UVI™

UVX80

Soundbank Manual

Software Version 1.0

UVI.NET

UVX80

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UVX80
'80s Japanese Maiden Revived

- Inspired by a rare Japanese 8-voice analog synth
- Over 250 patches of vintage analog warmth with modern controls
- Production-ready presets make great starting points for your own creations

INSPIRATION

UVX80 is based on a well known Japanese manufacturer's first analog polyphonic synth, a digitally-controlled 2+1 oscillator, 8-voice, 61-key instrument launched in 1984 with a gorgeous and futuristic-looking visual stance. Technically comparable to the JX-3P, this synth boasted a more robust architecture with 2 extra voices, a sub-oscillator and real pulse-width modulation. Despite its technical advantages and profound sonic capability it would find a similar fate, never managing great commercial success but attracting a cult following that's present even today. While not as difficult to edit as the 3P, this synth shared the lack of explicit controls found on the wildly popular but more basic Juno-106 that launched the same year. A truly progressive design for the time, you'd never know it was analog by looking at it, but there's no mistaking the warm and punchy sound this keyboard produces - it's a legitimate analog beast, and somewhat of a sleeper gem from the era.

Due to the limited production of the original machines very few are left today, with even fewer in working condition. Our UVI Japan office was able to secure a pristine model, making sure it was calibrated to factory specs before passing to our sound design team. Once here in Paris, we pushed it to its limits, designing tones from classic to modern and letting the unique character of this synth shine. Recordings we made using the highest-quality processors and converters available, resulting in a fantastically rich and vivid library to serve as the basis for UVX80. Once loaded into the UVI Engine our sound designers further polished these patches creating the hybrid instrument we proudly present to you today. Now you can explore the distinct and powerful analog sound of this vintage '80s synth with all the conveniences and flexibility of a modern studio instrument.

INSTRUMENT

UVX80 delivers on the original synth and adds a modern refinement, expertly presenting its distinct timbres and ample sound design capabilities from warm basses, shredding leads, atmospheric textures and other-worldly sound effects to crisp bells and charactered strings. Easily browse the preset sounds by type, layer them to create rich evolving textures, or dive in and edit them to create your own sounds.

Inspired by the original hardware, UVX80's UI reflects an '80s futurism aesthetic while providing a clear and easy-to-program instrument with familiar controls. A 2-layer architecture provides 28 sounds for oscillator 1 and 111 sounds on oscillator 2, each with it's own multimode filter, ADSR envelopes, pitch, portamento, stereo section, arpeggiator and modwheel assignments. A versatile LFO and 16-step modulator provide quick control over the amplitude and filter and a final effect section tops it off with high-quality drive, chorus, phaser, delay and reverb.

UVX80 delivers a versatile and electrifying '80s analog sound, exploring the fascinating and profound beginnings of a Japanese powerhouse brand.

Akai, AX80, Roland, JX-3P and Juno-106 are trademarks of their respective owners. UVI is not affiliated or endorsed by any entities listed here.

Minimum System Requirements
- UVI Workstation 2.6.11+ or Falcon 1.3+
- 2.04 GB of disk space

For more information on the installation process, please refer to the document: Soundbank Installation Guide

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Main Page and Globals

UVX80 is outfitted with 2 oscillators; Osc 1 and Osc 2. Oscillator 1 provides 28 preset configurations while Oscillator 2 provides 111. Both oscillators have dedicated volume, pan, filters and envelope generators for amplitude and filter and arpeggiator in and Arpeggiator page. Edit and Effects pages effect the summed signal of both oscillators 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 ▶ Global Volume

3 ▶ Global Presets

4 ▶ Oscillators
» **OSC 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

5 ▶ Edit Layer
Select Osc 1 or 2; presents discrete Signal, Amp Env, Filter and Filter Env controls

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

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

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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

3 ▶ Portamento
» **Mode**
Toggle between Mono and Poly voicing

» **Depth**
Adjust the Portamento depth

» **Time**
Set the Glide time

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

5 ▶ 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

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Modulation 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 Routing**
Control the amounts of modulation to be applied to each or both Osc'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

3 ▶ Modulation Targets

Set the target oscillator for the parameter modulation, Osc 1 and/or Osc 2

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Effects Page

▶ Drive

» **On/Off**
Turn the effect on/off

» **Amount**
Adjust the drive amount

▶ Chorus

» **On/Off**
Turn the effect on/off

» **Speed**
Adjust the chorus modulation speed

» **Depth**
Adjust the chorus modulation depth

▶ 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

▶ Delay

» **On/Off**
Turn the effect on/off

» **Time**
Adjust the delay time

» **Feedback**
Adjust the delay feedback amount

» **Mix**
Adjust the delay effect mix amount

» **LoCut**
Adjust the delay output's low-cut filter frequency

» **HiCut**
Adjust the delay output's hi-cut filter frequency

▶ Reverb

» **On/Off**
Turn the effect on/off

» **Size**
Adjust the reverb room size

» **Decay**
Adjust the reverb decay time

» **Decay: HiMult**
Multiplies the decay time (-/+) for the high frequency signal

» **Decay: LoMult**
Multiplies the decay time (-/+) for the low frequency signal

» **Mix**
Adjust the reverb mix amount

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1 ▶ Arp On/Off
Toggle the Arpeggiator On/Off

2 ▶ Mode
Select Up, Down, or Up and Down

3 ▶ Steps
Change the number of playable steps (1-16)

4 ▶ Speed
Change the step duration (1/32 - 1/1)

5 ▶ Octave
Set the pitch range in Octaves

6 ▶ Gate
Change the step length (from zero to the tracks Resolution setting)

7 ▶ Step Indicator
LED lights up when step is triggered

8 ▶ Step Editor
Freely draw note velocities

9 ▶ Tie
When active, step inherets Velocity from the previous step

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Preset List

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00-Init Mono
00-Init Stereo

Animated:
Bend Arper
Crest Factor
Driver
Escapade
Gum Bubbles
Horde Stack
Jupiter Moon
Kartpenter
Lunar Landing
Magic Chill
Malenarp
Mayhem of Mods
Melanchronic
No Justice No PAX
Oligo Element
Peloponnese
Polaroid
Quick Tangerine
Short Seq Arp 1
Short Seq Arp 2
Solid State
Speedy Arpzales
Street 5th
Think Tank
Trance Dirt
Unexpected
War of Fire
Welcome to Mars
Wheel Formation

Bass:
Analog Power
AX Seq Bass 1
AX Seq Bass 2
AX Seq Bass 3
Bass in a Box
Funky Wheel 1
Funky Wheel 2
House Garage
Mono Digital
Motor Bass
Obese B
One Finger Arp
OSC2 Arrows Bass
Poly P Bass
Reso Down
SaturAX
Spectral Split 1
Spectral Split 2
Wheel Morph

Bells:
Ambient Ring
Bell Island in Sea
Composite Bell
Dark Vabells
Dream Bell 1
Dream Bell 2
Hybridation
Irish Mood
Layer Bells
Lemonade
Lifebration
Magic Mallet
Mirabelles
Moving Bells
Padobella
PortamentAX
Resonant
Simple Analog Bell 1
Simple Analog Bell 2
Singing Birds
Tremblay In F
Very High
Vintage Synth Bells
X Bubells

Brass:
Brassarping
Creative Brass
Denstack Dome
Funky Brassyn
MajesticAX
OSC2 Arrows Brass 1
OSC2 Arrows Brass 2
Phase AX Brass
Portabrassoft
Power BrAX
Short Brass 1
Short Brass 2
Synth BrAX
Tangelis
Wave Brass

Internal Presets:
01 MG AX Bass
02 Electric Bass
03 Bad AX Bass
04 Organ Bellish
05 Digital Bells
06 Funky Brass
07 OB AX
08 AXcoustic Piano
09 AXpsichord
10 Little Solo
11 Solo Square
12 AXrmonica
13 Axmond Organ
14 Gospel Organ
15 Ominous Pad
16 Warm pAXd
17 Solid Poly
18 Synth Poly
19 FX Pad
20 Crazy LFO
21 Waveform Saw
22 Waveform Sub
23 Waveform Square
24 Waveform Pulse PW1
25 Waveform Pulse PW2
26 Waveform Pulse PW3
27 Waveform WaveMix PW0
28 Waveform WaveMix PW3

Keyboards:
1984 Point 5
AX Piano Toy
Cheezy APiano 1
Cheezy APiano 2
Composite Keys
Dyno My Sweep 1
Dyno My Sweep 2
Eighties Keys 1
Eighties Keys 2
Horn Keys
Horror Piano
Hybrid AXe
Jack Uarium
Keysweep Land
Pluck Piano
Soft A Close
Space Harpsy
Synth Clav AX 1
Synth Clav AX 2
That Digital One
Tines Analogic
Vintage Stackeys

Leads:
Chico Real
Five Funk
Funky Bellead
Layer Lead 1
Layer Lead 2
Lead Fix AX
Mediavalead
Morphowheel
Mucho FX Solo
New Age Fusion
Peruvian Synth
Power Lead 1
Power Lead 2
Sim Usical
Solo Brassy 1
Solo Brassy 2
Sub Sync
Sync Turon
Thin Line
Ultra Slow Lead

Miscellaneous:
Analog Orchestra
Caroussharp
Cat Misen
Hybrid Orchestra
Inversion
ISOteric
Koto Club
La Cour du Roi
Little Harmonium
Marcatanalog
Pig in Da Space
Rumble Oboe
Sezame Space
Space Steel Drums
Violin Flavor

Organs:
B3 Full Mood
Frantic Church
Jazz Chill
Large Church
Reddish Organ

Pads:
Beaty AX Arp
Darkman
Expressive Mod
FantAXia
FX Pad AX 1
FX Pad AX 2
GalAXie
Glass Wheel
Hollow App
La Porte
Motion Slow
Pad Problem
Phase Maitre
Portatak
Sean Michael Jarre
Similotron
Slow Rising
Solo Mod Pad
Sparkling Water
Split Folio
Star Dancing
Two Parts
Ultra Wet
Voix Douces
XFX Drone
Zebra Trois

Polysynth:
Deepoly
Fantasian
Funky Poly
Gentle Brassy
Hard Pluck
Harpy Lauper
Make My Riff 1
Make My Riff 2
Mallet Flute
Mosquithoover
Neptunian
Over Bend
Poc Corn
Poly Gras
Poly Poly 1
Rainbow
Slow Poly
Soft Pluck
Square Stab
Stack Attack
Transgender
Trooper

Stepped:
Cloud Stepping
Drops on Wheel
Fifth Dark
Gate Down On it
Heat Beat Box
Last Step
No Stress
Noise Like
Running Spectre
Simple One
Simple Two
Solo To Step
Step Amoi
Steplina
Transportation

Sweeps:
AX Sweep 1
AX Sweep 2
Breath Coridor
Dark Sweep
Fall Down
LFO Filter In
Mix Sweep
Poet Last Sweep
Rising Strings
Wheel Sweep

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Credits and Thanks

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