ujam

UFX

FILTER

User Guide

UFX   **FILTER**   **User Guide**

UFX FILTER 1.0 User Guide (rev B)

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Welcome

UFX FILTER

Thank you very much for purchasing (or trying) *UFX FILTER* - a product designed to provide you with exceptional control and stunning sonic possibilities.

What is UFX?

UFX is UJAM's take on common and traditional effects.

What do we mean by *UJAMs take*? Well, at UJAM many of us produce music and use effects and audio processors ourselves. We feel that since they have been invented in the mid of last century - by and for sound engineers - there's been a lack of innovation.

Effects are still mostly designed with sound engineers in mind - just look at the knobs and their names and you'll see that most effect plug-ins still emulate hardware from the 60s.

What we are missing is creative effects. Built with the musician in mind, not only concerned with accuracy and technical excellence but also inspiration and creativity. That is what we are aiming for with *UJAMs take*.

With our Finisher series we went to the extreme - a Finisher is an inspiring black box with a few - often intentionally weird-labeled - variation knobs. A Finisher says "You want to play? Let's play!" instead of "You have an effect problem? We should solve it in a very serious way."

Finishers have been highly acclaimed and prized by users and press, and we're proud of that. At the same time we've received a lot of user feedback asking for a little more control. Like 'What tools have you got for me when I want to play a bigger part in the creation of the sounds and not just be surprised and wowed?' Enter UFX.

The approach behind UFX REVERB, DELAY and FILTER is straightforward: Take a professional audio processing engine, slap a UJAM frustration-free user interface on it, then add some UJAM magic – we all want to play and have fun after all.

We designed UFX so that it speaks to musicians - creating, trying, exploring - not problem-solving - but of course the audio engine is more than up-to-par with the requirements of the sound engineer who looks for a new approach.

About UFX FILTER

Like its siblings, UFX REVERB and UFX DELAY, UFX FILTER combines modular, extremely customizable core effect - in this case an array of high-quality synthesizer filters - with creative multi-effects. It is an amazing tool for shaping, molding, tweaking and creating new sounds from your audio tracks and instruments

At the core of the plug-in are the 20 modes - these range from simple clean or dirty, tape and or digital, and more. We added several fun patterns at the end of the list that go beyond the proverbial filter effect, e.g. by pitching the signal by octaves, turning it into grain clouds or adding such complex patterns that you can turn a single note into a compelling background sequence.

You'll find the usual set of parameters to tweak the effect to your music or your idea - from different stereo modes to feedback to modulation.

Tip: Always check out these parameters once you've selected a mode - particularly the Characteristics knobs often do clever things depending on the selected mode.

The UFX series also includes an effects section for additional processing–UFX FILTER includes both Shaper and Finisher, each with a variety of modes.

And lets not forget the intelligent Randomization function that creates new and often unheard-of Filter presets for you on the click of a button.

All this adds up to a unique plug-in that's way more than its name might imply. We hope you have fun while expanding your sonic horizon, that it inspires you and provides lots of pleasant surprises.

So… tell us what you think. We can't wait to hear from you about how you're using *UFX FILTER* in your music - after all, that is what inspired it!

Installation

Installing with the UJAM App

We recommend installing *UFX FILTER* from the UJAM App – whether you've purchased it or are starting a new trial.
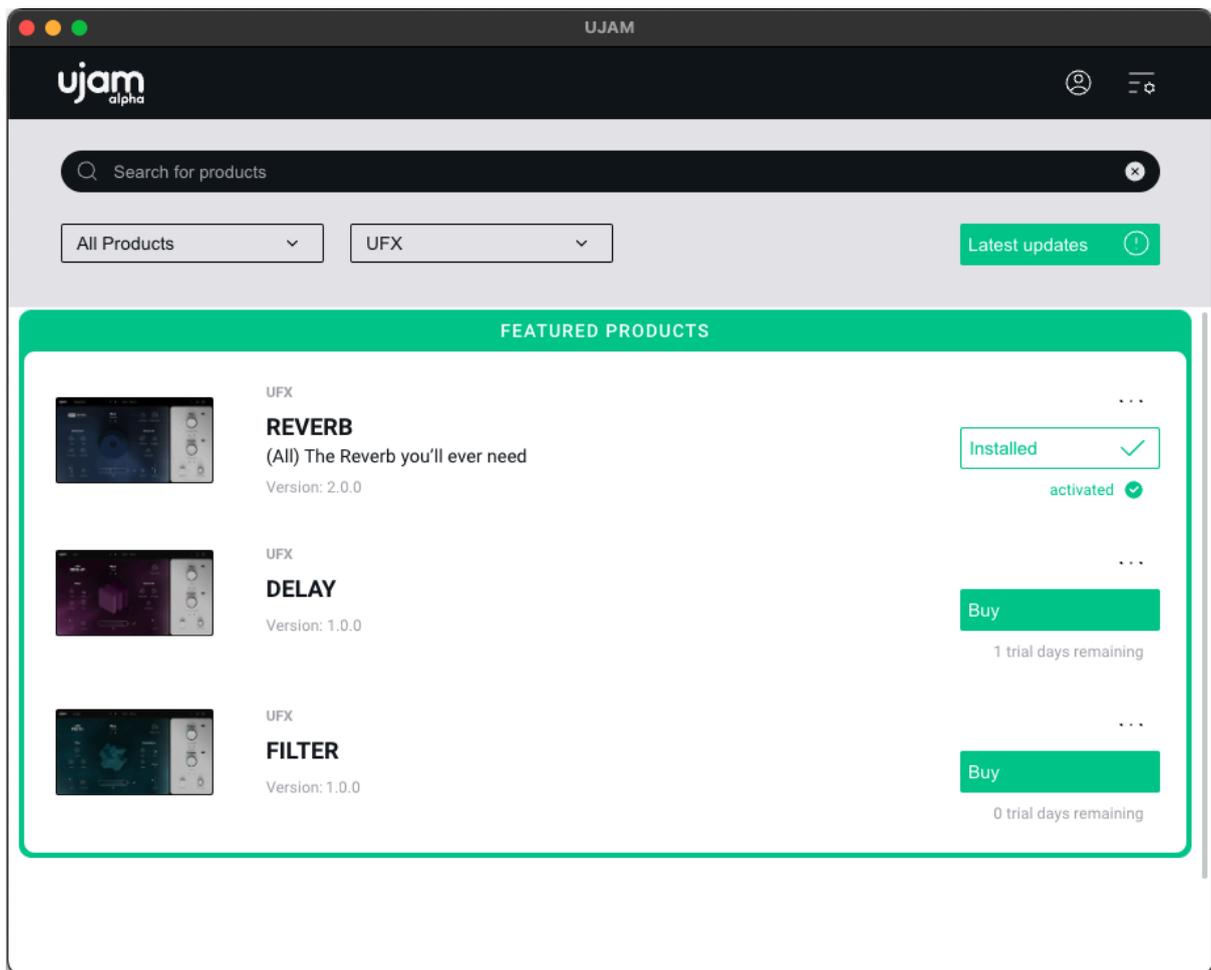
UFX FILTER in the UJAM App

Installing without the UJAM App

Installation without the UJAM App is an option if needed. You can download the standalone installer from our knowledge base, then launch the installer and follow the prompts. (The UJAM App is still used to activate the plug-in, so after installing simply launch that and sign in, then click the 'Refresh' link.)

Trying, Buying, Authorizing

We only want you to spend money if you're absolutely happy with *UFX FILTER*. That's why, like with other UJAM plug-ins, we provide a free trial during which the plug-in will run without any limitation.

After the trial period expires, you will need to purchase a license if you wish to keep using it. Once you've done so, use the UJAM App for automated plug-in authorization.

When opening *UFX FILTER* during the trial period you will see this screen which shows:

- Information about your trial status
- Buttons to Continue Trial (taking you back to the plug-in) or Activate Now (if you own a license)
- A Buy Now button to take you to the UJAM store to purchase a UFX FILTER license
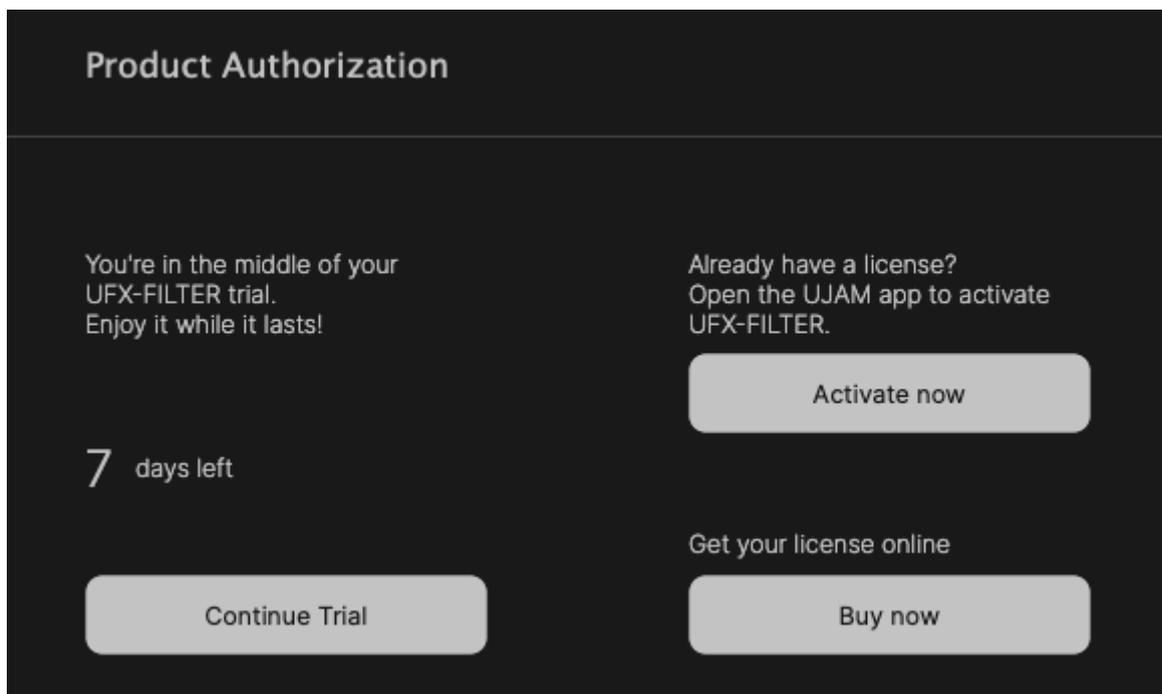
Trial & Authorization Screen

How to Authorize

1. Make sure that the product license is in your account (check your licenses at ujam.com/backstage/products).
2. Activate the license in the UJAM App (click the 'Refresh now' link at the bottom of the plugins)
3. Installation and authorization help can be found at support.ujam.com

Quick Start

Before we look at things in more depth, let's take a quick look at how to create and tweak *UFX FILTER* since that may be all you need for now. This super-short section will show you how to get started in a few minutes.

Opening the Plug-in

After installing *UFX FILTER*, you'll find it in the *Effect* plug-in menu of your VST, AU or AAX-compatible digital audio workstation (DAW). Here you can select it as an insert on a track.

Exploring Global Presets

When you start using *UFX FILTER* in your DAW, take some time to browse through the global presets at the top bar. These presets, grouped into categories provide a variety of styles to suit different production needs. Pick a preset from the menu or step through the list by simply clicking the left/right arrows. This works best when you send a basic audio signal like a short loop to the plug-in (of course you can also play something live). Try using the Preset Lock feature to lock the Mix slider at a certain value (e.g. ~50%). This gives you consistent control when browsing presets. Once you've found a preset you like, use the *Mix* slider to get more or less of the selected effect.

[see the list of presets]

Creating Your Sound

Before you start the sound design, try deactivating *Shaper* and *Finisher* and set the *Mix* slider to at least 50% so you can clearly hear the effect.

1. Choose a *Mode* from its drop-down menu.
2. Adjust the controls in the *Filter* section: *Cutoff, Reso, Slope.*
3. Adjust the controls in the Modulation section: *Rate, Depth*, *Shape*.
4. Enable *Shaper* and/or *Finisher* and try different options from their lists.

That's the easiest way to get started, but keep reading for more detailed information.

Managing the Plug-In

Presets

UFX FILTER has a large number of Factory Presets divided into descriptive categories.

Loading Presets

The *Preset Menu* at the top of the plug-in window lets you easily select a preset directly or step through the included presets.

You can either:

- Click the arrow buttons to the right of the preset name to step through the list
- Click the current preset name to open the dropdown menu

If you're new to UFX FILTER, we recommend you set up a loop and just go through the Presets to get an impression of what it can do.

Saving Presets

Once you have made changes to a *Preset*, you can save it in different ways:

- Overwrite a *Preset* using the '*Save*' command. Effective when you want that preset to recall the new settings.
- Create a new Preset with the 'Save As' command. Useful when you want to have both old and new settings available for recall.

Note:

- You cannot overwrite Factory Presets. Please use the '*Save As…*' command to create a new version of that Preset and save it to the User Library.
- Either way, when saving a Preset, you can select a preset category for organization purposes. Once saved, you'll find your new Preset in the 'User' folder, organized into whichever category you've selected.

Resizable Interface

The user interface is resizable to fit optimally on different sized screens.

To resize the window, do one of the following:

- Click the rectangle shaped icon next to the notification bell in the top right corner.
- Drag the three stripes in the bottom right corner of the user interface.

Update Notifications

The little *Bell* icon in the upper right informs you of available updates. When an update is waiting, the icon will show a dot and a dialog will open with more info.

Note: We do our best to ensure that updates do not break any existing projects, but it's good practice to have a roll back plan just in case. Use the Uninstall feature in the UJAM App, then run the older standalone installer.
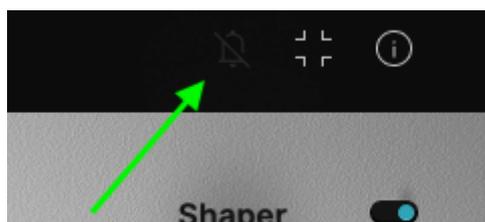
Plug-in Information

Clicking on the circled "i" in the top right banner of the user interface opens the *About* page where you can find the installed version # and other detailed information about your plug-in.
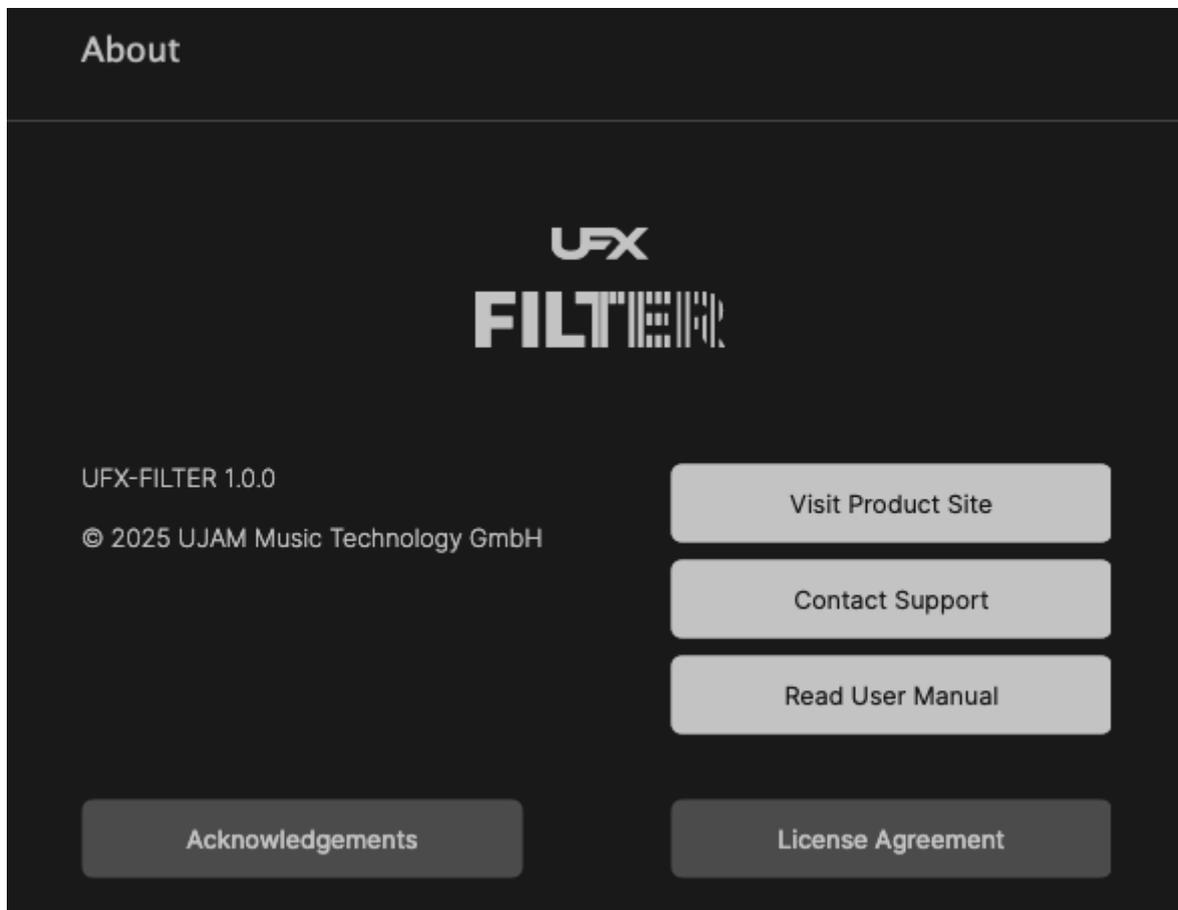
The *About Page* gives you access to various types of important information:
- **Acknowledgements** – The people behind *UFX FILTER*
- **Visit Product Site** – *UFX FILTER* product information on our website
- **Contact Support** – Start a support ticket if you need help
- **Read User Manual** – Opens the User Guide (looks like you did this!)
- **License Agreement** – Opens the End User License Agreement (EULA)

Reference

Presets

Factory Presets are organized into the following groups:

name	description
Mode Templates	Ideal settings for each filter mode, good starters for making own Filters
Sweeps	Presets with audible filter sweep created either by env or modulation
Retro	Sound aging or typical decade-old effects
Drums	Created for drums, percussion and anything rhythmic
Piano	Best with pianos, electric pianos and any kind of percussive keyboards
Guitar	Optimized for acoustic or electric guitars, clean or overdriven
Vocals	Make vocals more interesting or change their characteristic
Mix FX	Apply to entire mixes to create interesting intros, drops, risers a.s.o.
Ambient	Presets focussing on a filter-processed ambience
Rhythmic	Great for rhythmifying sustained signals (pads, long notes etc.) but of course interesting for anything.
Synth	Synth-like processing for any kind of signal
Creative	Presets that turn the signal into something different
Sound FX	Harmonic and non-harmonic extreme manipulations

Modes

UFX FILTER includes 20 different Modes.

(When going through the *Modes*, we recommend you set the *Mix* slider to at least 50%, so you can properly hear the effect while stepping through them.)

Selecting a Mode

UFX FILTER lets you select *Modes* in two different ways:

1. Click on the *Mode* title to open the *List View then* click any *Mode* name to select that *Mode*.
2. Click on the arrows below the selected *Mode* title to step back and forth through the list of *Modes.*

Note: When switching Modes, the other settings remain unchanged. To change knob settings along with Modes, step through the Presets.

Mode Reference

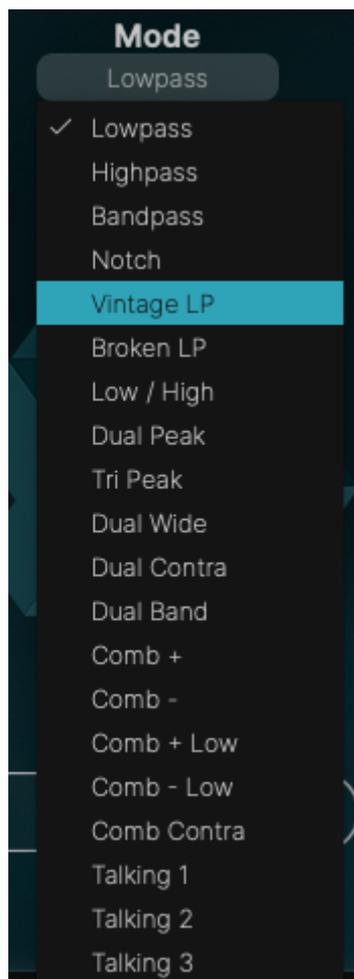| Name	Description
Lowpass	Filters out the high frequencies
Highpass	Filters out the low frequencies
Bandpass	Filters out the low & high frequencies
Notch	Filters out the mid frequencies
Vintage LP	An analog lowpass filter
Broken LP	Like an old dusty circuit
Low / High	Sweepable lowpass to highpass
Dual Peak	Sweepable lowpass to highpass with 2 peaks
Tri Peak	Sweepable lowpass to highpass with 3 peaks
Dual Wide	Sweepable lowpass to highpass with extra width
Dual Contra	Sweepable lowpass to highpass with contrasting L & R
Dual Band	Bandpass with 2 peaks
Comb +	Sweepable comb filter boost
Comb -	Sweepable comb filter cut
Comb + Low	Sweepable comb filter boost low frequency
Comb - Low	Sweepable comb filter cut low frequency
Comb Contra	Sweepable comb filter with contrasting L & R
Talking 1	Vocalizing Formant Filter 1
Talking 2	Vocalizing Formant Filter 2
Talking 3	Vocalizing Formant Filter 3

(When going through the *Modes*, we recommend you set the *Mix* slider to at least 50%, so you can properly hear the effect while stepping through them.)

Filter

The *Filter* section controls the frequency content of the processed audio.
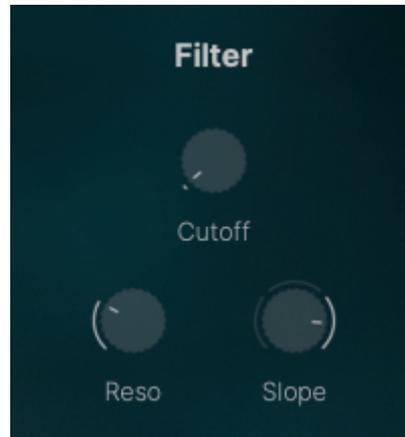
Name	Description
Cutoff	Controls the frequency of the filter
Reso	Controls the resonance of the filter
Slope	Controls how quickly the filter attenuates frequencies

Modulation

The Modulation section adds rhythmic, dynamic motion to your sound which can be synchronized to the tempo of your song for precise rhythmic effects. Common applications include filter sweeps, tremolo, vibrato, and stereo motion, allowing for anything from subtle tonal shifts to dramatic, evolving textures. Modulation can bring life and expressiveness to static sounds, making them more engaging and dynamic.

Name	Description
Rate	Controls the speed of the modulation
Sync	Selects between variable or the timebase grid (DAW tempo)
Depth	Controls how much modulation is applied
Shape	Sets the shape of the modulation, from traditional waveshapes (e.g. Sine), to random and sequenced shapes

Env Mod

Envelope modulation is like controlling how a sound grows, changes, or fades over time. For example, when you play a piano, the sound starts loud, then gets softer, and eventually fades away. Envelope modulation is a process that shapes this rise and fall of sound, but it can be applied to other aspects of the sound, in this case frequency, to create different effects.
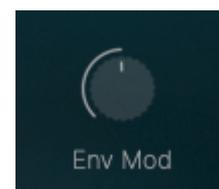
Mix Slider & Lock

The Mix control allows you to adjust the balance between the original and processed audio signals. Moving the slider to the left allows more of the original, unprocessed signal to come through, reducing the prominence of the filtered effect. Moving the slider to the right increases the amount of the processed signal in your output, thereby enhancing the filter effect.

Closing the lock will leave the Mix slider unaffected when changing Presets. This is handy when you've already decided on a Mix setting and just want to try Presets, for example if you have *UFX FILTER* on an Aux Bus and want the Mix to stay at 100%.

FX Input Mix

This knob allows you to send any mix of original and processed signal into the FX section, basically turning *UFX FILTER* into a full-on multi effect.

Surprise

Hit the *Surprise* button with the dice icon to create a new Surprise variation like a true Armégerizer. The *Surprise* function can give you anything between super-subtle variations and a complete change of everything. You can adjust the variation amount of each Surprise step using the knob labeled *Small/Big*.
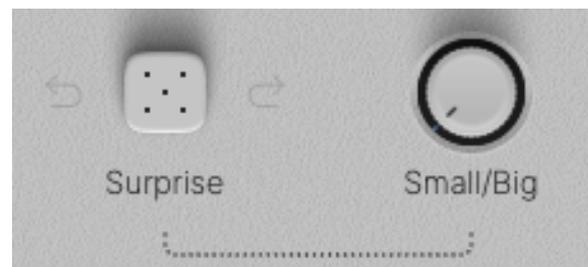
Every time you click Surprise, a completely new mix of settings is generated as a start for you to create your individual reverb sound effect, which you can save as a preset. Almost everything is affected by the randomization – every control and button except *Mix*.

Shaper

The Shaper section incorporates various filters, allowing you to manipulate the frequencies of your processed audio signal. Click on the shaper title to open the drop-down menu or use the arrows to step through the list. You can also bypass this section by clicking on the 'on/off' switch.

In general each shaper works by allowing certain frequencies to 'pass' through the filter while reducing or 'attenuating' others based on the specific characteristics of the filter. These alterations can be used for a variety of purposes, such as cleaning up or adjusting the tone or 'color' of the output signal.

Finisher

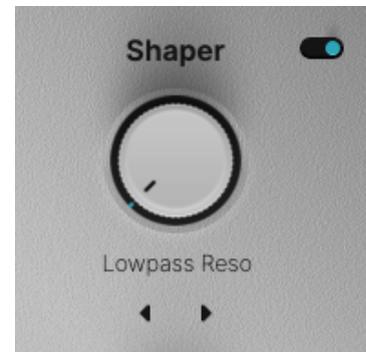UJAM's innovative multi-effect Finisher concept is your invitation to explore a whole new world of sound. Seamlessly integrated into our Virtual Instruments and effects, or available as separate plug-ins within the Finisher series, it promises an endless playground of auditory experimentation. It's a powerful orchestration of various effect processors and your secret weapon for creative sound design.

The selection process is simple: either click on the current *Finisher* mode name to reveal a comprehensive list, or click the arrows to step through the options. You can also bypass this section by clicking on the 'on/off' switch.

The beauty of the Finisher Mode is its ability to automate, allowing you to switch modes mid-track for an even more dynamic sound. Just a word of advice: some algorithms might cause brief glitches when switched, so plan for a short pause if required.

The Finisher effects are also incredibly exhilarating to control live, enabling you to create mesmerizing sounds with the amount knob.

Shaper Options

Name	Description
Tilt	Attenuate or accentuate lower or higher frequencies
High Cut	Cuts high frequencies
High Boost	Increases high frequencies
Low Boost	Increases low frequencies
Mid Boost	Increases mid frequencies
Mid Cut	Reduces mid frequencies
Filter Sweep	Modulated lowpass
Env Filter	Wah effect responds to audio level
Lowpass	High frequency cut
Lowpass Reso	High frequency cut with resonance
Brickwall	Lowpass
Bandpass	Low and High frequency cut
Bandpass Reso	Low and High frequency cut with resonance
Highpass	Low frequency cut
Highpass Reso	Low frequency cut with resonance
Notch	Selectable mid cut
Notch Reso	Selectable mid cut with resonance
Manual Phaser	Phasing
Manual Phaser Reso	Phasing with resonance
Comb	Comb filter
Reso Comb	Comb filter with resonance
Env Comb Up	Envelope with Comb swept up
Env Comb Down	Envelope with Comb swept down
Radio	Mimics sound of a small radio
Telephone	Mimics sound of a phone
Megaphone	Mimics sound of a megaphone
Tube	Vacuum tube distortion
Fuzz	Guitar pedal distortion
Amp	Guitar amplifier distortion
Saturate	Overdrive

Lo-Fi	Reduced fidelity
Bit Crush	Reduced bit rate
Filt Crush	Bit rate and high frequency reduction
Filt Dist	Distortion with Lowpass Filter
Resonators	Frequency resonance
Inharmonic	Inverts frequency spectrum
Ring Mod	Ring modulator
Rumble	Increased low frequencies
Sizzle	High frequency exciter
Pan	Placement in the stereo field
Width	Variable adjustment from mono (centered) to stereo

Finisher Options

| Category	Name	Description
AMBIENCE	Short and Bright	A short reverb with open high frequencies
	Short and Dark	A short reverb with dampened high frequencies
	Wide Hall	Hall reverb with wide stereo field
	Large Chamber	A big chamber reverb
	Extra Wide	Wide stereo reverb with pre-delay
	Nice Standard	Studio-type reverb
	Nervous	Distorted reverb
	Creamy Dreamy	Rich reverb with reflections
	Tyrell Hall	Large stone reflective hall
	Space Infinite	Long/wide reverb
	Ten Mile Desert	Long reverb
	Reverse	Backwards reverb
BASIC	Tremolo	Creates a pulsating or "trembling" sound that adds texture, movement and dynamics
	Auto Pan	Add a sense of motion to a sustained or repeated sound with this speedy auto-panning effect.
	Slicer 1/8	Modulates and chops the signal into 8th notes using a beat cutter and auto-filters
	Slicer 1/16	Modulates and chops the signal into 16th notes using a beat cutter and auto-filters
	Gate	Speed Gater, similar to "Gate 1/12"
	Gate 1/4	Speed Gater with 4th note gate length
	Gate 1/8	Speed Gater with 8th note gate length
	Gate 1/12	Speed Gater with a 12th note gate length
	Gate 1/16	Speed Gater with 16th note gate length
	Gate 1/32	Speed Gater with 32nd note gate length
	Saw Gater	Similar to "Gate 1/12" but with Sawtooth oscillator
	Vibrato	A regular, pulsating change of pitch
	Chorus	Thickens the sound and makes it richer
	Flanger	Flanger effect based on a modulated delay line

	Phaser	Creates a swirling or whooshing Phaser effect
	Phaser Fbk	Another Phaser effect with incorporated feedback
	Warm Drive	A soft saturation distortion
BEYOND	Time Warp	A sequenced ring modulator
	Time Is Fleeting	Allows you to scratch your brass signal by means of a cut up tape delay
	Sea Of Resonances	Freezes your signal into a cloud of sound with various, slowly moving resonances
	Synthesize	Abstract blips of digital synthesis
	Drones	Spooky atmosphere
	Flutizer	A bunch of ambient flutes
	Electro Cluster	Purposefully cold sounding delays and re-sequences
	Evolving Freeze	Turns your signal into an ever-evolving pad
	Raindrops	Random pitches
	Voodoo Glitchcraft	Random sample/hold
	Clappedy Go	Rhythmic phasing
	Voodoo Poisoned	Resonant ring modulation
CHARACTER	Filter Alterations	Rhythmic filter
	Bit Crush	Resonant bit crushing
	Toe in the Mud	Reduces definition
	Evil Drones	Distance effect
	High Tones	Eliminates low frequencies
	Neo Super LoFi	Sample rate reduction
	Neo Space Station	Resonant feedback
	Neo Hot Bath	Bit rate reduction
DELAY	Delay 1/2	Delay set to a half note value
	Delay 1/4	Delay set to a quarter note value
	Delay 1/8D	Delay set to a dotted 8th note value
	Delay 1/8	Delay set to an 8th note value
	Delay 1/16	Delay set to a 16th note value
	Ping Pong 1/4D	Stereo Pingpong Delay set to a quarter dotted value
	Ping Pong 1/8D	Stereo Pingpong Delay set to a dotted 8th note value
	Ping Pong 1/8T	Stereo Pingpong Delay set to a 8th triplet value

	Multi Tap 1/8D	MultiTap Delay set to a dotted 8th note value
	The Shining	Highpass
	The Syncopator	Slap delay
GLITCH	Big Groover	Sequenced sample rate reduction
	Second Shadow	Adds echoes of chopped up re-sequencing of the original signal
	R2 Flange2	Turns your signal into a particularly cute robot
	Retro Gamer	Makes your signal small and decorates it with various gameboy-ish artifacts
	Percussive Resonances	A stepped and auto-panned bandpass filter
	Hardcastle Cutter	A multi-faceted stuttering effect
	Filter Bros	Random chopped rhythm
	Pitch Screamer	Highpass resonance
	Ever Rising	Moving high frequency
MOVE	HPF Motions	A stepped high-pass filter sequence
	Reversinator	Reverses the signal in a short time slice
	Reversinator Long	Reverses the signal in a long time slice
	Percussionizer	A combination of sequenced equalizers and pitch shifters
	Industrial Delay	A time-synced, ever-changing delay that randomly changes playback direction
	Pan Sequencer	A more sophisticated version of an 'auto pan' effect
	Terminator Bend	Applies the infamous half-tone pitch drop to the signal, made famous by a well-known movie
	Tape Stopper	The traditional tape stop effect
	PolyMod	Adds various types of modulation and filtering, which are offset in a polyrhythmic way
	Drama Swell	In case your brass swells are not dramatic enough
	Long Term Modulator	Sequenced automation of EQ, filters, chorus, delay
	Ducker Straight	Straight volume ducking
	Ducker Complex	Ducking via filtering, delay, panning and automation
	Drive the Sequence	Heavy limiting

	Ring the Phone	Phasing highpass
	Double Timer	Rhythmic highpass
	Strobe Light	Sawtooth tremolo
	Moving Cloud	Pulsating moving filter
	Fragments	Rhythmic transients
	Old Cassette	Distortion, wow & flutter, keep a pencil handy!
PITCH	Glitch Grooves	Pulsating glitches
	Pitchman	Twisted tuning
	Swamp Creature	Phasing highpass
	Fluxx Cutter	Sample and hold
	Vorlon Scale	Ring modulation
	Voodoo Tormentor	Pitched up with feedback
	Voodoo Bullet Time	Pitched up with phase
	Neo Infinity	Infinite feedback
TONE	Fat and Dirty	Saturation
	Way Too Old	Lowpass
	Schizophrenic	Clipping
	Munch Filter	Lowpass with sweeping filter
	Historic	Just mids
	Damperesque	Resonance
	Pimp My Brahms	Adds a lower octave
	Take The Fifth	Adds a 5th above

Checking and Setting Levels

The Input Level Meter and Slider in the bottom left corner of the plug-in allows you to attenuate or amplify the level of the signal you send into *UFX FILTER*, and the Output Level and slider on the right side does the same for the signal coming out of *UFX*.
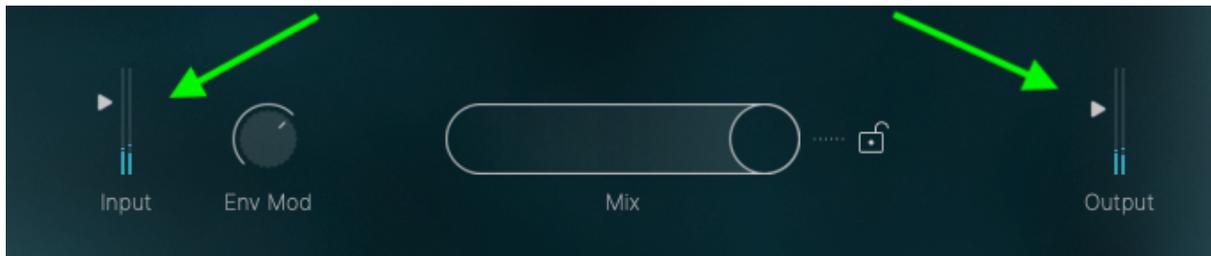
Input and Output Levels and Meters

A few tips:

- Signals are usually at an optimal level if they are around 0.0 dB. Adjust them if they're not.
- Optimal input levels are important particularly for *Modes* that use any kind of dynamic treatment.
- Optimal output levels are particularly important to avoid clipping and if you use subsequent processing in the same track.

Note that while you drag a slider, the resulting change will be displayed in dB.

UFX FILTER is optimized to alter the signal's level as little as possible from input to output, but depending on the frequency content of the input signal and the processing applied this is sometimes unavoidable.

## Using Input Level to Optimize Effects

Many effects, particularly dynamic filters, use the input signal level to control movements in the effect. If the input signal level is too high, you will hardly hear any effect.

If you need to lower the Input Level a lot, compensate with Output Level. *Of course… YOU knew this!*

Automating Controls

UFX FILTER can be fully automated and MIDI-controlled and you will quickly realize how useful this is and how significantly it can improve your productions.

For example, you can create stunning introduction or riser effects by slowly increasing the *Finisher Knob*. Build cool sequences by switching the Mode every few beats or add emphasis on specific beats by fading in the effect only on certain words or chords.
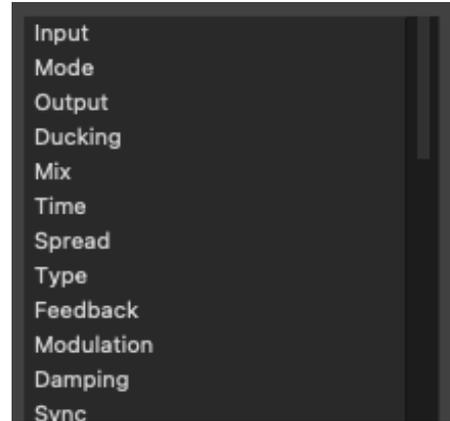
Automatable Parameters

The displayed parameters can be automated via DAW Automation and – with the exception of *Mode* – using MIDI Control Change events.

(When automating the Mode, you will notice that between certain effects there are noticeable morph fades. These are due to temporary level jumps between the complex effect configurations and they can protect your speakers and ears. No reason to worry!)

DAW Automation

To control a parameter using the automation of your DAW, find where you activate automation (usually a menu in the track inspector or hotkey "a") and choose the parameter.
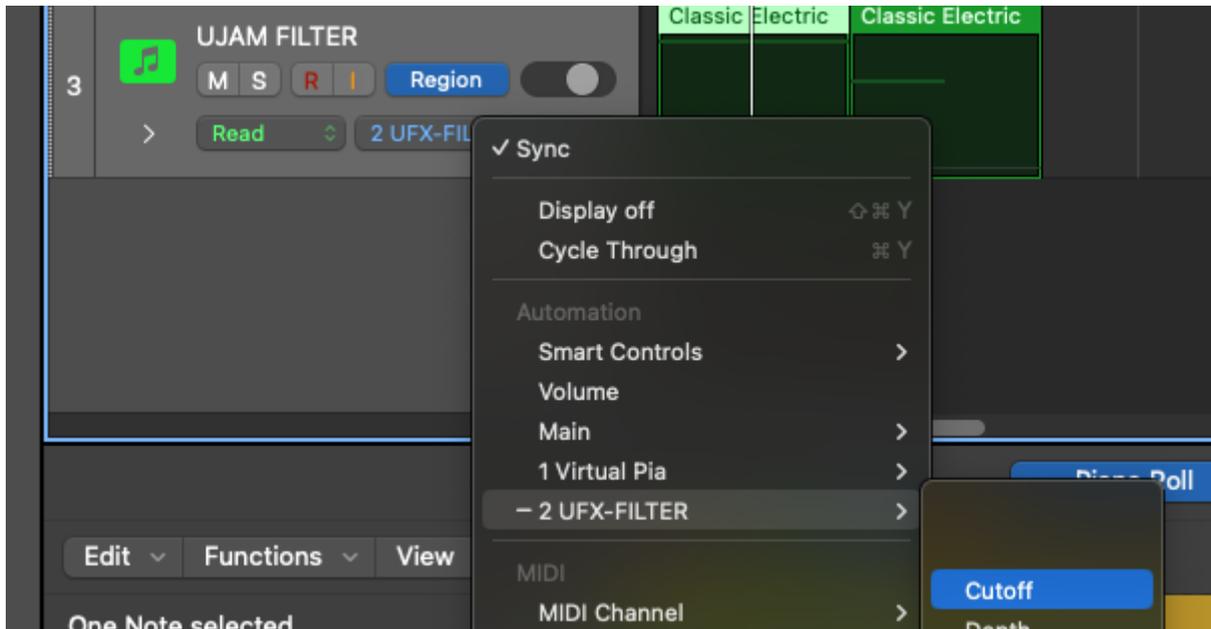
Selecting an Automation Parameter in Logic

Assigning Knobs to MIDI Controllers

It's great fun to modulate *the UFX* controls with your favorite MIDI controller. However, this requires a little bit of work on your end, because all DAWs handle MIDI controllers differently for effects. There is no 'MIDI Learn' functionality in most of them.

Below is an example screenshot from Logic Pro – here you press B for the Smart Control view, then you can assign every UFX control to a Smart Control internally using the Learn function, and do the same for assignment of your MIDI Controller to Logic.

Logic Smart Control View

Feedback

Feedback isn't just fun for guitarists, it's absolutely critical to our mutual success. We wouldn't be here without you, so it's really important that we hear from you. Whether you're wrestling with a problem or have suggestions on ways to improve our products - we want to know about it!

Ask Us

If you need help or have questions about any of our products, our support team is here for you – **please** *Submit A Request* via support.ujam.com

Tell Us

You're the ones using this stuff to create, so tell us what (else) you need it to do. User feedback has influenced individual products and features and even inspired entire series of products at times. **Thank you** for any feedback you'd like to share – here are a few links you can use to reach us:

- Visit our Facebook page: facebook.com/ujaminstruments
- Comment on our Youtube videos: youtube.com/ujaminstruments
- Comment on our Instagram posts: instagram.com/ujaminstruments
- Additional resources: linktr.ee/ujaminstruments

Join Us

We are growing our community of users and providing more ways to connect. From our Facebook group to Discord and beyond. We hope you will join the conversation and maybe even share some of your music as we help each other in our creative adventures.

ujam

We Inspire, U Dare.