



# XTREME FX II

## Soundbank Manual

Software Version 1.0

EN240327

# XTREME FX II



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# XTREME FX II



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# XTREME FX II



## Introduction



### Xtreme FX 2 - Modern Sound Design and Foley Instrument

Xtreme FX is back and better than ever with a ground-up redesign, blurring the lines between comprehensive effect library and instrument designer, with over 4,000 samples, advanced sound shaping tools, XY performance controls with modulation, macro effects, and more.

From practical sounds and foley to stylized instrument design, Xtreme FX 2 is a deep and powerful sonic tool with breathtaking clarity.

#### Sounds Galore!

With over 4,000 unique sounds, Xtreme FX 2 is extreme in every sense of the word – delivering a massive sonic resource with creative inspiration for musicians and sound designers alike. Sound effects, foley, environments, synchronized rhythms, instruments and more, all quickly browsable, fully customizable, with drag-and-drop right in your DAW.

#### Instant Gratification

Explore categories including Activities, Animals, Combat, Elements, FX, People, Machines, Musical, Nature, Objects, Places, Sci-Fi, Themes, Transportation, Unreal, and Urban. Each category is then broken down further into subcategories, or Scenes, each with a unique set of 28 samples, for an incredibly diverse range of sounds that are lightning fast to navigate.

#### Advanced Sound Shaping

Xtreme FX 2 gives you everything you need to fine tune or radically alter your sounds. Transform your sound in realtime with performable XY controls and custom one-knob macro fx, apply pitch and time stretching with up to 4 octaves of pitch and speeds from 25-400% - adjusted independently or linked, utilize synth-style ADSR controls for amp and filter, add modulation, and perfect your sound with bus effects.

#### Refined Workflow

Xtreme FX 2 was designed to be clear, frictionless, and powerful, giving you the highest-quality sounds, fast - with a nearly transparent user experience and straight-forward, easy-to-use controls. Intuitive arrangement, spacious panels, clear type and color coding, MIDI-selectable editing, all help you get across the finish line faster, and enjoy the process.

#### User Sample Support

Give new life to your personal sample library with full support for user samples and user presets. Create your own scenes with up to 28 slots, and fully leverage Xtreme FX 2's engine to tweak, warp, and perform your sounds in new and powerful ways.

#### WHAT'S NEW

Version 2 expands on the original vision with new sounds, new features, and a completely redesigned workflow.

- Powerful audio engine with time and pitch stretching
- Deep sound shaping with multimode filter and ADSR envelopes
- Customizable XY performance controls
- Built-in modulation for both XY pad and sample parameters
- Refined library with 3,000+ new sounds
- Rhythmic sounds with tempo sync
- Expanded category selections with over 150 scenes
- Full support for user samples and user presets
- New UI with improved workflow

#### Extreme Possibilities

Xtreme FX 2 is a colossal multitasker, ready to deliver a massive, high-quality library of sounds in an inspiring, creative, and easy-to-use instrument that plays well with others

#### Minimum System Requirements

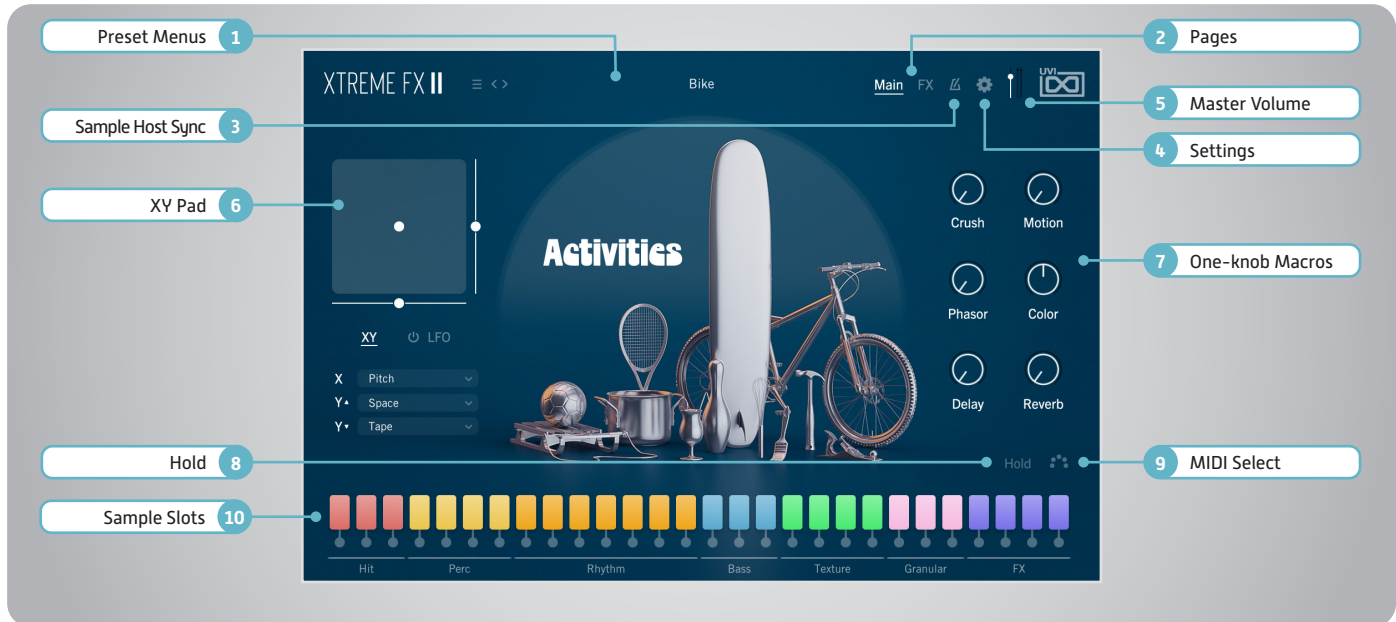
- Latest version of UVI Workstation or Falcon
- 11.75GB of disk space

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

# XTREME FX II



## User Interface - Main



### 1 ▶ Preset Menus

- » **Presets** - Change presets with drop-down menu or by using the [←] [→] buttons
- » **Options** ≡ - Click to access the commands by drop-down menu
  - Load** - To load a user preset
  - Save** - To save a new preset

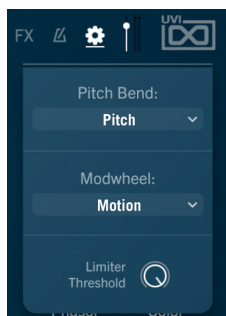
### 2 ▶ Pages

Change current page: Main and FX

### 3 ▶ Sample Host Sync

Enable/disable Sample playback host sync

### 4 ▶ Settings



- » **Pitch Bend** - Set the pitch bend target: Pitch, X and Y or None
- » **Modwheel** - Set the modwheel (CC#1) target: Macros, X, and Y or None
- » **Limiter Threshold** - Set the threshold level of the Maximizer

### 5 ▶ Master Volume

Set the global output level with VU

### 6 ▶ XY Pad

MIDI assignable performance controller. Click and drag the White Circle in the field to change the target parameters

- » **XY** - Click to access the XY target options
  - X** - Set the X axis' control target: Pitch and Pan or None
  - Y** - Set the Y axis' (above half) control target: Space, Distort, Grains, Loud, LP Filter, HP Filter and Tape or None
  - Y** - Set the Y axis' (below half) control target
- » **Power** ⏻ - Click the toggle to enable the LFO for XY control
- » **LFO** - Click to access the XY LFO options



- Host Sync** ⏻ - Enable/disable the XY LFO speed sync to host (DAW project) tempo
- Shape** - Click drag to set the modulation shape
- Frequency** - Adjust the modulation speed in Hz (*Host Sync Off*) Set the speed in Hz or in musical units such as 1/4, 1/8 dots, 1/16 triplet and so on (*Host Sync Off*)
- Depth** - Set the modulation depth amount
- Bi** - Set the modulation mode Bipolar or Unipolar
- Invert Phase** - Click to invert the LFO phase

### 7 ▶ One-knob Macros

- » **Crush** - Adjusts the bit/rate crush amount (Lo-Fi effect)
- » **Motion** - Adjusts the depth of the motion effect
- » **Phasor** - Adjusts the intensity of the phase shift effect
- » **Color** - Changes tonal-color based on the adjacent samples
- » **Delay** - Set the global delay send
- » **Reverb** - Set the global reverb send

### 8 ▶ Hold

When active, holds the last incoming note

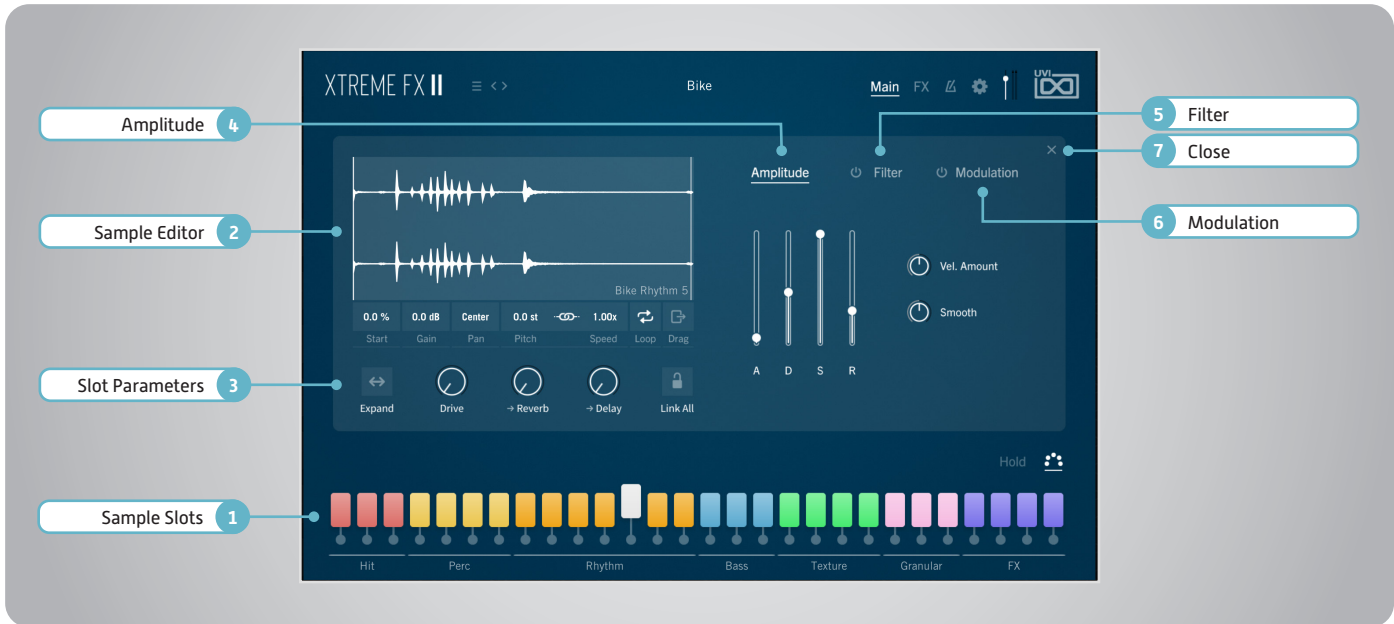
### 9 ▶ MIDI Select

When active, selects the triggered sample slot and makes the Slot Editor visible via incoming corresponding MIDI note.

### 10 ▶ Sample Slots

Xtreme FX 2 provides 28 Sample Slots in each preset. Each slot has its color organized by sound type/genre, as well as dedicated Sample Editor  
Click the slot to access the Slot Editor. See [Page 6](#) for detail.

## User Interface - Main (Slot Editor)



### 1 Sample Slots

Click the slot to select and open the Slot Editor

### 2 Sample Editor

#### » Waveform Editor

**Click and drag** - Set the sample start

**Audio Import** - Drop the audio file here

» **Start** - Adjusts the sample start

» **Gain** - Adjusts the sample gain

» **Pan** - Set the stereo position of the sample

» **Pitch** - Shifts the sample pitch

» **Link** - Link the Pitch and Speed control.

Enabling Link is ideal for old school sampler effect such as speed up will get higher pitch

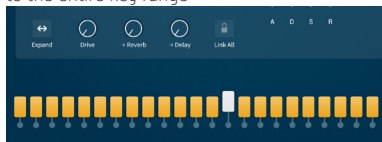
» **Speed** - Adjust the sample playback speed

» **Loop** - Enable loop play until note release

» **Drag** - Export the sample. Click the button and drag to the DAW's audio track or desktop

### 3 Slot Parameters

» **Expand** - Enables One Sample mode, which mutes the other slots and expands the sample to the entire key range



» **Drive** - Adjusts the Drive gain

» **→ Reverb** - Set the reverb send amount

» **→ Delay** - Set the delay send amount

» **Link All** - Enable linked editing for all slots

### 4 Amplitude

» **ADSR** - Adjust the sample level over time using an Attack/Decay/Sustain/Release envelope

» **Vel. Amount** - Set the velocity response

» **Smooth** - Set the velocity amount of LP 6dB/oct filter for smooth timbre changes

### 5 Filter



» **Power** - Activate the filter

» **ADSR** - Typical ADSR envelope for the Filter

» **Mode** - Set the filter mode, between lowpass, bandpass, and highpass filter shapes

» **Cutoff** - Set the filter cutoff frequency

» **Q** - Set the filter resonance amount

» **Env. Depth** - Set the filter envelope depth amount

### 6 Modulation



» **Power** - Click to disable the LFO

» **Host Sync** - Enable/disable the modulation speed sync to host (DAW project) tempo

» **Shape** - Select the modulation shape

» **Frequency** - Adjust the modulation speed in Hz (*Host Sync Off*) Set the speed in Hz or in musical units such as 1/4, 1/8 dots, 1/16 triplet and so on (*Host Sync Off*)

» **Phase** - Adjust the LFO start phase

» **Target Depth** - Set the modulation depth amount for each target: Gain, Pan, Pitch, Drive, Cutoff and Resonance

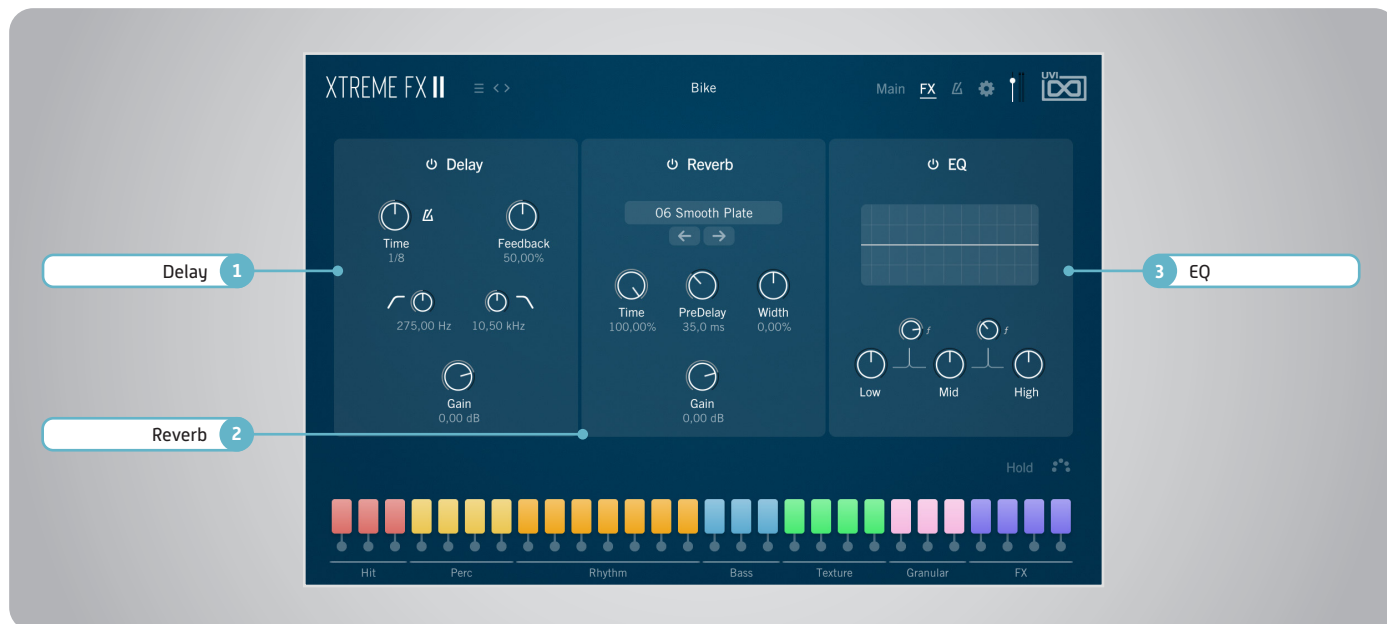
### 7 Close (X)

Click X to close the editor

# XTREME FX II



## User Interface - FX



### 1 ▶ Delay

- » **Power** - Click to enable/disable the effect
- » **Host Sync** - Enable/disable the modulation speed sync to host [DAW project] tempo
- » **Time** - Set the delay time
- » **Feedback** - Set the delay feedback amount
- » **HP** - High-pass filter for the delay signal
- » **LP** - Low-pass filter for the delay signal
- » **Gain** - Set the effect output level

### 2 ▶ Reverb

- » **Power** - Click to enable/disable the effect
- » **IR** - Change presets with drop-down menu or by using the [] [] buttons
- » **Time** - Adjust the reverb time
- » **PreDelay** - Set the reverb start time
- » **Width** - Adjust the stereo width of the reverb signal
- » **Gain** - Set the effect output level

### 3 ▶ EQ

- » **Power** - Click to enable/disable the effect
- » **High** - Set the high frequency band gain
- » **Mid** - Set the mid frequency band gain
- » **Low** - Set the low frequency band gain
- » **f [Crossover Frequency]** - Set the frequency between low and mid bands, and between mid and high bands

## Preset List

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### Activities

Bike  
Cooking  
Drinks  
Fireworks  
Morning Routine  
Next Door  
Plastic Arts  
Sports  
Winter Sports  
Workshop

### Animals

Birds  
Dogs  
Farm  
Felines  
Horses  
Insects  
Marine  
Monsters

### Combat

Battlefield  
Explosions  
Fight  
Gun Handling  
Gunshots  
Retro Fight  
Retro Guns  
Swords  
Weapons

### Elements

Bubbles  
Building Collapse  
Demolition  
Earth Mayhem  
Fire  
Flowing Water  
Rain + Thunder  
Rocks  
Rumbles  
Underwater  
Water  
Wind 1  
Wind 2  
Wood

### FX

Epic Hits  
Impacts  
Noise  
Reversed  
Risers  
Telemetry  
Whoosh

### Machines

Appliance  
Cameras  
Clocks  
Electricity  
Engines  
Keyboards  
Motors  
Movie Machines  
Phones  
Sirens

### Musical

Ambient Chords  
Composite Chords  
Ethereal  
Horror Ambience  
Layering Complex  
Layering Noisy  
Layering Simple  
Lofi Drones  
Lofi Frightening  
Megatexture  
Suspense

### Nature

Beach  
Cave  
Cold Weather  
Countryside  
Forest  
Hot Weather  
Jungle  
River  
Rural  
Weathers

### Objects

Books  
Church Bells  
Clicks  
Doors  
Glass  
Lighter + Matches  
Locks + Keys  
Mechanicals  
Metal Hits  
Metal Tremor  
Money + Jewels  
Office Tools  
Small Bells  
Tableware  
Toys

### People

Applause  
ASMR  
Babies  
Body Percussions  
Foley  
Footsteps  
Inner Body  
People  
Places  
Airport  
Casino  
Hospital  
House  
Jail  
Office  
Police Station  
Public Spaces  
School  
Shopping  
Swimming Pool  
Train Station  
Various Ambiences

### Sci-Fi

Electronics  
Future Weapons  
Space  
Textures  
UI  
War Zone

### Themes

Drones  
Dystopia  
Horror  
Industrial  
Medieval  
Voices

### Transportation

Boats  
Cars 1  
Cars 2  
Horns  
Massive Cars  
Pass-By  
Planes + Helicopters  
Trains 1  
Trains 2  
Vehicle Interiors

### Unreal

Agression  
Creatures  
Magical  
Motion  
Mystic Drones  
Paranormal

### Urban








City  
Downtown  
Neons  
Parking  
Roomtones  
Subway  
Traffic  
Village



## Links

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### UVI

- Home . . . . . [uvi.net/](http://uvi.net/) 
- UVI Portal . . . . . [uvi.net/uvi-portal](http://uvi.net/uvi-portal) 
- SonicPass . . . . . [uvi.net/sonicpass](http://uvi.net/sonicpass) 
- Manage Your Products . . . . . [uvi.net/download-with-portal](http://uvi.net/download-with-portal) 
- Soundbank Installation Guide . . . . . [installing\\_uvi\\_soundbanks\\_en.pdf](#) 
- UVI Workstation User Guide . . . . . [uviworkstation\\_user\\_guide\\_en.pdf](#) 
- 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) 

# XTREME FX II

## Credits and Thanks

### **Produced by UVI**

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

Antoine Martin  
Louis Weiser  
Tom Macary  
Alain J Etchart  
Théo Gallienne  
Kévin Guilhaumou  
Thomas Kowalski  
Antoine Martin  
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### **Software + Scripting**

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Nathaniel Reeves

### **Documents**

Nathaniel Reeves  
Kai Tomita



UVI.NET