

dynamitec ultra|vib + ultra|trem v2.0.7 manual

First of all: sorry for my english. I'm not a native speaker. But i hope you'll understand this manual as good as possible. If you have any further questions feel free to ask via email: [BenjaminStelzer@gmx.de!](mailto:BenjaminStelzer@gmx.de)
Thank you for your interest in ultra|vib and ultra|trem!



Installing the scripts

After downloading the scripts, unzip the files and copy them to:

C:\Program Files\Native Instruments\Kontakt 2\presets\scripts (English XP)

C:\Programme\Native Instruments\Kontakt 2\presets\scripts (German XP)

Note: the drive letter can change if you have installed Kontakt 2 on a different drive!

After that, start or restart Kontakt. Now the scripts are available by clicking on **"Script Editor"** and then selecting "ultra|vib" or "ultra|trem" from **"Script"-menu**.

Differences between ultra|vib and ultra|trem

I'm writing this manual only for ultra|vib - because there is only one difference between those two scripts: ultra|vib modulates the pitch and ultra|trem the amplitude of a tone. So: if you understand the concept of ultra|vib you'll have no problem setting up a tremolo with ultra|trem. However: there is a **„retrigger“** button on the mainscreen of ultra|trem. If you don't activate **„retrigger“**, the tremolo works like a „vintage“ tremolo for example. If you activate **„retrigger“**, every note retriggers all tremolo curves (this is how ultra|vib behaves).

Setting up a vibrato



ultra|vib uses four different curves to shape a vibrato:

1 „vibrato shape“

This curve defines the waveform of your vibrato. For example the way you bend a string up and down on while doing a vibrato on a guitar. It detunes the tone slightly up or slightly down following the amplitude of your curve.

2 „vibrato fade“

This curve defines how the strength of the vibrato changes with time. In most cases this means: this curve defines how the vibrato fades in after playing a note. *Note: the duration of this „vibrato fade“ can be changed with „vibrato length“.* You'll find „vibrato length“ in menu **9**)

A value 0 means 0 one-tenth of a percent (0%) strength. A value 1000 means 1000 one-tenth of a percent (100%) strength. So if you use for example a straight-line curve from 0,0 to 1000, 1000 the vibrato linear gets stronger with time till it reaches its maximum.

3 „drift pitch“ (only visible if „view...“ -> „extended“ **13**)

This curve defines how pitch of your vibrato changes with time. For example: you can draw a curve which slightly detunes the note at the beginning of your vibrato. You sometimes can hear this effect if you listen to classical violin players. *Note: The strength of this effect also depends on the vibrato strength (input-field „strength“ **5**).*

4 „drift speed“ (only visible if „view...“ -> „extended“ **13**)

This curve defines how speed of your vibrato changes with time. For example: A fast vibrato at the beginning (positiv values) and a slow one at the end of the vibrato (negativ values). The range is -1000 (one-tenth of a percent -> -100% -> slow down by 100%) to 1000 (one-tenth of a percent -> 100% -> speed up by 100%)

Extend input-field parameters on the right side (only visible if „view...“ -> „extended“ **13**):

5 „strength“

Defines the strength of the vibrato: 0 = no vibrato, 100 = maximum vibrato strength.

6 „velocity“

Defines how much the strength of the vibrato is affected by the velocity you play a note with: 0 = vibrato strength is not affected by velocity, 100 = vibrato strength is fully controlled by velocity.

7 „tremolo“

Defines how much the volume of a note you are playing is affected by the vibrato: -100 = volume decreases following the amplitude of your vibrato curve, 100 = volume increases following the amplitude of your vibrato curve, 0 = no effect.

For example: 100 means that if you bend a string the volume would be louder while you bend. -100 means exactly the opposite.

8 „human“

This factor is something special and not easy to describe. A lot is happening if you use this, because there will be minor differences in your vibrato with every note you play. Timing, curves, pitch, vibrato strength – everything is affected by this factor. You mostly don't hear the difference but you'll „feel“ it! The vibrato simply sounds much more realistic.

Now let us take a look at the „**vibrato speed**“ and „**vibrato length**“ menu **9**):

There are two different menu points: „**vibrato speed**“ which defines the length of one (!) single vibrato curve which is looped as long as your vibrato is active (the curve which is visible if you press „**vibrato curve**“ **1**) and „**vibrato length**“ which defines the length of the other three curves (vibrato mix curve, drift curve pitch and drift curve speed). You can setup the length using a time in „**ms**“ **10** and switch the menu **11** to „>> use time“ or you can choose a note duration (menu **11**). In this case the parameter „**ms**“ isn't used. You can multiply either the note duration or the time in ms with a factor in input-field „**x factor**“ **12**

Note: I was often asked how to change the speed of the vibrato, so i'll give another example: a very fast vibrato would be „vibrato speed“ to „1/32“ and „x-factor“ to „1“. A slow vibrato would be „vibrato speed“ to „1/8“ and „x-factor“ to „1“. If you want the vibrato to respond very fast, change „vibrato length“ to „1/4“ and „x-factor“ to „1“. This means: i needs the duration a 1/4 note to run trough the whole „vibrato fade“, „drift pitch“ and „drift speed“ curve.

Now let us edit some curves:

If you want to edit a curve or draw your own, start with one curve from the menu „**curve...**“ **14** because this way you will have a default curve that show you how the curve could look like. You can use any tool of the „**edit...**“ **15** to modify the curve you have drawn by hand or with the „**curve...**“ **14** menu.

Note: modify the curves so that they don't look too mathematical – humans are no machines! They don't have a sinus wave vibrato in their finger tips!

So far. You now should be able to create any kind of curve and change the parameters (while understanding what they will do, too :-). I'm sorry it isn't easier. I tried to minimize the number of parameters as much as possible. But: a vibrato isn't the easiest task. If you want to have a flexible script and options to make the result sound unique and not like a sinus LFO vibrato there has to be a little bit more parameters to play with.

Mixing different slots

ultra|vib can mix and blend to independend slots!



To blend two different vibratos slots

Select slot „**vibrato a**“ **1**, change „**mix a**“ (the amount a preset is „mixed“ with a played note) **2**. Select slot „**vibrato b**“ **5**, change „**mix b**“ **4**. Now change the mix proportion of both selected slots with „**mix a+b**“ **3**. You can do this by CC using the „**cc**“ input-fields. You can change the behavior of the knobs by using the „**linear**“ menu. You can choose from 6 different waveforms (linear or s-shaped). See apendix for all different curve types.

Presets

You have the preset slots which can be loaded and saved with the „**preset...**“ menu.

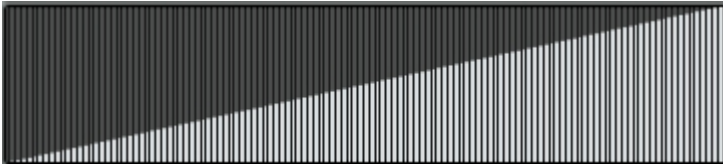
Conclusion

ultra|vib is a litte bit more complex than a simple LFO vibrato. But you are free to design your own unique vibrato. And: it's fast and efficient: only 1-4% more CPU with ultra|vib in a script slot!

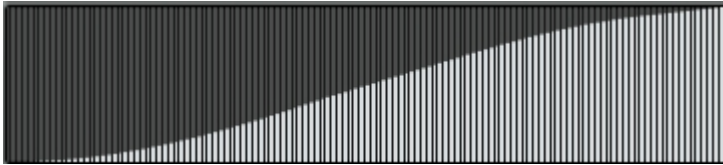
If you are interested in ultra|vib or ultra|trem - please send me a email: BenjaminStelzer@gmx.de. Have fun!

Appendix

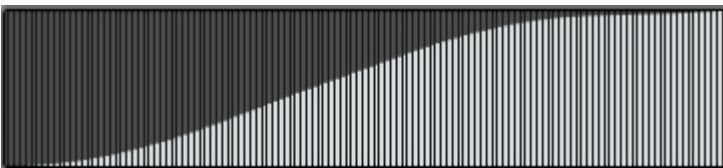
Curves used on mainpage („mix a“ „blend a+b“ and „mix b“) and for the „vibrato fade“ curve (via „curve...“ menu in edit mode):



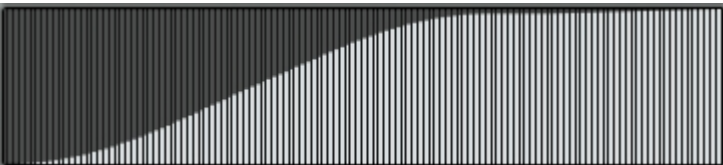
linear



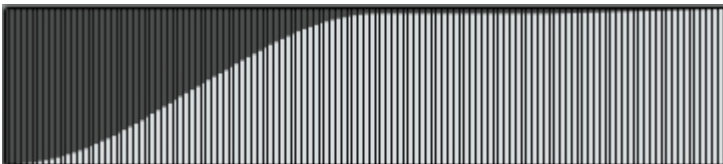
s-shaped 1



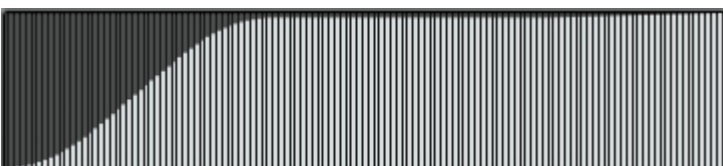
s-shaped 2



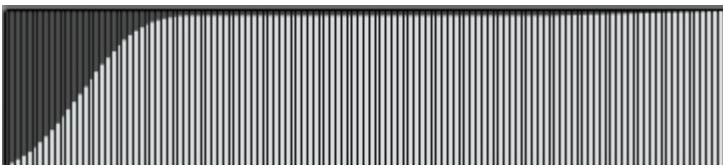
s-shaped 3



s-shaped 4

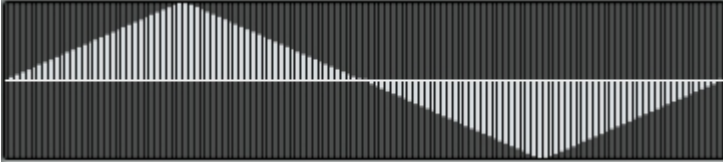


s-shaped 5

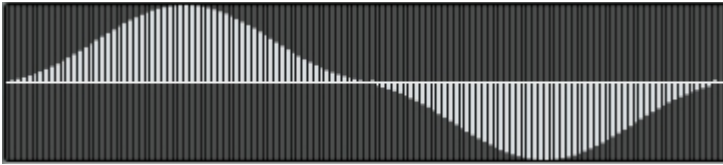


s-shaped 6

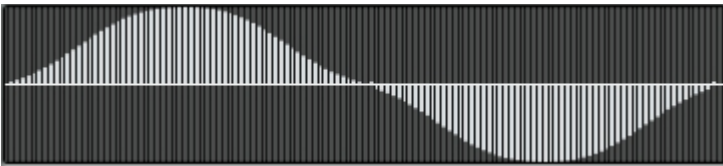
Curves used for the vibrato shape (via „curve...“ menu in edit mode):



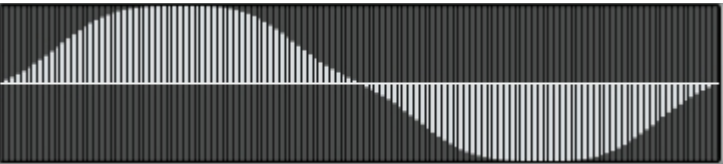
linear



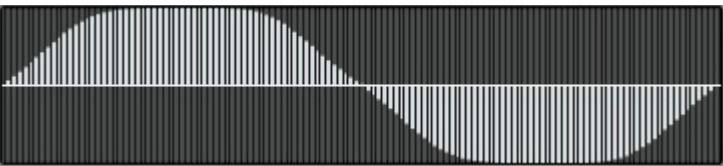
s-shaped 1



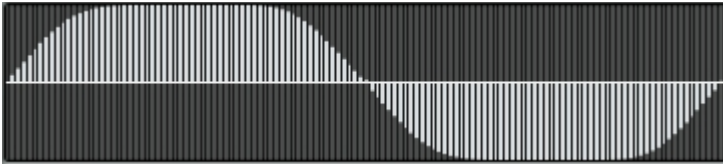
s-shaped 2



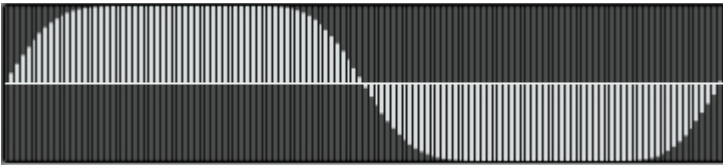
s-shaped 3



s-shaped 4



s-shaped 5



s-shaped 6