



HAVE AUDIO
UNIQUE INSTRUMENTS

UCHRONIA

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THANKS FOR YOUR PURCHASE!

It's great to have you on board of our growing HAVE AUDIO community! We have no doubt you'll love **UCHRONIA** and we can't wait to listen to the amazing music you're going to create with it! Take some time to explore some of most exciting features of the UCHRONIA Engine.

Although our GUIs are always very intuitive, some functionalities may require a little overview. This manual is a great tool for that! Besides, don't forget to sign up to our Youtube Channel and social media channels.

We regularly post a lot of helpful content to solve any technical issue, together with creative tips to get the most out of each of our instruments!

No more talk, let's dive into it!

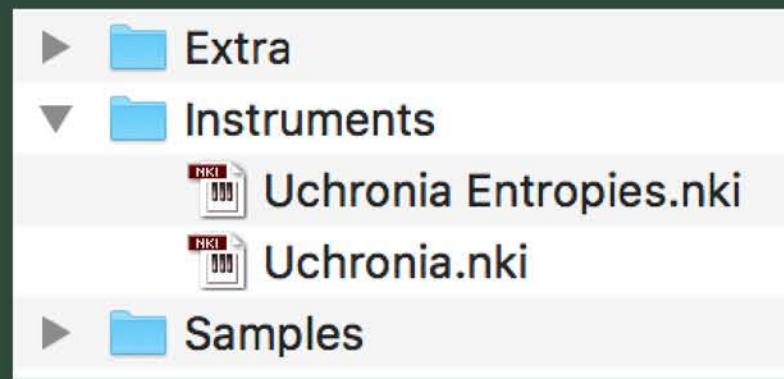
TABLE OF CONTENTS:

1. YOUR MAIN UCHRONIA FOLDER	Page 4
2. THE 3 UI PAGE VIEWS	Page 5
3. PERFORM VIEW: MAIN UI PAGE	Page 6
3.1. Sound Sources	Page 8
3.2. XY Pad	Page 9
3.3. Entropy	Page 10
3.4. Individual Granular Engine	Page 12
3.5. The Arrows	Page 14
3.6. Granular Controls	Page 15
3.7. The Uchronia FX: Individual Engines	Page 16
4. SCULPT VIEW	Page 17
4.1. The Uchronia FX: Master Bus	Page 18
5. FORGE VIEW	Page 19
6. THE UCHRONIA FX PARAMETERS	Page 21
7. Credits	Page 23

1. YOUR MAIN UCHRONIA FOLDER

Once downloaded, the content of your Uchronia folder should look like this:

MAC OS



WINDOWS



You can see that you have 2 different NKI files:

Uchronia is your clean version without any saved preset/snapshot. Depending on the complexity of the data stored in each snapshot, some of them may require a few seconds to load. So, if you just want to create sounds from scratch and work at maximum speed remember to use this NKI file.

Uchronia Entropies: this NKI includes some of our favourite "*Entropies*" (randomizations created by applying the ENTROPY lever - see pag. 10), saved during the development, testing and fine-tuning phase of the instrument.

We always used ENTROPY as a starting point and we suggest you to do the same. This randomizer is really magic, it can triggers unimaginable combinations that sound fresh and unique at each use. Sometimes the result is so good that it doesn't even need to be tweaked further but let it be just an input for you to unleash your own creativity.

2. THE 3 UI PAGE VIEWS



PERFORM

Here you can control every aspect of your 4 sound sources and individual granular engines



SCULPT

Here you can sculpt your overall sound (Master Bus): add FX, filters, engage/disengage the tape reel noise and set its master volume



FORGE

Here you can forge your own sounds, by dragging and dropping your samples to each of the 4 individual engines

3. PERFORM VIEW: MAIN UI PAGE



Switch ON/OFF the FX on each specific engine

Switch the individual sound source/engine ON/OFF

SOUND SOURCE/
GRANULAR ENGINE #1

SOUND SOURCE/
GRANULAR ENGINE #2

SOUND SOURCE/
GRANULAR ENGINE #3

SOUND SOURCE/
GRANULAR ENGINE #4

Switch ON/OFF the Master FXs

Smart randomizer: turn the lever to the right and Uchronia will create aleatoric sound source combinations and FX settings

Engine #1 IR dropdown menu

Engine #2 IR dropdown menu

Engine #3 IR dropdown menu

Engine #4 IR dropdown menu



3.1. SOUND SOURCES



O = One-Shots

S = Synth playable sounds

T = Textures

L = Loops

3.2. XY PAD

By moving the mouse inside the radar XY Pad you can control various granular parameters in one gesture.

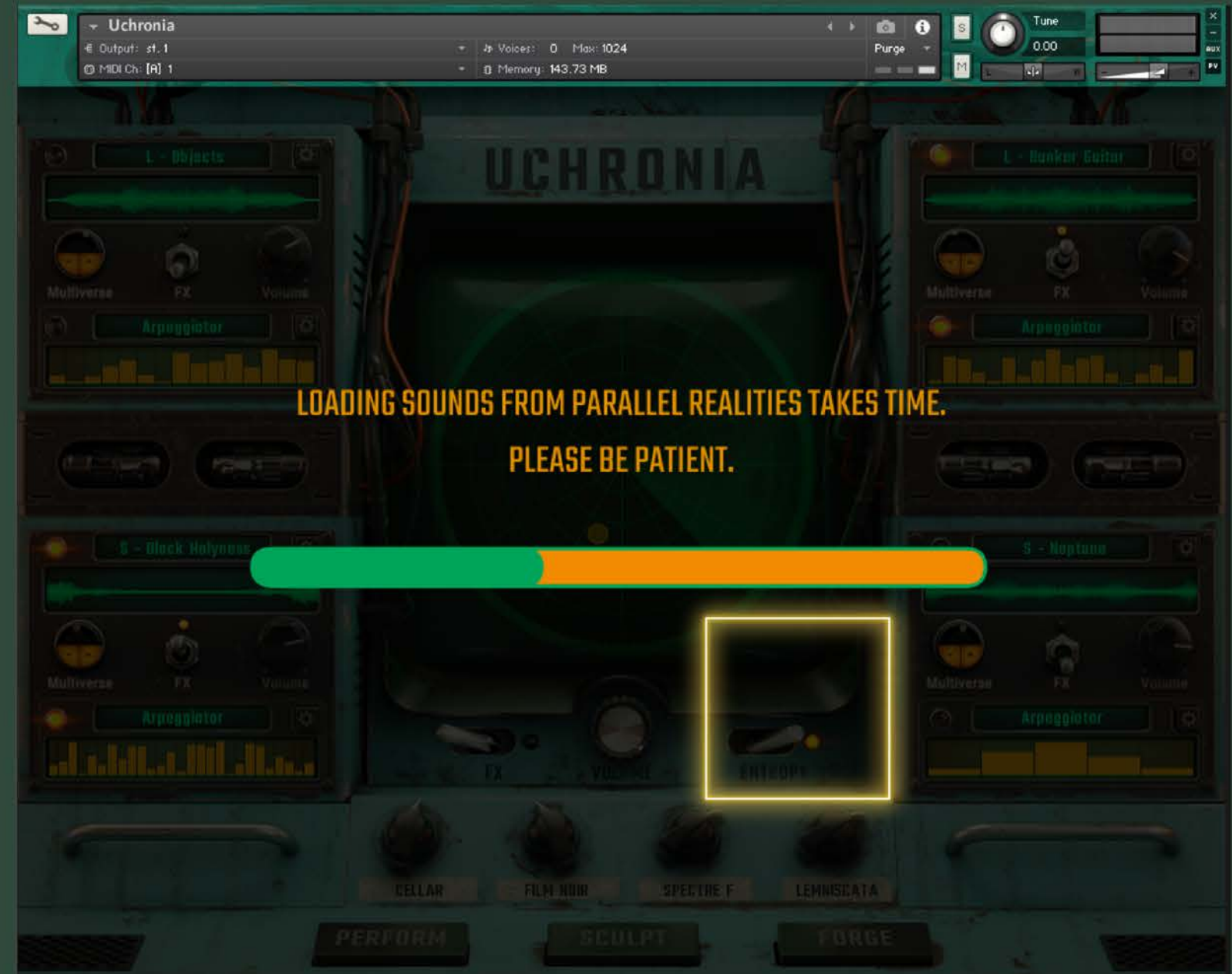


XY axes are assigned to
CC 100
and
CC 101

in case you want to write
automations in your DAW for
that too.



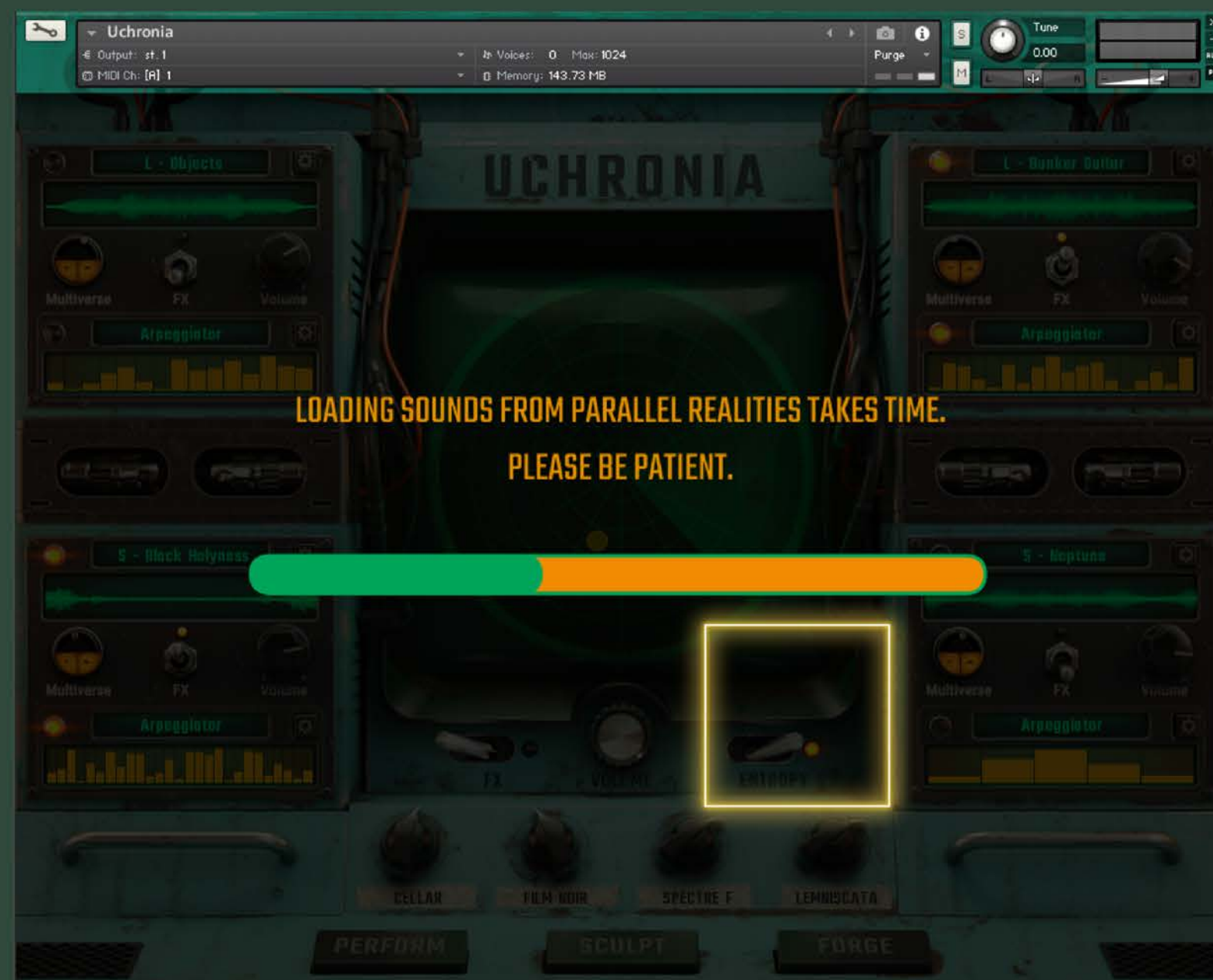
3.3. ENTROPY



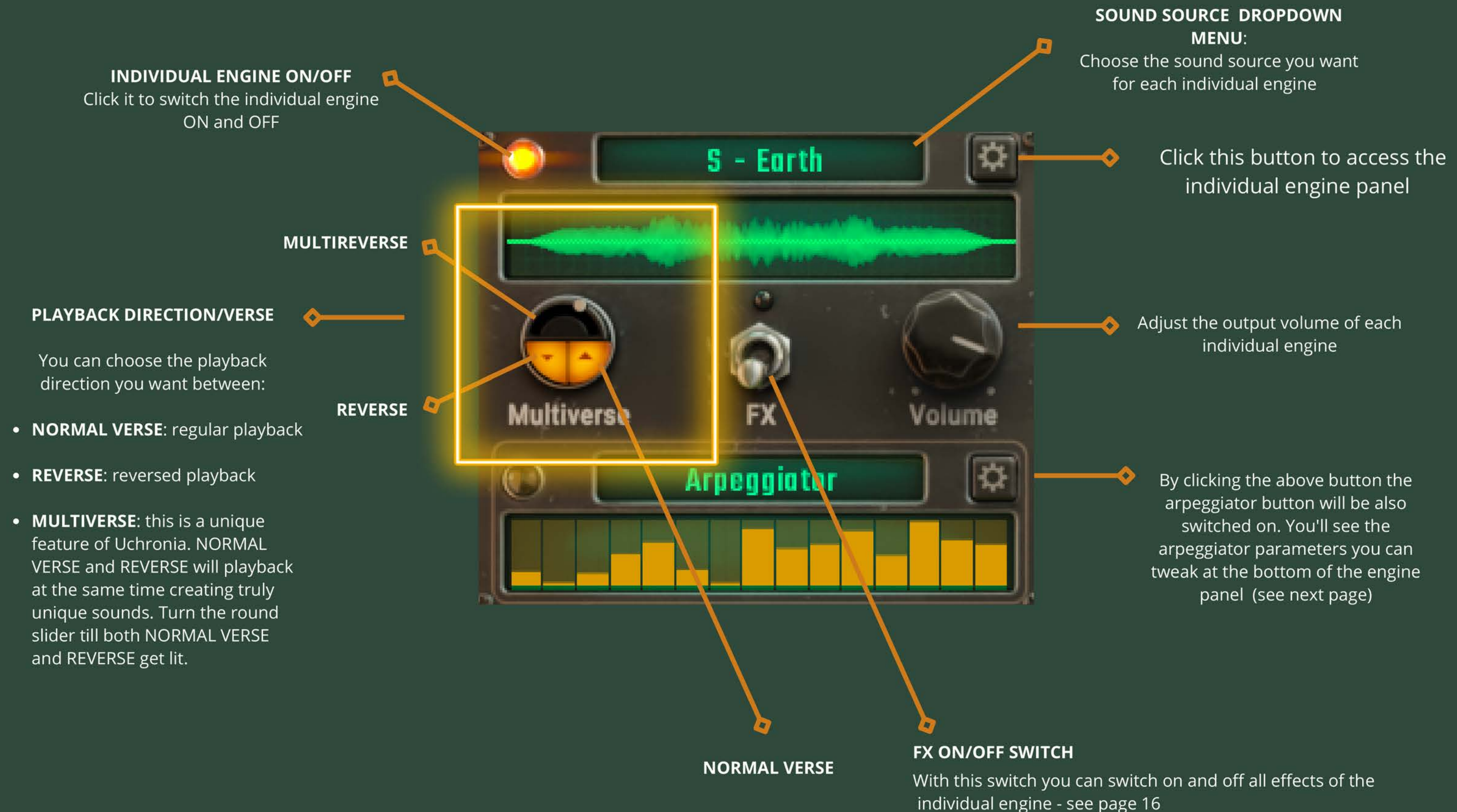
ENTROPY is a magic tool that creates amazing and musical randomizations of both sound sources and FX settings. We used it as a starting point to get inspired and create the 78 Entropies you'll find in our UCHRONIA Entropies.nki. We hope you'll use it the same way to create your own Entropies!



You can use Entropy all the times you want to create new sound combinations at each touch of the lever.



3.4. INDIVIDUAL GRANULAR ENGINE



GRANULAR
ENGINE
OFF



GRANULAR
ENGINE
ON



ARPEGGIATOR CONTROLS

3.5. THE ARROWS



ENGINE 1 PANEL



ENGINE 2 PANEL



ENGINE 3 PANEL



ENGINE 4 PANEL

Sometimes, when you are focused on making music and you are tweaking fast, you may lose track of where you are. With this arrow system you will always know in which sound source/engine you are working: 1, 2, 3, or 4.

3.6. GRANULAR CONTROLS:



- **Position:** whether in granular or in regular playback mode, the position slider sets the sample start position of the playhead.

- **Grain size:** only available in granular mode. Grain size sets the actual length of the grains being triggered by the engine.

- **Density:** only available in granular mode. Density sets the frequency with which the grains are being triggered. Higher values mean that the grains get triggered at a higher frequency, lower values slow down the granular trigger.

In conjunction with grain size, density lets you control the spacing and overlap of grains. Higher density values in combination with a larger grain size will start giving you sonically interesting overlaps. Of course higher values of these two parameters have an impact on the CPU consumption of Uchronia.

- **Spray:** it is controlling the amount of randomness of the sample start position. If spray is set to 0, the sample start position is just being set by the position slider alone. Adding some spray will change the samplestart position randomly within a specific range. You can set the amplitude of the range by moving the slider.

- **Pitch:** it lets you control the sample pitch in between +36 semitones and -36 semitones. **Cmd-click** on a Mac or **Ctrl-click** on PC will set the pitch back to its original value.

- **Envelope** is controlling the adsr of the sample trigger. Higher values will make attacks and releases longer while lower values will make them quicker.

- **Spread** is controlling the amount of random positioning in the panoramic field of each sample trigger. Higher spread values will result in the triggered samples being dispersed more widely in the stereo field.

- **The Atom button** will give your attack more bite and grit. It will trigger samples more aggressively and with a bit of distortion and a more pronounced transient.

- **Speed** - In granular mode, Speed is controlling the speed with which the playhead is moving through the sample, as well as the direction of that movement. When in regular playback mode while having the arpeggiator engaged, speed is also used to control the scanning through the sample as well as its direction.

- **Tone:** if you quickly want to control the frequency spectrum of an engine, without yet loading in a full eq then Tone is your best ally. It acts as a bandpass filter, giving you the option to tilt the frequency output more towards high frequencies on the right or low frequencies on the left. This way you can quickly control each engine output in the mix without loading in a filter or an eq.

Arpeggiator: set each individual arpeggiator the way you want by changing the **arpeggiation pattern** (Down / Up / Up-Down / Down-Up), **Octave range** (-3 Octaves +3 Octaves), **Steps**, **Rate** (rhythmic subdivision)

3.7. THE UCHRONIA FX INDIVIDUAL ENGINES



Make sure you have the FX switched ON here otherwise you won't be able to access the FX dropdown menu you see in the picture on your left.



4. SCULPT VIEW

MASTER TAPE REEL NOISE VOLUME:

By clicking on the TAPE light switch you can switch OFF/ON the tape reel noise.

Move the Volume lever to increase/decrease the amount of master tape reel noise.

IMPORTANT:

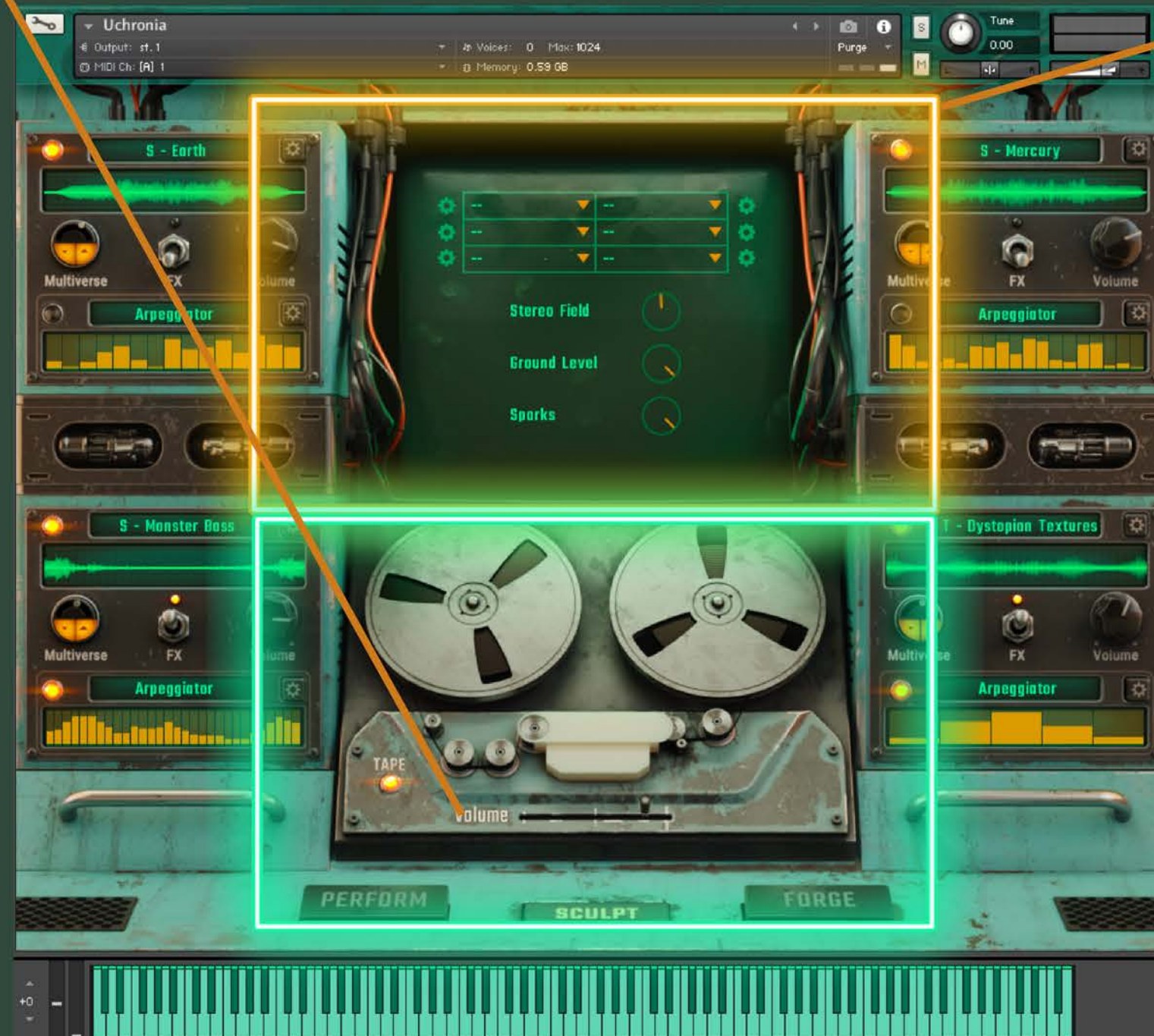
What is the difference between this TAPE volume lever + ON/OFF switch and the other tape FX slider + ON/OFF switch that I'm seeing on each individual engine?



MASTER TAPE REEL NOISE VOLUME:

Each engine has its own tape reel noise with a distinguished flavour (we sampled 4 different vintage tape machines). So, the tape reel noise will sound different in Engine 1 than in Engine 3 for example.

Inside each engine you can decide to switch that effect ON/OFF provided that the main tape device in the SCULPT VIEW is ON. Besides, the amplitude of the volume range you can achieve within each engine will be dependent on which maximum level you set with the TAPE Volume slider inside SCULPT VIEW.



Here you can sculpt your Master bus, the overall sound you've created, by tweaking each of the 4 individual engines. You can add up to 6 FXs choosing among:

- Delay
- Reverb
- EQ
- Bus Compressor
- Transient Master
- Limiter
- Distortion
- Tape Saturation
- Lo-fi

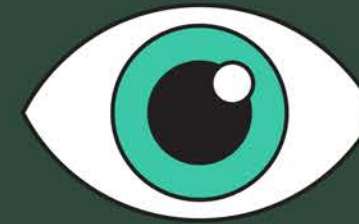
Moreover, you can control 3 extra aspect of the Master bus:

STEREO FIELD is controlling the amount of stereo spread on the master bus. Setting the knob to values over 50% will start widening the panoramic field, values below 50% will collapse the signal more an more towards a mono signal.

GROUND LEVEL controls the amount of low frequency content on the master bus. It is basically a high-pass filter.

SPARKS: in conjunction with Ground Level, Sparks is controlling the amount of high frequency content. Lowering this value will start cutting out high frequencies on the master bus. (low-pass filter)

4.1. THE UCHRONIA FX MASTER BUS



Make sure you have the FX switched ON here otherwise you won't be able to access the FX dropdown menu you see in the picture on your left.



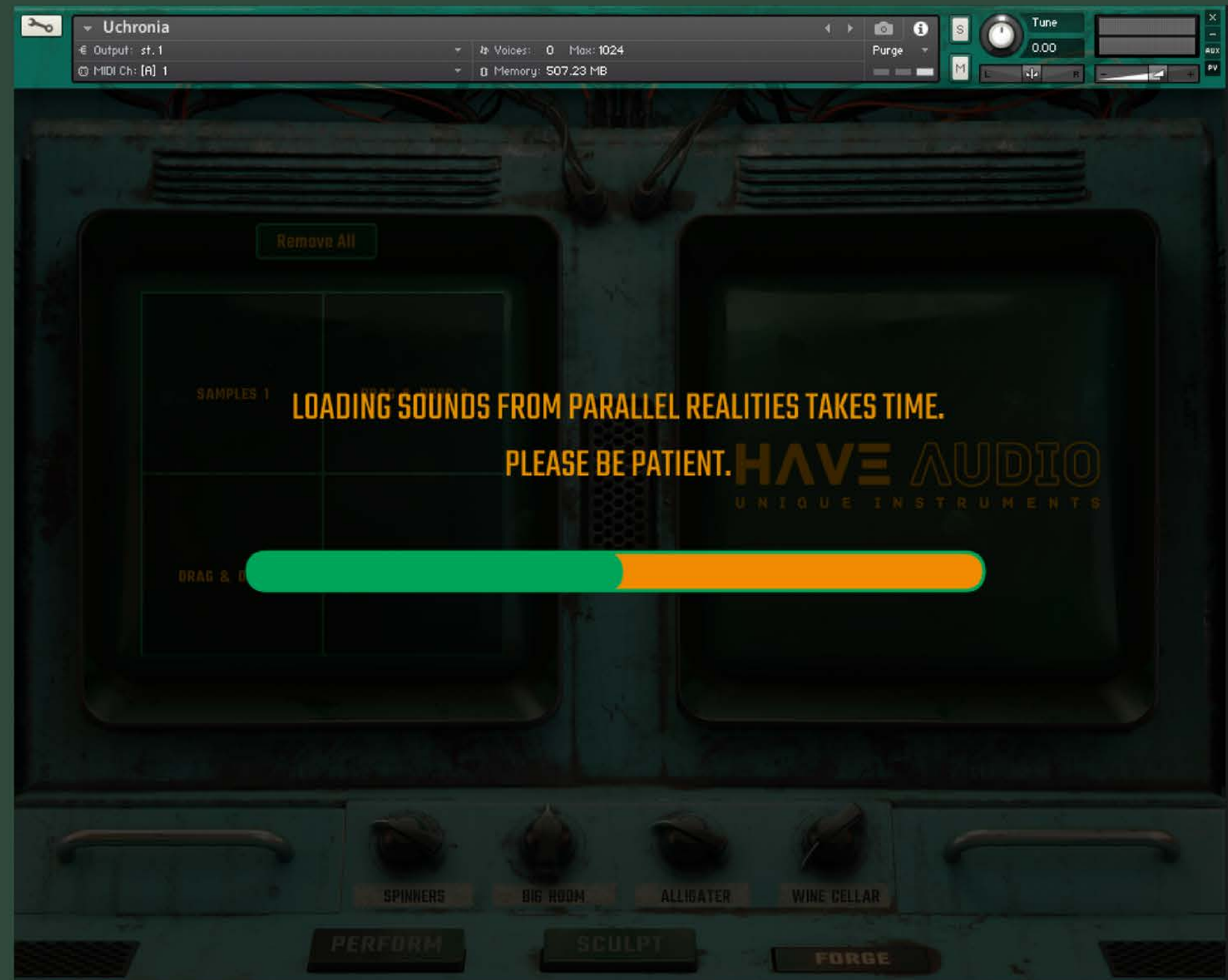
5. FORGE VIEW

Here you can forge new sounds by dragging & dropping your own samples or our future dedicated Uchronia sample packs. Once imported you can manipulate your new sound the way you want inside the engines!



You can import up to 128 samples in total with a maximum of 32 samples for each of the 4 engines!

Whenever you wish to go back to the factory sounds of Uchronia or you are not satisfied with your imported samples and want to try to import new ones, just click **REMOVE ALL** and wait till the process is completed.



Mapping your new imported samples take a little time. Please be patient till the process is complete.

6. THE UCHRONIA FX PARAMETERS

REVERB



DELAY



EQ



DISTORTION



BUS COMPRESSION



LIMITER



LI-FI



TAPE SATURATION



TRANSIENT MASTER



CREDITS

Sound Designers:

GIOVANNI BATTAGLIOLA

URS BOLLHALDER

WALTER BELTRAMI

DAVE KINO

REASONANCE

Kontakt Scripting by URS BOLLHALDER

GUI and Graphic Design by Voger Design

Comics drawn by ANDER PARDO

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