

ujam

HANS ZIMMER'S
SYMPHONIC ELEMENTS
CHOOIR

ujam HANS ZIMMER'S SYMPHONIC ELEMENTS

Save Save As... Female Basic Mm Oh Ah

Low Choir

Character FX Motion FX

High Boost Ping Pong 1/4D

Focus EQ Shape LINK

CHOOIR

Finisher

Highlighter Widener

Crossfade Low High

Latch High Min Additions End

Style F Basic Mm Oh Ah

Low Max Phrases Stop

User guide

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Symphonic Elements CHOOIR User Guide Rev A

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Welcome to Symphonic Elements CHOOIR



We hope you'll enjoy CHOOIR, a powerful addition to your musical palette, and we thank you for being a part of the UJAM community of music creators!

Looking for quick help?

If you're just looking to figure out something quick, there are three ways to get there:

- The *Quick Reference* has super-short explanations for every control.
- The *Walkthrough* is a guided tour where you'll try every control on the CHOOIR screen once – the quickest hands-on experience possible.
- If you're looking for in-depth explanations of all functions and controls, head straight for the *Reference Guide* further down.

What is CHOOIR?

CHOOIR is the latest addition to the Symphonic Elements family, and a perfect companion to STRIIINGS and other SE titles.

Created from the legendary orchestral library of Oscar-winning film composer Hans Zimmer, this best-selling and award-winning series puts Hollywood's most epic sound into the hands of every music producer. Fast, inspirational and way easier to use than conventional orchestral libraries.

Joining its siblings (STRIINGS, BRAASS, DRUMS and PERCS), CHOOIR complements the lineup by delivering energetic performances from a wide array of voices.

Like the other Symphonic Elements titles, CHOOIR provides instant access to the Hans Zimmer sound that made the series so iconic. CHOOIR is guaranteed to add Oscar-worthy cinematic impact to any music with ease.

And while CHOOIR, like all Symphonic Elements instruments, was born in the world of epic film scores, it's just as comfortable in pop, hip hop, or electronic music—anything that requires energy, pulse, and forward motion.

Why so few controls?

As musicians we know that there's never enough time for inventing and laying down every amazing idea in your head.

We are also UI (user interface) and UX (user experience) experts, and we know there is a trade-off between complexity – giving you maximum flexibility at the cost of time – and ease of use – letting you focus on your music at the cost of detailed editing options.

The way we design our user interfaces is aimed at giving you the best of both worlds:

- Easy, not simple: By weeding out more controls than we actually leave in, and by carefully grouping, macro-flying and labeling them, we aim to let you use all your attention on making our instruments sound like you, without having to spend too much of your limited time and focus on a large screen estate of detailed controls.
- Hardly any learning curve: You can typically use any of our instruments out of the box, with very little reading up.
- Fail-proof interface: No matter how you set up the controls of CHOOIR, the result won't likely be musically or technically wrong, and it gives you immense freedom and flexibility to create your sound.

Most importantly especially for those of us who don't have a group of singers standing by: You can trust in the fact that tracks produced with CHOOIR are legit, professionally produced and sound realistic.

Installation & Activation

CHOOIR is installed & activated by the UJAM App. To get started:

1. Sign up for a free [ujam.com](https://www.ujam.com) account
2. Download the [UJAM App](#)
3. Launch the UJAM App and sign in
4. Open the settings (in the upper right) to define the desired plug-in formats and file management
5. Start a trial or install a purchased plug-in (activation should be automatic, but click the sync icon at the top of the UJAM App to sync to your account if needed)

More info is available about [downloading and installing](#)

Sample Content

The samples that make up the audio content are packed into 'blob' files, e.g. SE-CHOOIR_part1.blob. These files are installed on your boot drive by default, but some users prefer to have the content in a different location - either to keep all VI content organized or to save space. This can be managed during or after installation as follows:

Installing to a Different Location

To control where the sample content gets installed:

1. Launch the UJAM App
2. Click the settings icon in the upper right
3. Click the toggle to the right of "Choose Content Folder"
4. Navigate to the desired location and click "Open"
5. Install the plug-in(s)

Changing the Content Location After Installation

To move the sample content after it's installed:

1. Launch the UJAM App
2. Click the ⋮ menu to the right of your plug-in
3. Select “Move Content”
4. Navigate to the desired location and click “Open”

See our [default locations article](#) for reference.

Controller Hardware

CHOOIR requires MIDI note input for playing and recording musical performances, along with other controls for added real-time variation.

Using a MIDI controller (keyboard will be the easiest and most straightforward input method, and it's most fun as this way you control your instrument in real-time. In addition to triggering samples and loops, the Pitch Bend on your controller can gradually change balance between Low Choir and High Choir, and the Modulation Wheel can control dynamics to create crescendos and decrescendos.

Of course, you can also control CHOOIR by using MIDI step sequencers or by entering MIDI notes manually into MIDI tracks.

For testing or getting to know CHOOIR, you can also use the interactive keyboard in the middle of the CHOOIR window. This works best with the Latch function enabled. *(Keep in mind that notes played on the Interactive Keyboard don't get recorded into your DAW.)*

Quick Reference

Area	Parameter	Explanation
Menu Bar	Preset	Click on the preset name at the center above the CHOOIR logo to open a menu of categorized presets.
	Save	When editing a User Preset, click to Save your preset, replacing the previous version.
	Save As...	Click to save your preset under a different name and – optionally – assign a category.
	Volume	Adjusts the main output volume.
	Resize Icon	The user interface is resizable to fit on various screens. To resize, either click this “window” icon next to the notification bell in the top right corner or simply drag the bottom right corner of the user interface.
	Notification Bell	Will illuminate for notifications such as product updates.
	Info Icon	Opens the About Page displaying your licensing status and links to acknowledgements, website, as well as links to the user guide and product support.

Area	Parameter	Explanation
Low / High Choir Sections		<p>CHOOIR is made up of two independent low and high sections. Perform your parts live by crossfading between the two sections. Seamlessly blend between them, or add subtle variations by automating the Crossfade slider. The lower section usually contains ??, while the high section contains ??. This varies a bit from Style to Style. If you only want to hear the low Choir, just turn the high layer off using the on/off toggle and vice versa.</p>
	Character FX	<p>Opens a menu of tonal effect types that alter the character of your Low or High sections. Click the effect name to open the menu or click the left/right arrows to step through the effects. Adjust the amount with the knob.</p>
	Motion FX	<p>Opens a menu of rhythmic effect types that add movement to your Low or High sections. Click the effect name to open the menu or click the left/right arrows to step through the effects. Adjust the amount with the knob.</p>
	Focus EQ	<p>The Focus EQ slider controls a morphing EQ that allows you to tweak the tonal balance of the sections before you send them into the Finisher module.</p>
	Shape	<p>Controls the envelope decay of the notes. You can sync this parameter in both Low/High sections by enabling the LINK button under the slider.</p>

Area	Parameter	Explanation
Finisher	Highlighter	Turn left for a lowpass-like filtering effect, and turn right for a highpass-like filtering effect.
	Finisher	Select a Finisher effect mode from the menu and adjust the amount with the knob. Each mode is a unique multi-effect chain that offers you incredibly inspiring sound design tools via the control of a single parameter.
	Ambience	Select an Ambience preset from a selection of different reverb, delay, and combination effects and adjust the amount with the knob
	Crossfade	Move the slider to adjust the balance between the Low and High sections.

Player Controls	Latch	Allows playback to continue without holding down a key.
	Style	Choose from a collection of rhythmic phrases.
	Timing	Swing: Adjusts syncopation – often called Shuffle. Move to the right to syncopate off-beats. Speed: Lets you switch the player's relative tempo to half, normal or double time.
	Sync	Quantize the player to the grid of your DAW. In the default position ("Note"), it will play exactly when you play or send MIDI notes. In "Beat" position, it will wait for the next beat (quarter note).

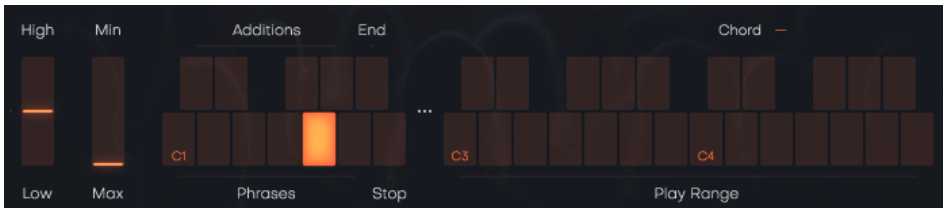
Area	Parameter	Explanation
On-Screen Keyboard	Notes or Ranges	Description
	C1 – A1 (white keys)	Phrases – basic patterns that get more intense as you move up the keyboard
	C#1, D#1, F#1, G#1	Additions – Accents and harmonies
	A#1	End – adds an ending note which stops the current phrase
	B1	Stop – stops the current phrase
	C3 – B4	Notes/Chords
	Pitch Wheel (Low-High)	Doubles the Crossfader so that you can fade between the Low and High Choir sections. Using the Pitch Wheel to control this is useful for live performances or recordings.
	Modwheel (Max-Min)	The Modwheel gradually dials in a Decrescendo effect. Turn it up for quieter passages.

Walkthrough

Before we look at things in more depth, let's first explore how to play CHOOIR, as that may be enough to get you started. (We assume you have CHOOIR opened in your DAW. Ideally you have a MIDI controller connected, otherwise use the interactive keyboard.)

Look at the bottom half of the plug-in window. It is dedicated to the performance – in other words: What the instrument plays.

Look at the interactive keyboard:



The basic principle is simple:

- When you press a key on the right, CHOOIR will play the phrase that's selected on the left. Release the key and playback will stop.

Note that C3 here is middle C (MIDI note number is 60). Some DAWs refer to this as C4, and might have a preference to select the octave.

If you're pressed for time or if you already know the basic concepts behind CHOOIR, then this Walkthrough may be all you need for now, and you can come back later to look up deeper explanations as you need them.

We will take a quick tour across all controls of CHOOIR. After this you will have a good basic understanding of the instrument and how to use it.

Make a Sound and Learn About the Keys

- Start your DAW and add CHOOIR to a track, it will load a default Preset. Activate the Latch button right above the Style menu. (Now CHOOIR will keep playing even if you don't hold a note.)
- Now hit key C3 on your MIDI keyboard or on the interactive keyboard and CHOOIR will start playing a phrase. Let it keep playing.
- The interactive keyboard plays phrases selected in the lower keys. It also doubles as a display for the MIDI notes CHOOIR is receiving. The keyboard is divided and properly labeled with the functions of the corresponding note ranges.
- Move up the keys on the left to go from simple to more complex Phrases.

Try the Presets

- At the very top of the CHOOIR window you can load presets. A preset is always a complete setting of CHOOIR, i.e. it will change the performance Style as well as the effects.
- At this point, go through different presets to get an impression of the musical and sonic palette of CHOOIR.

Tell Your Player What You Want

- Now try the upper keys of the interactive keyboard and notice how they add additional part.
- To gradually tweak the performance, turn the Mod Wheel up and notice how the sound gradually goes softer.
- Move the Pitch wheel up to solo the High Choir, or down to solo the Low Choir. This is great for intermezzos and lead-ins.
- Now play a note in the correspondingly labeled Phrases range of the keyboard, C1 – B1. Go upwards and notice how the phrasing

or voicing gets more intense. Try keys C#1 and D#1 to throw in chants.

- You can replace all these phrases by loading different Styles – click a Style name or the arrows left of the interactive keyboard.
- Now try the F#1 and G#1 keys – these will add additional voices.
- Stop your player by pressing or clicking End (A#1) or Stop (B1)

More Performance Tweaking Fun

- Have CHOOIR keep playing. Open the Timing menu by clicking the icon on the right side of the interactive keyboard.
- The speed switch lets you set CHOOIR to half time or double time – this comes in extremely handy when you like a particular style but want to change the timing without changing the tempo in your DAW.

Find Your Percussion Sound

Let's look at the Low and High Choir settings in CHOOIR. Here you can shape the sound in almost any way you like.

- Make sure to activate Latch and keep playing while you tweak controls.
- First, mute the High Choir section or turn the Crossfader towards the Low section.
- Now, select a preset from the Character menu in the Low Choir section and play with the activated Character knob. Notice how it changes the character of the sound. Try more presets.
- Now experiment with the Motion knob. Motion offers animated effect types such as Tremolos, Gates, Filter and more to add movement to your signal.

- Turn the Focus EQ knob to find out how you can go from boosting bass to low-mids to neutral to making the high mids silkier to boosting treble.
- Do you need a short & percussive or a wide & atmospheric sound? Use the Shape control to easily influence the sound waves.

Finish What You Started

The Finisher is a creative wonderbag that lets you mangle and twist the sound of CHOOIR in a lot of ways – from subtle adjustments to total craziness. Let's try it:

- While CHOOIR is playing, click through the Finisher presets by using the arrow buttons underneath the Mode bar, or by selecting presets from the dropdown menu that opens when you click the Preset name
- In every Preset you try, turn the Finisher knob up and down and listen for the alterations in the sound! A complete guide to Finisher Presets is included in the Reference section.

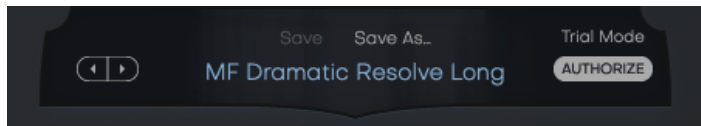
By now, you have a pretty good first impression of what CHOOIR can do! Keep playing and experimenting. There's nothing to break. When you're done, just start laying down tracks or continue to the Reference Guide for more detailed information.

Reference

In the following part of this user guide, every feature of CHOOIR will be explained in depth.

Menu Bar

The top bar of the interface lets you load and save presets. It also contains important management functions from checking your trial status to contacting support.



Loading Presets



A preset is a complete setting of the entire plug-in including *Style* selection and all control values. Here's how you can switch presets:

- Advance to the next preset by clicking one of the arrows left and right of the *PRESET* name.
- Click on the name of the current preset in the *PRESET* menu to open the *Preset Browser* (see image above).

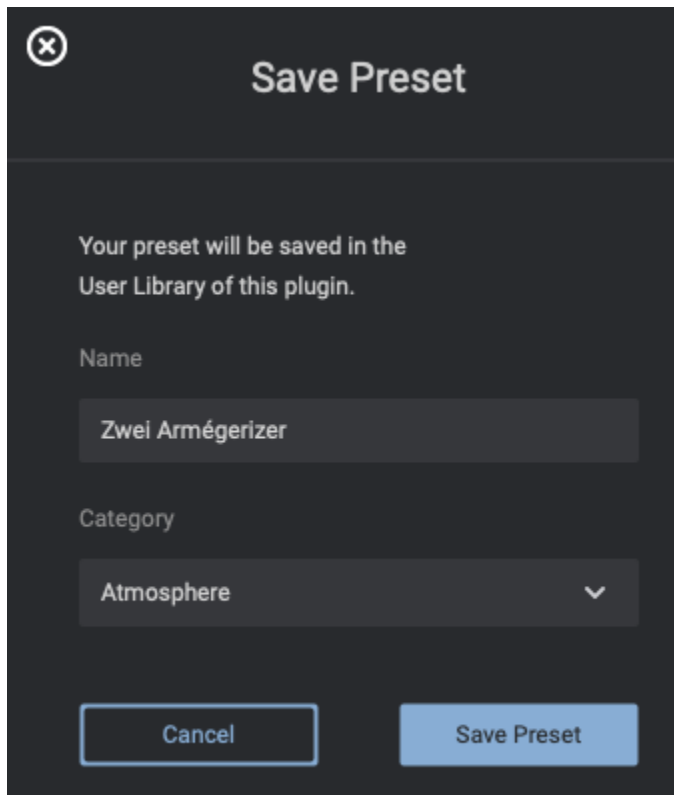
As you can see, the *Preset Browser* is a clean, organized list of presets, categorized by simple musical terms.

CHOOIR ships with over 100 Factory Presets. Take your time exploring them, as this is the quickest way of getting an overview of what CHOOIR can do!

If you have freshly installed CHOOIR, there will only be Factory Presets. User Presets will appear after you have saved your own custom preset for the first time.

Save and Save as...

You can of course save your own presets. You can name them and assign a category too, if you please.



"Save as ..." Dialog

The difference between the Save and Save as... buttons:

- Save replaces the preset with the changes you just made.
- Save as... lets you assign a name and a category, it does not replace the current preset.
- *Factory Presets can only be saved using Save as..., they cannot be replaced.*

Managing Presets

You can move, rename, delete and organize your Presets directly in your operating system. You will find CHOOIR Presets in these folders (replace "USERNAME" with your actual username):

macOS	Factory Presets	/Library/Application Support/UJAM/SE-CHOOIR/Presets/GlobalPresets
	User Presets	/Users/ <i>username</i> /Library/Application Support/UJAM/SE-CHOOIR/Presets/GlobalPresets
Windows	Factory Presets	C:\ProgramData\UJAM\SE-CHOOIR\Presets\Global Presets
	User Presets	C:\Users\ <i>username</i> \AppData\Roaming\UJAM\SE-CHOOIR\Presets\GlobalPresets

Note: You can also create custom subfolders within the Preset folder so that you can find your favorite presets more easily.

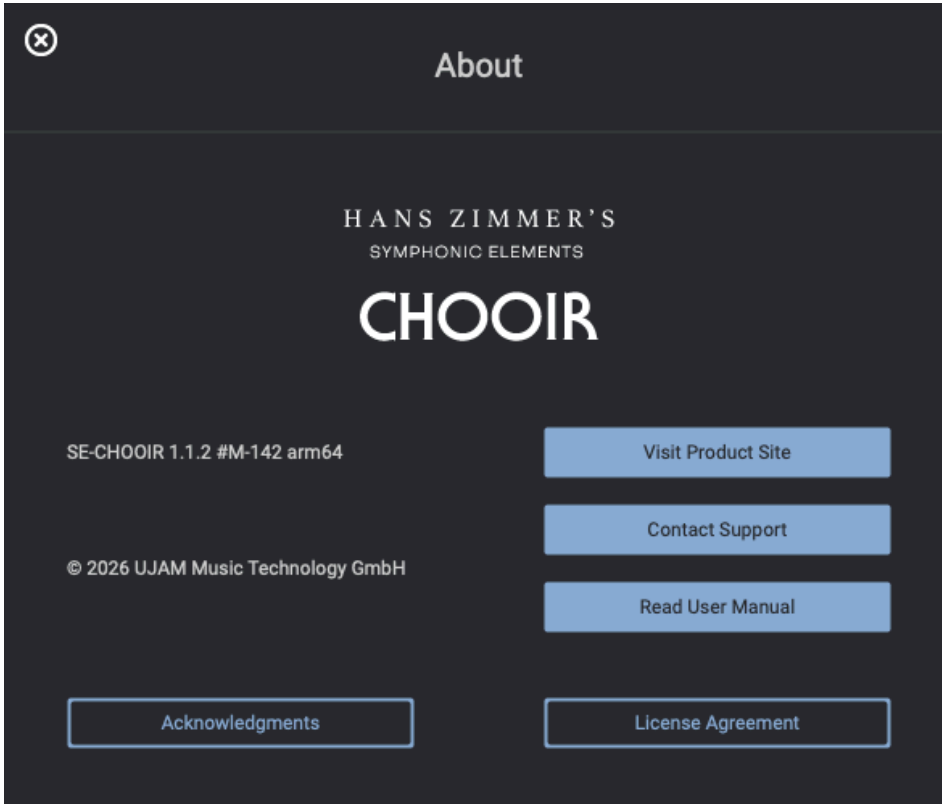
Notification Icon



CHOOIR will automatically check for updates. If an update is available, the notification icon will be visible.

Clicking it will open a dialog that lets you choose whether you want to download the update now or later.

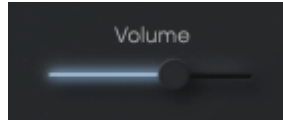
Info Icon – About Page



The About Page is the place for information about your version and licensing status of CHOOIR. It is also a portal to other services:

- Acknowledgments – *lists the people that made it all happen.*
- Visit Product Site – *takes you to the product page on our website.*
- Contact Support – *in case you have questions or need help.*
- Read User Manual – *opens this document.*
- License Agreement – *legal terms for using the product.*

Volume Section



Volume Slider

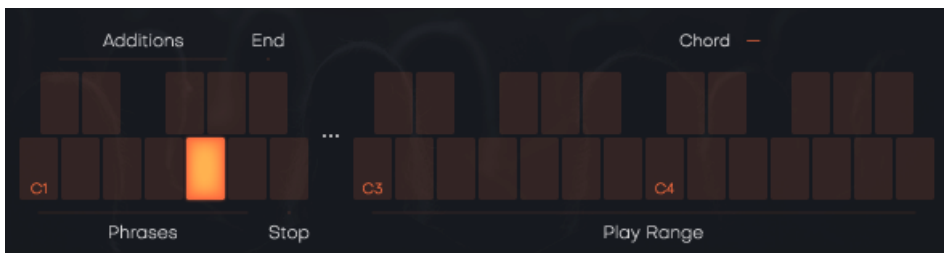
Although a Virtual Instrument such as CHOOIR lives inside a DAW with multiple level faders, a correct output level setting is important. If nothing else, it makes sure that subsequent audio processors, particularly dynamics or distortion, work in their optimal range.

Therefore, the Volume slider at the top right lets you set and automate the output level between $-\infty$ and +12dB, and monitor the resulting level.

All components in CHOOIR are adjusted so you won't exceed the level meters top range, but it's still ideal to watch it, particularly if you work a lot with automation.

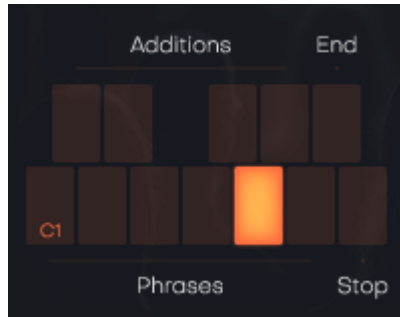
Interactive Keyboard

The keyboard is divided into two sections: Phrases and Additions.



Interactive Keyboard

Phrases



Phrases

Keys in the C3-B3 range play phrases of the currently selected Style. There are 7 phrases plus 5 additions in each Style.

Stop Key

The highest key of the Style Phrase Range – E4 – is the Stop key. In Latch mode, pressing this key will stop playback.

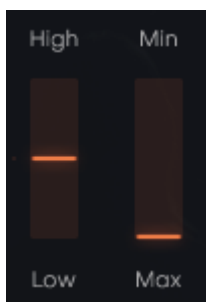
References:

White keys: C, D, E, F, G, A, B	Phrases 1-7
Black keys: C#, D#, F#, G#, A#	Additions 1-5
Black key: C#, D#	Ending
White key: E4	Stop

Note: CHOOIR lets you switch phrases in real-time without interrupting the performance. That's a great way to create dynamic and interesting phrasings of your own by quickly switching phrase keys.

Pitch Wheel and Mod Wheel

The two standard wheels on many MIDI controllers give you a lot of dynamic control over the performance of CHOOIR.



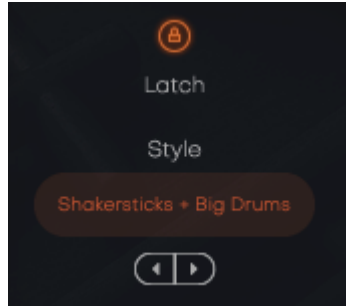
Pitch Wheel

The Pitchbend Controller or Pitch Wheel lets you crossfade between Low and High Choir in real time. Its range is limited by the Crossfader setting.

Modulation Wheel

The Modulation Controller or Modwheel creates a decrescendo effect. Use it to tone your percussion down in breakdowns or softer passages.

Latch



Latch

With *Latch* activated, CHOOIR will keep playing a triggered phrase until you press the *Stop* key or deactivate *Latch*.

When *Latch* is off, CHOOIR only plays as long as you hold a key. *Latch* is convenient when testing or setting up sounds, and is more practical if you build a track by manually entering notes into your MIDI track.

You can use an optional Sustain Pedal as a temporary Latch. Lifting the sustain pedal unlatches any notes that are no longer held, even if the Latch switch is still on.

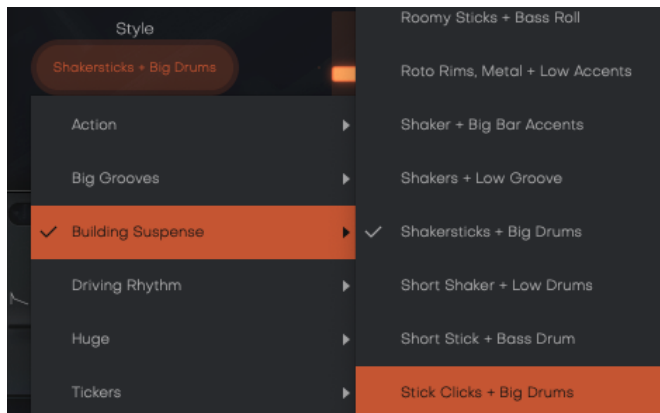
Style Selector

Here you choose a *Style* – the selection of phrases accessible via the Style Phrases range on the keyboard. Arguably the most important part of the user interface.



Style Selector

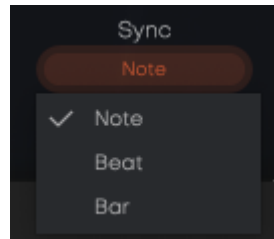
A Style in CHOOIR is a collection of phrases that you “tell” your choir to sing. Styles are the “rhythmic vocabulary” of CHOOIR. You can select styles by either clicking the arrows of the Style Selector to skip to the previous/next style, or by clicking the name of the current Style to bring up the full list.



Style List

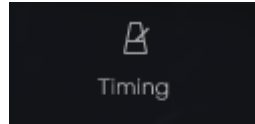
Sync

Symphonic Elements will always play in sync with your DAW, but it can react to your input in different ways that you can control:



- In “Note” mode, whenever you play a note on the MIDI keyboard, it will immediately trigger a phrase. This is more intuitive when trying out phrases, but will hardly make it possible for you to play in time with a song while the DAW is running.
- In “Beat” mode, after you hit a note, CHOOIR will wait until the next beat (quarter-note). This way the performance is always perfectly in sync with your song, but it will take you a while getting used to playing notes slightly ahead of time.
- In “Bar” mode, after you hit a note, CHOOIR will wait until the next bar’s downbeat.

Timing Parameter



Timing Menu

On the right of the interactive keyboard you will find the Timing icon (metronome). Click it to view or select an option.

Speed



The *Speed* switch lets you halve (0.5x) or double (2x) CHOOIR tempo relative to your project's tempo.

Click the circled X to close it.

Low and High Choir



Low Choir Section

CHOOIR offers the entire vocal section as two distinct sub-sections – *Low* and *High*.

You can mute either section or crossfade between them using the *Crossfade* slider.

Each section has its own controls for character, motion, EQ and envelope shape as well as activity meter.

Character FX



Character Effect Knob and Selector

The *Character* knob, available in both Low and High sections, offers almost 3 dozen effect types that let you change or subtly adjust the sound character of that section, using algorithms like EQ, compression, LoFi or Saturation/Distortion. The options are:

<i>Low Boost</i>	<i>Telephone</i>	<i>Filt Dist</i>
<i>Mid Boost</i>	<i>Megaphone</i>	<i>Sub Octave</i>
<i>Mid Cut</i>	<i>Tube</i>	<i>Inharmonic</i>
<i>High Boost</i>	<i>Fuzz</i>	<i>Parallel Comp</i>
<i>Lowpass</i>	<i>Amp</i>	<i>Punch</i>
<i>Lowpass Reso</i>	<i>Saturate</i>	<i>Brickwall</i>
<i>Bandpass</i>	<i>Parallel Fuzz</i>	<i>Rumble</i>
<i>Highpass</i>	<i>Parallel Drive</i>	<i>Sizzle</i>
<i>Notch</i>	<i>Parallel Dist</i>	<i>Power</i>
<i>Comb</i>	<i>Lo-Fi</i>	<i>Width</i>
<i>Harmonics</i>	<i>Bit Crush</i>	<i>Pan</i>
<i>Radio</i>	<i>Filt Crush</i>	

Motion FX



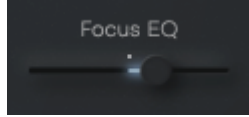
The Motion FX selector and knob allow you to add subtle or drastic rhythmic movement or modulation – separately for Low and High Choir sections. The effect algorithms used vary from Gaters, Auto-Filters to Chorus to Delay. The options are:

Tremolo
Tremolo Saw
Tremolo Ramp
Auto Pan
Grains
Reverse
Slicer 1/8
Slicer 1/16
Gate
Gate 1/4
Gate 1/8
Gate 1/12
Gate 1/16
Gate 1/32
Filt Gate 1/4

Filt Gate 1/8
Filt Gate 1/12
Filt Gate 1/16
Filt Gate 1/32
Pump 1/1
Pump 1/2
Pump 1/4
Filt Pump 1/4
Filt Pump 1/8
1/4 Filter
1/8 Filter
1/16 Filter
Env Filter
Filter Sweep
Vibrato

Chorus
Flanger
Phaser
Phaser Fbk
Delay 1/2
Delay 1/4
Delay 1/8D
Delay 1/8
Delay 1/16
Ping Pong 1/4D
Ping Pong 1/8D
Ping Pong 1/8T
Multi Tap 1/8D
Multi Tap 1/8D
Slapback

Focus EQ

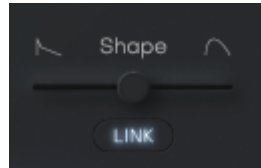


The Focus EQ slider controls a morphing EQ – an EQ with 4 distinct settings optimized for percussion sounds that you can morph between. Whether you need more beef in the low end or a silkier high end, the Focus EQ is where you can do this. It is also a great tool to sonically separate the Low and High sections from one another. Here's a reference of EQ settings for the various slider positions:

Left (-100)	Bass Boost, subtle Treble attenuation
½ Left (-50)	Low-Mid Boost
Center (0)	Neutral
½ Right (+50)	High-Mid attenuation (silkier sound)
Right (+100)	Treble Boost.

The Focus EQ is a three-band parametric EQ with EQ frequencies and Q-factors optimally set for CHOOIR.

Shape



Shape slider

The Shape slider lets you slightly alter the timing of the played samples. With percussion instruments, it's very helpful to have a bit of control over the attack or sample start points, so that is exactly the feature we've given you here!

The center position is neutral. By moving the slider to the left, the attacks are shortened and the transients are emphasized. Further values will even 'eat into' the sample start point, meaning that you can start the playback a bit later in the sample for a more modern, processed feel (this also typically shortens the release of the sounds).

Sliding to the right will lengthen the attack times and make the hits much softer, more gradual, and graceful.

Click the LINK button underneath a Shape slider to link the Shape settings in both Low and High Choir sections.

The Finisher Section



Finisher section

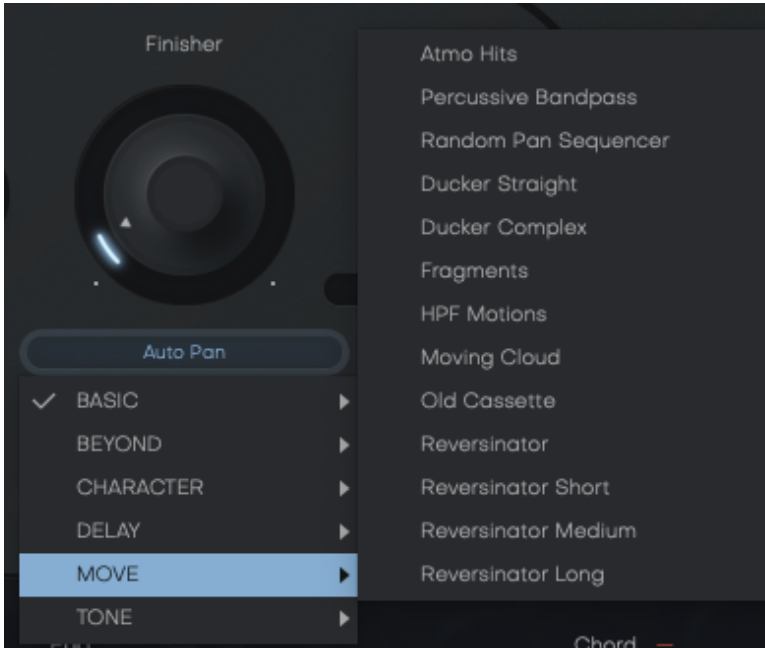
The Finisher is a UJAM proprietary multi-effect concept that is available either in separate effects plug-ins – the Finisher series – or integrated into our Virtual Instruments.

In CHOOIR, the Finisher is a creative tool designed to allow you all kinds of effects from simple modulations to crazy grain clouds or effects that render the original sound unrecognizable.

The Finisher comes with over 50 Modes specifically created for CHOOIR. Every Mode sets up the 20 individual processors under the hood in a new way and macro-controls them via the Finisher knob.

Best of all: The Finisher is meant to be played live—either using the Finisher Knob or the Mod Wheel of your keyboard (or generally MIDI CC1) you can create amazing morphing sounds.

Finisher Settings



Finisher Knob and Menu

Select a Finisher mode

- Click either on the preset name to open the full list.
- Use the arrows to step through the list.

Finisher MODE preset selection can be automated, i.e. you can switch Finisher MODE presets during the track. Note that some algorithms won't switch glitch-free, in that case plan for a brief pause.

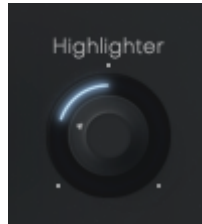
Finisher Modes

<i>category</i>	<i>name</i>	<i>description</i>
BASIC	Auto Pan	Moves the sound back and forth between left and right (intensity and speed increase with higher settings)
	Tremolo	A trembling, pulsing sound (intensity and speed increase with higher settings)
	Chorus	A very short modulated delay
	Vibrato	Pitch modulation (intensity and speed increase with higher settings)
	Gate	Chopped effect
	Gate 1/4	Chopped effect with quarter note timing
	Gate 1/8	Chopped effect with eighth note timing
	Gate 1/12	Chopped effect with triplet timing
	Gate 1/16	Chopped effect with sixteenth note timing
	Gate 1/32	Chopped effect with thirty-second note timing
	Saw Gater	Gate with a sawtooth envelope
	Slicer 1/8	chops audio into rhythmic, percussive patterns with eighth note timing
	Slicer 1/16	chops audio into rhythmic, percussive patterns with sixteenth note timing
	Warm Drive	A very warm form of saturation
BEYOND	Infinity	Crystals delayed and filtered
	Space Station	High pass filtered ambience
	Drones	Turns your signal into a spooky atmosphere
	Evolving Freeze	Turns your signal into an ever-evolving pad
	Flutizer	Turns your signal into a bunch of ambient flutes
	Sea Of Resonances	Freezes your signal into a cloud of sound with various, slowly moving resonances
	Time is Fleeting	Allows you to scratch your brass signal by means of a cut up tape delay
	Poisoned	Infinite doom atmo

CHARACTER	Back To 1900	Bitrate reduction
	Broken Capacitor	Crunchy octaver
	Dirty	Multiband distortion
	Filter Alterations	Sequenced lowpass with subtle drive in the treble band
	High Tones	A sequence of high pitched impulses to fundamentally change the sound of your choir
	Super Lofi	For a nostalgic, warm and degraded 'analog' sound
	Toe In The Mud	Tightens the attacks with transient shaping and multiband compression
DELAY	Delay 1/2	Half-note delay
	Delay 1/4	Quarter-note delay
	Delay 1/8D	Dotted Eighth-note delay
	Delay 1/8	Eighth-note delay
	Delay 1/16	Sixteenth-note delay
	Ping Pong 1/4D	Quarter-note delay alternating channels
	Ping Pong 1/8D	Dotted Eighth-note delay alternating channels
	Ping Pong 1/8T	Eighth-note triplets delay alternating channels
	Multi Tap 1/8D	Dotted Eighth-note independent delays for more complex, rhythmic patterns
	Reversinator	Reversed time slices
	Reversinator Short	Short reversed time slices
	Reversinator Medium	Medium reversed time slices
	Reversinator Long	Long reversed time slices

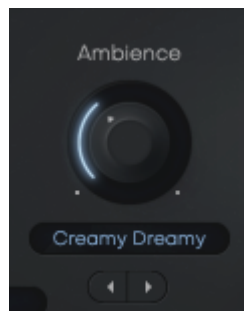
MOVE	Atmo Hits	Dark impulses on 1 and 3
	Percussive Bandpass	A strictly one bar pattern of funky bandpass frequency windows
	Random Pan Sequencer	Several panorama sequencers and crossfading autopanners create a constantly changing pan modulation
	Ducker Straight	automatically lowers the volume for a pulsating/rhythmic effect
	Ducker Complex	Ducker Straight but with additional stereo effect
	Fragments	Chopping the sound into smaller and smaller bits
	HPF Motions	Ducking via filtering, delay, panning and automation
	Moving Cloud	Mix of pitch, filters and chorus
	Old Cassette	Saturation and pitch manipulation
	Reversinator	Reverses the signal
	Reversinator Short	Reverses the signal in a short time slice
	Reversinator Medium	Reverses the signal in a medium time slice
	Reversinator Long	Reverses the signal in a long time slice
TONE	A Bit More	Applies a nice EQ and compression combination to the master signal
	Fat and Dirty	Multiband distortion and Multiband compression combined
	Iron Octave	A rather evil octaver
	Organ-izer	Kind of makes your brass sound like a distant cathedral organ
	Pimp My Brahms	Octaver plus multiband distortion
	Smooth Lowpass	The classic lowpass filter, but optimized for voices
	Widener	Applies a combination of various stereo-widening techniques

Highlighter



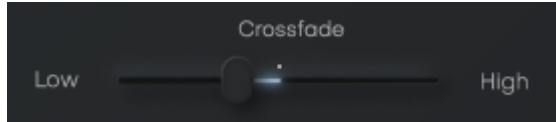
The Highlighter is a multimode 24dB synthesizer filter specifically optimized for creating those juicy risers and intros by slowly turning the filter across a bar or two. Turn the knob left for a low pass filter (gradually removing high-end frequencies), turn right for a resonant high pass (gradually removing low end frequencies). Apart from automating the filter, you can of course use it stationary as an extra sound-shaping parameter.

Ambience



The Ambience control in the Finisher Section of the UI lets you adjust the level of space added after the Finisher. You can select from dozens of different ambience types, most of which are based on reverbs and delays. The Ambience reverb presets are ordered by type, and provide a large range of natural and not-quite-so-natural characters.

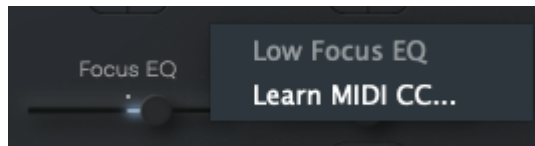
Crossfade



This slider provides an equal-power crossfade between Low and High Choir sections.

MIDI Learn

Using MIDI Learn, you can assign controls to hardware controls of MIDI keyboards or other controllers. To assign a control, you usually right-click or ctrl-click a control in CHOOIR to open the MIDI Learn context menu of your DAW.



Automation

Almost all controls in CHOOIR can be automated. In combination with the Phrase select keys this is actually a very powerful way of creating more dynamic performances. For example, automate *FINISHER* or *CHARACTER FX* with faders to create dynamic transitions, or switch-automate *AMBIENCE* or *MOTION* to drastically change the sound between song parts.

For instructions on how to activate parameters for automation, please refer to your DAW's user guide.

You and Us

CHOOIR was built by musicians for musicians. We at UJAM are a pretty diverse bunch – from DJs to drummers to weekend producers. Most of us are like you, users of UJAM products.

This means that before we even start development, a lot of thought and discussion goes into the product. What will you, the user, expect from the product? What problems does it solve? Which controls can be optimized to make it simpler and more fun, and which hurdles can we move out of the way?

CHOOIR is optimized for one clear, powerful purpose: To let you produce great-sounding tracks without distraction from the complex endeavor of producing a song from scratch.

Naturally, we're always open to new ideas and suggested improvements, and you are encouraged and welcome to share these with us:

- [Subscribe to our YouTube channel](#) for "How-To" videos.
- [Follow us on Instagram](#) to catch announcements and other product info.
- Join our community on [Discord](#) or [Facebook](#) to post a question or comment, or even share a track!

I Have Questions—Where Can I Send Them?

Please [submit a request](#) to our support staff. We're eager to help you and learn about your opinions and suggestions. Many improvements and products have been influenced by our users.

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