



# Emulation One

## Soundbank Manual

Software Version 1.0

EN 160307

# Emulation One



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# Emulation One



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# Emulation One



## Introduction



### Emulation One - the prequel sequel to Emulation II

Emulation One delivers a complementary and similarly fantastic 80's sound used by many greats of the day including Vangelis, Herbie Hancock, David Bowie, Depeche Mode, Genesis, Kitaro, Jean-Michel Harre, Stevie Wonder, Philip Glass, John Carpenter and more.

A UVI hybrid instrument, Emulation One gives you the original sonic character of vintage hardware with the added control and sound shaping flexibility of analog modeled filters and advanced digital signal processing.

Over 1 GB of new sample material was recorded from a fully restored unit which UVI used to create over 200 presets including drums, bass, choir-voices, fretted instruments, FX, keys, mallets, percussion, synths, strings, orchestral hits and more.

Like Emulation II, Emulation One also includes a separate drum machine. Drumulation One is a sequencer and beatbox packed with vintage 8-bit percussion, thick and punchy with a distinctly old school sound, and over 200 classic sounds.

#### Minimum System Requirements

- UVI Workstation 2.5.2+ or Falcon 1.0+
- 780MB of disk space

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

# Emulation One



## Emulation One - Interface



### 1 ▶ Amplitude

- » **ADSR**  
Typical envelope controls for the amp
- » **VELSENS**  
Controls
- » **VEL>ATK**  
Remaps Attack to Note Velocity

### 2 ▶ Filter

- » **ADSR**  
Typical envelope controls for the filter
- » **CUTOFF**  
Filter cutoff frequency
- » **Q**  
Filter resonance amount
- » **VELSENS**  
Adjust the filter velocity sensitivity
- » **ENVDEPTH**  
Depth of the filters EG
- » **MODE**  
Select from standard high-pass, band-pass or low-pass shapes

### 3 ▶ Pitch Envelope

- » **Depth**  
Adjust the portamento depth
- » **Time**  
Set the glide time

### 4 ▶ Stereo

- » **Mode - Off**
- » **Mode - Alt**  
Stereo position alternates 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
- » **Tune**  
Detunes the unison layers (UNI mode)

### 5 ▶ Effects

- » **Phaser**  
On/off and effect mix amount
- » **Delay**  
On/off and effect mix amount
- » **Reverb**  
On/off and effect mix amount

### 6 ▶ Drive

- » Adjust the overdrive amount

### 7 ▶ Modwheel

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

# Emulation One



## Emulation One - Preset List

### Bass

AcoustHybrid  
Contrabass  
FunKitch  
Funky Drive  
Guitar Slap  
Just Electric  
More Drama  
One Slap  
Plucked  
Rock a B 1  
Rock a B 2  
Round Short  
Slappulator  
Stereo Funk  
That 80s Bass  
That Stereo

### Bells

Bowed Bell  
Clock Bellissime  
Lo-Fi Bells 1  
Lo-Fi Bells 2  
Mute Bells  
One Sample Bell  
Synbell 1  
Synbell 2  
Tubular 1  
Tubular 2  
Wind Chimes

### Brass

French Horn 1  
French Horn 2  
Sax Alto  
Sax Bari Tenor  
Sax Soprano 1  
Sax Soprano 2  
Sax Tenor Soft  
Sax Tenor  
Trombone 1  
Trombone 2  
Trumpet Bass  
Trumpet Blowed  
Trumpet High  
Trumpet Jazzy  
Trumpet Phrase  
Trumpet Wha

Tuba Bright  
Tuba Medium  
Tuba Soft 1  
Tuba Stack  
Tubas

### Choirs-Voices

Classic Fair Voice  
E Voices 1  
E Voices 2  
Ethereal Voice  
Low Vox  
Mixed Choir

### Drums

Basic Drum Set  
BasiCymbals  
Discotron  
Drumslate  
Electricity  
First Drum Set  
Old School Set  
Tom and Kit  
VinylisKit

### Fretted

Dream Acoustic  
Electric Twelve  
GuitHarpsy  
Lead Distor  
Luth Her King  
Major Crunch  
Minor Cle  
Nylon String  
One Sample Guitar  
Ricken Dark  
Short Crunch  
Sitar Down  
Sitar Drone  
Sitar Tee Flat  
Stack Guitar  
StrAtmosphere  
Twelve One  
Twelve Two

### FXs

Bomb Alert  
Bombastic

Cash Money  
Chicken Clock  
Dogs 1  
Dogs 2  
Frogs  
Glass Harmonica 1  
Glass Harmonica 2  
Glass Noise  
Laughing 1  
Laughing 2  
Motor Cycle 1  
Motor Cycle 2  
Mountain Lion  
Rain  
Screaming  
Space Cymb Down  
Space Cymb Up  
Thunder  
Voice Medley  
Water Phone  
Water  
Wood Knock

### Hits- Chords

Dark Bad Hit  
Dirty Orchestra  
Fifth Orchestra  
Harp Chord  
Hit Classic  
Jazzy Swell  
Mellow Brass  
SlowRchestral  
Smooth Trumpets  
Suspense Phase  
Twelve Hit  
War Symphony

### Keyboards

Basic Piano  
Big Pipe Organ  
Churchy Org High  
Churchy Org Low  
Dirty Clav  
Electric Organ  
Electric Piano  
Harpsichord  
Organ Barock Low  
Piano CP High

Piano CP Low  
Piano Pad High  
Piano Pad Low  
Pipe Organ  
Romantic Piano  
Short Piano High  
Short Piano Low  
Tick Piano 1  
Tick Piano 2

### Mallets

Celesta  
Celeste One  
Glockenspiel  
Kalimba 1  
Kalimba 2  
Mallet Cow  
Marimba 1  
Marimba 2  
Sanza 1  
Sanza 2  
Space Marimba  
Vibes  
Xylophone 1  
Xylophone 2

### Misc-World

Accordion 1  
Accordion 2  
Didjeridoo 1  
Didjeridoo 2  
Didjeridoo 3  
Jaw Harp  
Koto Style  
MelodicArabic  
Musical Saw  
Orgue de Barbarie  
Pipa Chinese 1  
Pipa Chinese 2  
Singing Bowls 1  
Singing Bowls 2  
Steel Drums 1  
Steel Drums 2  
Trumpet Arabic  
Wine Glass

# Emulation One



## Drumulation One - Interface



### Global Controls

- 1 ▶ Run / Stop**  
Turn sequencer on / off  
(Momentary trigger with C3)
- 2 ▶ Clear Pattern**  
Clears all sequencer patterns
- 3 ▶ Page**
  - » **4 Page Options**
    1. Bass Drum [C1] & Snare / Clap [D1]
    2. HH / Cymbal [F#1] & HH / Cymbal [A#1]
    3. Tom [F1] & Tom [G1]
    4. Percussion [C#1] & Percussion [D#1]
  - » **LED indicates active Page**

### Track Controls

- 1 ▶ Mute**  
Mute a specified section
- 2 ▶ Volume**  
Raise or lower the volume of a specified section
- 3 ▶ Tune**  
Change the tune of a specified section
- 4 ▶ HF**  
Frequency control on high pass filter
- 5 ▶ LF**  
Frequency control on low pass filter

- 6 ▶ Sample**
  - » **Title Display**
  - » **MIDI LED**  
Light triggers when note-on is received
- 7 ▶ Step Sequencer**
  - » **16-step**
  - » **LED indicates activation**  
Off: not triggering  
Red: trigger with full velocity  
Orange: trigger with medium velocity

# Emulation One



## Drumulation One - Preset List

### Bass Drum

BD Big Fat  
BD Hit H  
BD Hit L  
BD Long H  
BD Long L  
BD Origin H  
BD Origin L  
BD Real H  
BD Real L  
BD Real M  
BD Short  
BD Sims H  
BD Sims L  
BD Sims M  
BD Style 1  
BD Style 2  
BD Style 3  
BD Style 4  
BD Thin H  
BD Thin L  
BD Tight  
BD Tommy H  
BD Tommy L  
BD Tommy M  
BD Verb H  
BD Verb L  
BD Verb M  
BD Zeinada

### Snare-Clap-Rim

8bit SD Soft  
Basta Rim 1  
Basta Rim 2  
Big Rim  
Clappy Snare  
Clappy Tone  
Classic SD 1  
Classic SD 2  
Classic SD 3  
Eighties SD 1  
Eighties SD 2  
Fat Clapping 1  
Fat Clapping 2  
Hard Clap Tone  
King Rim  
Low Claps  
Machine Clap 1  
Machine Clap 2  
Machine Clap 3  
Machine SD 1  
Machine SD 2

Obese Snare 1  
Obese Snare 2  
Obese Snare 3  
Pure Drumu SD 1  
Pure Drumu SD 2  
Pure Drumu SD 3  
Real Claps  
SD Big Clap  
SD FX Long  
SD Kawaz  
Simmons SD 1  
Simmons SD 2  
Simmons SD 3  
Simmons SD 4  
Single Clap 1  
Single Clap 2  
Single Clap 3  
Small SD 1  
Small SD 2  
SnaRim High  
SnaRim Low  
Steady Snare 1  
Steady Snare 2  
Tiny Tone  
Tone Clap 1  
Tone Clap 2  
Tone Rim  
Tone SD  
Tony Clappy  
Vinyl SD

### HH - Cymbals

Bowed Crash  
Bowed Ride  
Chia Gong H  
China Gong L  
Crash H  
Crash L  
Crash M  
Finger Cymbals  
Gong 1  
Gong 2  
HH Acc  
HH Flat  
HH Foot  
HH Open  
HH Short 1  
HH Short 2  
HH Short 3  
HH Speed  
Metal Cymbal  
Ride

Synth Crash  
Synth Splash

### Toms

Bright Tom 1  
Bright Tom 2  
Dark Tom 1  
Dark Tom 2  
Dark Tom 3  
DrumuTom 1  
DrumuTom 2  
DrumuTom 3  
Electric Tom 1  
Electric Tom 2  
Electric Tom 3  
Phatty Tom H  
Phatty Tom L  
Pur Simmons 1  
Pur Simmons 2  
Pur Simmons 3  
Seattle Tom 1  
Seattle Tom 2  
Seattle Tom 3  
Seattle Tom 4  
Seattle Tom 5  
Simoni Tom 1  
Simoni Tom 2  
Singe Tom 1  
Singe Tom 2  
Singe Tom 3  
Singe Tom 4  
Singe Tom 5  
Singe Tom 6  
Singe Tom 7  
Singe Tom 8  
Solid Tom 1  
Solid Tom 2  
Static Tom 1  
Static Tom 2  
Tiny Tom H  
Tiny Tom L  
Tom Kong 1  
Tom Kong 2

### Perc-Misc

African Drums 1  
African Drums 2  
African Drums 3  
Bell Tree Dn  
Bell Tree Up  
Birman Drum  
Bongo Open 1

Bongo Open 2  
Bongo Slap  
Clave  
Congas Mute  
Congas Open  
Congas Slap 1  
Congas Slap 2  
Cowbell Mute  
Cuica  
Djembe  
DrumuPercu 2  
Flexatone  
Funnel  
FX Da Bomb  
Gamelan  
Gong Down  
Gong Up  
Gun Like 1  
Gun Like 2  
Hybrido 1  
Hybrido 2  
Indian Cymbals  
Mini Cowbell  
Mini Gong Down  
Mini Gong Up  
Rattle  
SimmoniX 1  
SimmoniX 2  
Slap  
Taiko Drums 1  
Taiko Drums 2  
Tambourin 1  
Tambourin 2  
Tambourin 3  
Timpani 1 High  
Timpani 1 Low  
Timpani 2 High  
Timpani 2 Low  
Triangle High  
Triangle Low  
VibraSlap 1  
VibraSlap 2  
Water Drum 1  
Water Drum 2  
Water Drum 3  
Water Drum 4  
Wood Clave  
Wood Knock 1  
Wood Knock 2

# Emulation One



## Links

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### UVI

- Home . . . . . [uvi.net/](http://uvi.net/)
- Soundbank Installation Guide . . . . . [installing\\_uvi\\_soundbanks\\_en.pdf](#)
- UVI Workstation User Guide . . . . . [uviworkstation\\_user\\_guide\\_en.pdf](#)
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# Emulation One

## Credits and Thanks

### **Produced by UVI**

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

Damien Vallet  
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