

# 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!

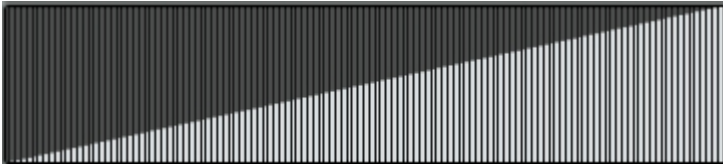
If you are interested in ultra|vib or ultra|trem - please send me a email: [BenjaminStelzer@gmx.de](mailto:BenjaminStelzer@gmx.de). Have fun!

---

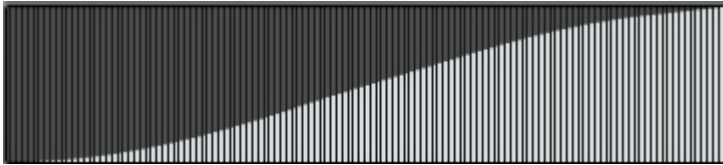
## Appendix

---

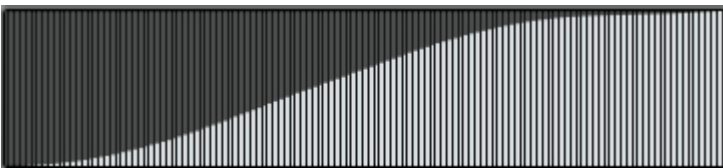
Curves used on mainpage („mix a“ „blend a+b“ and „mix b“) and for the „vibrato fade“ curve (via „curve...“ menu in edit mode):



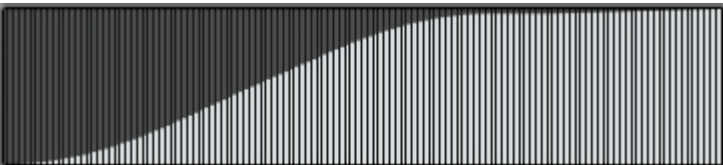
linear



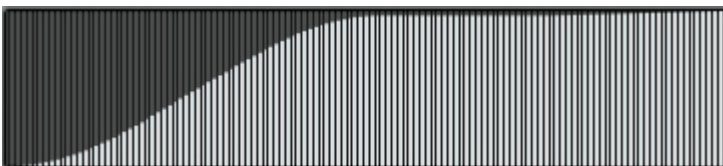
s-shaped 1



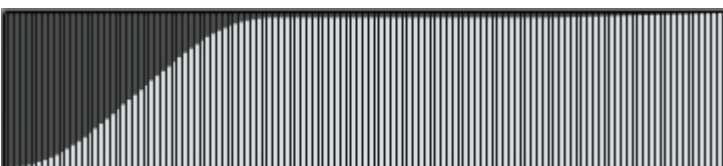
s-shaped 2



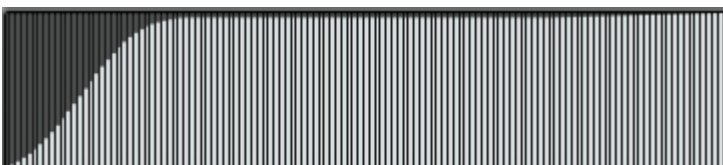
s-shaped 3



s-shaped 4

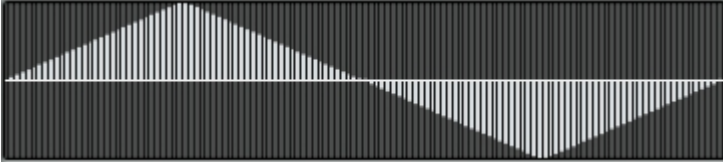


s-shaped 5

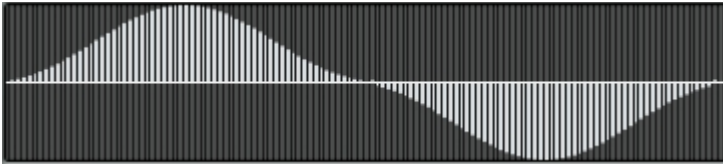


s-shaped 6

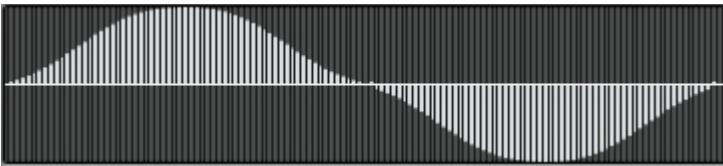
**Curves used for the vibrato shape (via „curve...“ menu in edit mode):**



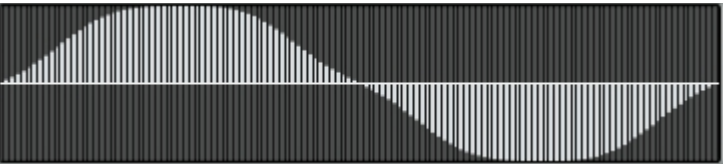
linear



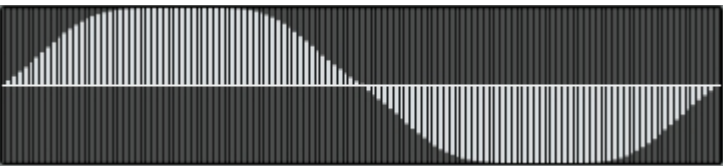
s-shaped 1



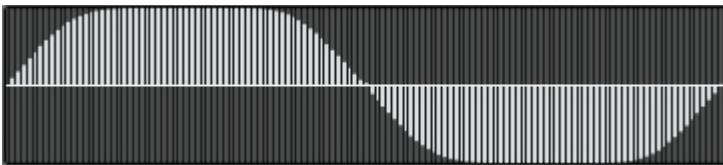
s-shaped 2



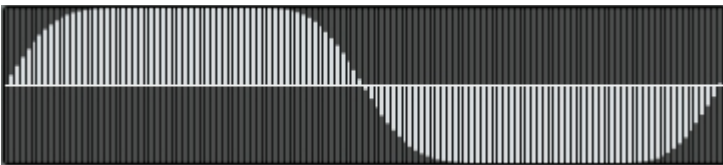
s-shaped 3



s-shaped 4



s-shaped 5



s-shaped 6