AUDIO INSTRUMENT

Umberix

USER GUIDE | VERSION 1.0

A practical guide to working with sound sources, processing modes, resonance, rhythm and presets.



Umberix main interface. Controls and presets may vary with the selected sound.

Welcome

Thank you for choosing Umberix. This guide introduces the main controls and explains how to build sounds from recordings and procedural materials. It focuses on everyday use rather than technical implementation.

Umberix is an audio instrument for macOS, available as AUv3 and VST3. Use any compatible host to play it via MIDI.

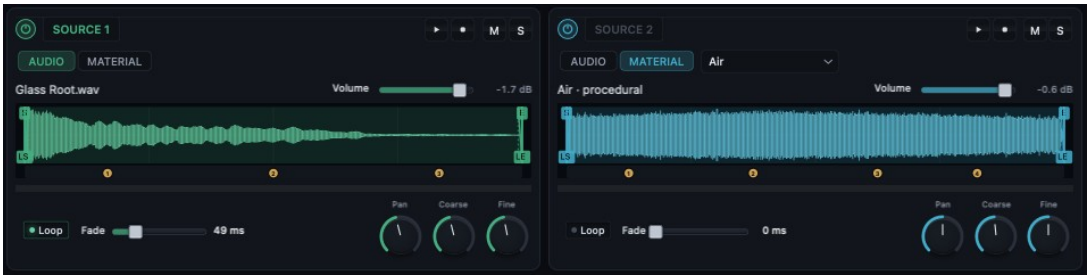
01 Getting started

Open the instrument

Load Umberix as an instrument plug-in (AUv3 or VST3) in your host. Select a factory preset to hear an example, or start with your own audio sources. Play notes from a MIDI keyboard or the host piano roll.

Two sources

Source 1 and Source 2 provide the material used by the instrument. Each source can load an audio recording or, where available, use a procedural material. These sources can be adjusted separately.



Source 1 with an audio file; Source 2 with a procedural material.

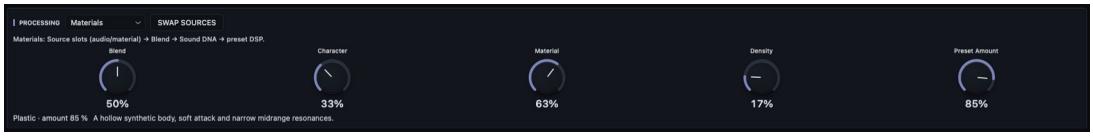
Audio / Material	Choose a recorded sample or a generated material.
Waveform	View the source and adjust its playback region where markers are available.
Volume / Pan	Set level and stereo position for each source.
Coarse / Fine	Change pitch in larger or smaller increments.
Loop / Fade	Control looping and soften playback transitions.

First sound

Load or select two sources, choose a Processing mode, then shape the result with its main controls. Add movement using Steps or LFOs and finish with effects.

02 Processing

Processing defines how the two sources interact. Select a mode using the Processing menu. The controls below change to match the chosen mode, so the available parameters are not always the same.



Processing controls in Materials mode.

Choosing a mode

Spectral Blend combines spectral information from both sources. Other available modes use different approaches to shaping the relationship between the source sounds. Choose by listening, not by assuming two modes will respond identically.

Other processing options may include Timbre Transfer, Materials and No Processing. Timbre Transfer draws tonal characteristics from one source into another; Materials emphasizes material-like coloration; No Processing preserves a more direct source presentation. Available options and controls are shown in the installed version.

Main controls

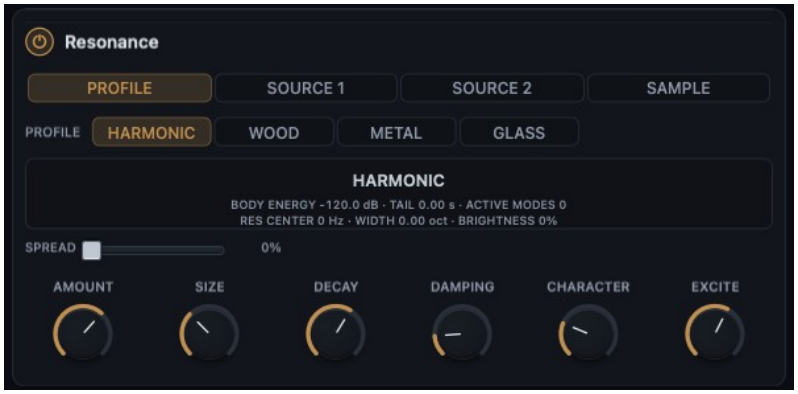
Adjust the exposed controls to change the balance, colour, detail or intensity of the result. Some controls make subtle changes, especially with certain source combinations. Use the source levels to compare fairly rather than judging louder as better.

Swap Sources

Swap Sources exchanges the source positions. The audible result can change because some processing methods treat the two inputs differently.

03 Resonance

Resonance adds an additional resonant character to the sound. It can be subtle; the result depends on the source material and selected configuration.



Resonance with the Harmonic profile selected. You can also load your own audio using Sample.

Resonance input

Choose Profile, Source 1, Source 2 or Sample. Profile offers predefined resonant characters, including Harmonic, Wood, Metal and Glass. Sample allows you to load your own audio file as a basis for the resonant structure. This file is not played as an additional ordinary audio source.

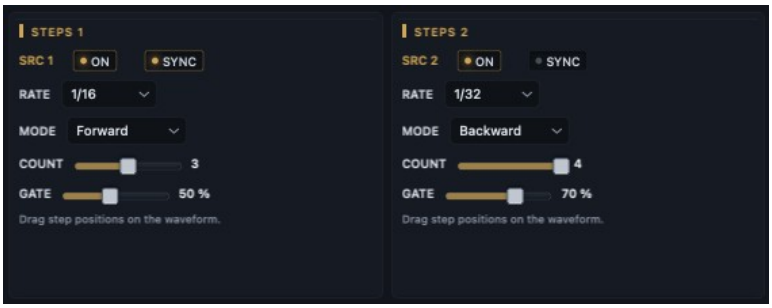
Controls

Spread	Adjusts the distribution or width of the resonant response.
Amount	Sets how much resonance is applied.
Size	Changes the perceived scale of the resonance.
Decay	Adjusts how long the resonance continues.
Damping	Controls the attenuation of resonant energy.
Character	Varies the tonal character of the response.
Excite	Changes the excitation or emphasis of the resonant response.

These controls are best treated as fine adjustments. Small audible changes are normal and do not indicate that the feature is inactive.

04 Steps

Steps introduces rhythmic changes in how a source is played. It is not a conventional MIDI-note arpeggiator: it works with playback positions and patterns within the source material.



Steps 1 and Steps 2 have independent settings.

On	Enables the Steps module for its associated source.
Sync	Uses host tempo for timing when enabled.
Rate	Sets the rhythmic interval or speed.
Mode	Changes the direction or order in which positions are visited.
Count	Sets the number of active steps.
Gate	Changes how long each step stays active.

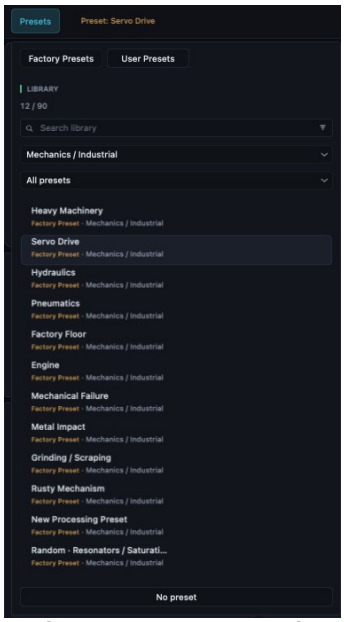
Working with steps

Use the waveform markers to set playback positions, then adjust Rate, Mode, Count and Gate while listening. Steps 1 and Steps 2 can create different movement for the two sources.

Host tempo sync is distinct from exact transport-position alignment. The musical result should be checked in the host when precise timing matters.

05 Presets and sound design

The Presets button opens the library. Factory Presets contain supplied sounds; User Presets hold your own saved work. Use search and category filters to locate sounds quickly.



The preset library with Factory Presets, search and category filters.

Load and save

Select a preset to load it. Use Save in the main interface to store your sound. Check the preset destination and name before saving; loading another preset may replace the current settings.

ADSR and LFO

ADSR controls the note envelope: Attack, Decay, Sustain and Release. LFO 1 and LFO 2 provide assignable modulation with rate, depth and waveform settings. Use Assign to route modulation to available parameters.

Effects

The FX view provides a chain of effects for additional tonal and spatial treatment. Add an effect, adjust its controls and save or load effect configurations as needed.

06 Reference and support

Useful workflow tips

- Start with contrasting source recordings and compare processing modes at a similar output level.
- Make small adjustments in Resonance before increasing several controls at once.
- Try Steps on sounds with distinct attacks or changing textures.
- Save experiments as User Presets before loading another factory sound.

Compatibility

Platform: macOS. Plug-in formats: AUv3 and VST3, so Umberix works in any host that supports either format. A compatible host and MIDI input are required for normal instrument playback. Disk space: 300 MB free. Consult the release notes for supported macOS versions and any updated system requirements.

Installation and licensing

Install Umberix according to the included instructions, then rescan plug-ins in your host if necessary (Audio Units for AUv3, VST3 plug-ins for VST3). Umberix includes a 14-day free trial. After the trial ends, a valid license is required to continue using the instrument. Follow the activation instructions provided with your purchase.

Support and updates

For support, include your macOS version, host application and a short description of the issue. Do not send license information publicly.

Feedback and support	support@umberixaudio.com
Activation questions	activation@umberixaudio.com

A note on this guide

This document describes the main workflow and visible controls. Individual processing algorithms, parameters and menus may change in future releases.

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