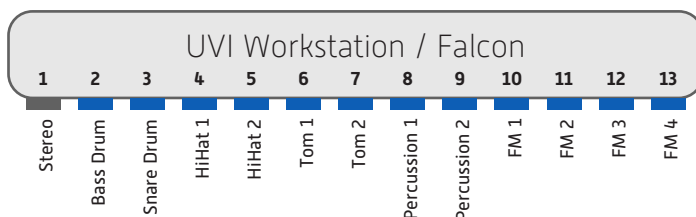   disabled (light off)

Beast Box - MIDI Mapping and Multi Outputs

MIDI Mapping

»	**Bass Drum**	C1	»	**Snare Drum**	D1	»	**Hihat 1**	F#1	»	**Hihat 2**	C#2
»	**Tom 1**	F1	»	**Tom 2**	G1	»	**Percussion 1**	C#1	»	**Percussion 2**	D#1
»	**FM 1**	B1	»	**FM 2**	E1	»	**FM 2**	A#1	»	**FM 4**	A2
»	**Hold to play the sequence**	C3									

Multi Output

In multi-output preset, a summed stereo output on the first two channels and individual instrument outputs sequentially thereafter.

1: BD
80s 1
80s 2
100 per cent
Agression S
Balboa 1 S
Balboa 2 S
Cameo Room S
Cheap Acoustic
Chopped 1
Chopped 2
Chopped 3
Da Beast 1
Da Beast 2
Da Beast 3
Da Room 1
Da Room 2
Detune Acc
Dirty 1
Dirty 2
Dynamic Room
Explosion 1 S
Explosion 2 S
Fat Roomy S
Flat Box
Gated S
Heavy 1
Heavy 2
Height 08
Hi Loose S
Hi Tight S
In your Face
Large Booth S
Lo Fi
Loud and Dirty
Loud
Low 1
Low 2
Low 3
Low Mid
Machine Long
Machine Short
Massive Booth
Metal Strange
Natural 1
Natural 2
Nine 09
Old School

On the Floor
Paper S
Phasing 1
Phasing 2
Pure 80s
Resonance
Room Cut
SD Like S
Serious One
Sharp 1
Sharp 2
Simmons
Skinny
Slap Room 1 S
Slap Room 2
Slap Room 3 S
Small Room
Soft
Standard
Static
Straight
Sync BD
Tight HHO
Tight One
Timba Trash
Timbre S
Tonalix
Transparent
Tribelec
Typical Live
Usefull
Very Tight 1
Very Tight 2
Very Tight 3
Whats your Name

2: SD
CLP 808 Basic
CLP 808 little
CLP Bionic
CLP Electric S
CLP Ensemble 1 S
CLP Ensemble 2 S
CLP Kevin Brush
CLP Machine 1
CLP Machine 2
CLP Machine 3
CLP Machine 4

CLP Real 1
CLP Real 2
CLP Real 3
CLP Slap
CLP Synclap 1
CLP Synclap 2
CLP Synclap 3
CLP Ultra Sharp
RM Beast 1
RM Beast 2
RM Clap
RM Cutted
RM Real Hard
RM Real One
RM Real Soft
RM Ring
RM Stereo 1
RM Stereo 2
RM Stereo 3
SD Almost BD
SD Brushed
SD Came How
SD Classic 1
SD Classic 2
SD Fla Bidi
SD Full S
SD Funky S
SD Gated Long
SD Glass Break
SD Heavy S
SD Hi 1 S
SD Hi 2
SD Hi 3
SD Hi 4
SD Hi 5 S
SD In your Face
SD Jazzy 1
SD Jazzy 2
SD Jazzy 3
SD Key Vine
SD Little SD
SD Low 80s
SD Medium Gate 1
SD Medium Gate 2
SD Medium Gate 3
SD Metallic S
SD OB DX
SD Obese 1 S

SD Obese 2 S
SD Overhead S
SD Phasing S
SD Punchy
SD Pure Acc 1
SD Pure Acc 2
SD Pure Acc 3
SD Pure Acc 4 S
SD Pure Acc 5
SD Pure Acc 6 S
SD Raggae
SD Reflection S
SD Resolarge 1 S
SD Resolarge 2 S
SD Resolarge 3 S
SD Resolarge 4 S
SD RockRoom 1 S
SD RockRoom 2 S
SD Rol Eight
SD Roomy1
SD Roomy2
SD Shark
SD Sharp 1
SD Sharp 2 S
SD Sharp 3
SD Sharp 4 S
SD Short Mute
SD Shotgun 1 S
SD Shotgun 2 S
SD Slappy S
SD Small 1
SD Small 2
SD Small 3
SD Small 4
SD Small 5
SD Small 6
SD SnAir 1 S
SD SnAir 2 S
SD SnAir 3 S
SD SnAir 4 S
SD Speed Gating
SD SRoom 1 S
SD SRoom 2 S
SD Stackattack 1
SD Stackattack 2
SD Sustain Dark
SD Sustained
SD SyncD 1 S

SD SyncD 2
SD SyncD 3
SD SyncD 4 S
SD SyncD 5 S
SD Timbales 1
SD Timbales 2
SD Tiny 1 S
SD Tiny 2 S
SD Tiny 3 S
SD Tiny 4 S
SD Tiny 5
SD Tiny Brush 1
SD Tiny Brush 2
SD Ultra Metal S
SD Ultra Room S
SD Vinyl
SNP 1 Low
SNP 2 Close
SNP Heavy
SNP Snaplavier

3-4: Cymbals
CRASH 808
CRASH Basic
CRASH Chinese1
CRASH Chinese2S
CRASH Dark Kik
CRASH Electric
Crash Foot HH
CRASH Large 1 S
CRASH Large 2 S
CRASH Large 3 S
CRASH Large 4 S
CRASH Lrg Sml S
CRASH Lttl Spalsh
CRASH MCrash 1
CRASH MCrash 2
CRASH MCrash 3
CRASH Med 1 S
CRASH Med 2
CRASH Med 3 S
CRASH Med 4 S
CRASH Metal H
CRASH Muted 1 S
CRASH Muted 2 S
CRASH Muted 3 S
CRASH Muted 4 S
CRASH Muted 5 S

CRASH Piccolo 1
CRASH Piccolo 2
CRASH Picclo Mtd
CRASH Riding S
CRASH Sft Splash
CRASH Splash S
CRASH Splashy 1
CRASH Splashy 2
CRASH Big Ride
HH 808
HH Big Closed
HH Closed A 1
HH Closed A 2
HH Closed B 1
HH Closed B 2
HH Closed C 1
HH Closed C 2 S
HH Closed D 1
HH Closed D 2 S
HH Closed E 1
HH Closed E 2
HH Dark Metal
HH Foot 1
HH Foot 2
HH Foot 3
HH Foot 4
HH Foot 5
HH Foot 6
HH Hard
HH High S
HH Large S
HH Light
HH Low
HH Majestic
HH Majestic 1
HH Majestic 2
HH Majestic 4
HH Muted Cymb S
HH Nineteen 1 S
HH Nineteen 2 S
HH Pure 1 S
HH Pure 2 S
HH Pure 3 S
HH Pure 4 S
HH Pure 5 S
HH Sculted
HH Simple S
HH Smooth S

HH Steady 1
HH Steady 2
HH Steady 3
HH Steady 4
HH Straight
HH Twenty S
HHO 808
HHO Classic 1
HHO Classic 2
HHO Classic
HHO Closing 1
HHO Closing 2 S
HHO Closing 3 S
HHO Foot 1
HHO Foot 2
HHO Light
HHO Machine
HHO Old Long
HHO OP Crash S
HHO Open 1 S
HHO Open 2 S
HHO Open 3 S
HHO Open 808
HHO Steady Long
HHO Steady Med
HHO Steady Short
HHO Vinyl 1
HHO Vinyl 2
RIDE Bell 1
RIDE Bell 2
RIDE Bell 3
RIDE Bell 4 S
RIDE Bell 5 S
RIDE Bell 6
RIDE Crashy 1 S
RIDE Crashy 2 S
RIDE Crashy 3 S
RIDE Crashy 4 S
RIDE In your F
RIDE Mtd Crash 1
RIDE Mtd Crash 2
RIDE Pure Cool
RIDE Pure Hard
RIDE Reading S
RIDE Serious1 ST
RIDE Serious2 ST
RIDE Smart 1 S
RIDE Smart 2 S

RIDE Smart 3 S
RIDE Standard S
RIDE XStatic Hard
RIDE XStatic Soft

5-6: Tom
AlexT Hi
AlexT Low
Aligato Hi
Aligato Low
Angelix Hi S
Angelix Low S
Brazil Hi
Brazil Low
Brushes 1 S
Brushes 2 S
Cameo Hi
Cameo Low
Cutted Hi S
Cutted Low S
Dirty
Doors Hi
Doors Low
Electric 1
Electric 2
Electric 3
Explosive
Far Agress
Far Verb Hi
Far Verb Low
Godz Hi
Godz Low
Hangar Hi
Hangar Low
Hi Brush Hi S
Hi Brush Low S
Hook Sharp Hi
Hook Sharp Low
Huge Fat S
IToof Hi
IToof Low
JouzT Hi S
JouzT Low S
JouzT Med S
Keeta HI
Keeta Low
Kevin Hi
Kevin Low

Komissar Hi
Komissar Low
Larger S
LwBrushes cool S
LwBrushes hard S
LOWLow Cool
LOWLow Hard
Magic T
Med Brushes 1 S
Medi Brushes 2 S
MGM Hi S
MGM Low S
MGM Medium S
Michael Hi S
Michael Low S
MilesD Hi S
MilesD Low S
Nitro Hi
Nitro Low
Nitro Med
Party Tom Hi
Party Tom Low
PatM Hi
PatM Low
PatM Med
Pointless Hi
Pointless Low
Pop Pow HI
Pop Pow Low
Power Hi S
Power Low S
Quick Hi S
Quick Med S
Romano Hi
Romano Low
Roto Hi
Roto Low
Tears4F Fla
Tears4F Hi
Tears4F Low
Tears4F Medium
TimbaL
Tiny Tom Hi
Tiny Tom Low
Tower Hi
Tower Low
Traveler Hi 1
Traveler Low 1

Tribalistic
Vertical Hi
Vertical Low
Water T
Xtreme Hi S
Xtreme Low S
Xtreme Med S
Yell Hi
Yell Low
Zoo One Hi
Zoo One Low
Zoo One Med
Zorma Cool
Zorma Hard

7: Percussions
Agogo 1 H
Agogo 1 L
Agogo 2 H
Agogo 2 L
BellTree 1
BellTree 2
BellTree 3 S
Big Tambourine
Bongo Shak S
Bongo Tribal
BongoB Long 1
BongoB Long 2
BongoB Long 3
BongoB Mute 1
BongoB Mute 2
BongoB Mute 3
BongoB Short 1
BongoB Short 2
Brush Ambiance
Cabasa 1
Cabasa 2
Cabasa 3
Castanets 1
Castanets 2
Castanets 3
Claperc
Clave 1
Clave 2
Clave 3
Clave 4
Clave Little
Clave Syn

Claves 1
Claves 2
Claves 3
Cong Low
Cong Mute
Cow Broken
Cow Clean
Cow Syn
Cowbell 1
Cowbell 2
Cowbell 3
Cowbell 4
Cowbell 5
Cowbell 6
Cowbell 7
Cymbourin 1
Cymbourin 2
Dark Gong
Djembe 1
Djembe 2
Djembe 3
Djembe 4
Double Tri
Egg 1
Egg 2
Egg 3
EggTriangle S
EL Bongo
Gongtronic
Guiro Biz 1
Guiro Biz 2
Guiro Biz 3
Guiro Biz 4
Gun Far
Hall Door 1
Hall Door 2
Hall Door 3
Hall Door 4
Hallmost Tom
Harmo Perc
Large Metal
Long Bell S
Low Conga
Maracas
Medium Stick
Metallic 1
Metallic 2
Metallic 3

Mini Cymb Long S
Mini Cymb Short
Muted Triangle
Pure Bell 1
Pure Bell 2
Shaker Clave
Sml Shekere 1
Sml Shekere 2
Sml Shekere 3
Sml Shekere 4
Snappy
Space Bell
Space Clave S
SynClave
Tambourell S
Timba Down
Tom Chimes S
Triangle
Tribal 1
Tribal 2
Tribal 3
Tribal 4
Tribal 5
Tubular Bell
Ultra Long BD
Vibragression S
Water Drum
Water Triangle
Wood Knock
Xplosion

Links

UVI

Home . . . . uvi.net/ �

UVI Portal. . . . . uvi.net/uvi-portal �

Soundbank Installation Guide . . . . installing_uvi_soundbanks_en.pdf �

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The Beast

DIGITAL AUDIO INSTRUMENTS

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design
Damien Vallet
Kevin Guilhaunou
Alain J Etchart

Software + Scripting
Olivier Tristan
Remy Muller

GUI
Nathaniel Reeves

Documents
Nathaniel Reeves
Kai Tomita

Special Thanks
Jean-Bernard Emond
John Parkins

UVI ™