




ujam



VIRTUAL PIANIST

VOGUE

Vogue

A Happy CaravanIntroduction1/10

CHARACTER

-  Emotion
-  Ballad
-  **Concert**
-  Power
-  Plastic



VIRTUAL PIANIST
VOGUE

Dark  Light

Player  Instrument

Style 140 bpm - Pep In Your Step 

Key 



C0 C1 C2 C3 C4

Velocity 

Busyness 



User Guide

Version 1.0.0

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Welcome to Virtual Pianist



Virtual Pianist *VOGUE*

Thank you very much for trying or purchasing *Virtual Pianist VOGUE*, the first in a brand-new line of instruments designed to enable everyone to produce great piano tracks in no time.

Note: This user guide has been written for the *Virtual Pianist* series. At this point in time, there is only one *Virtual Pianist*, *VOGUE*. Some of the series functionality described below will not apply yet, such as switching between virtual pianists. These will be self-explaining and you can just ignore them.

What is Virtual Pianist?

Virtual Pianist combines a highest-quality virtual piano instrument with a world-class session pianist.

There was only one mission statement that we followed throughout the entire innovation and development process:

“If we do it right, anybody – even total non-keyboardists – can produce and perform dynamic, convincing piano tracks while having a ton of fun”.

Therefore, Virtual Pianist is anything but “yet another piano library”. Actually, creating an amazing virtual piano model along with the sound design options that let you always find and tweak that sound you’re looking for, or be inspired by something you didn’t expect, was almost the easy part. And there was a lot of reference, because virtual piano instruments have been around since 2003, and some of our team were involved with the very first of its kind.

The real challenge was to create a player engine that doesn't sound robotic or boring but actually vivid and inspiring, and that allows for dynamic live tricks such as playing with busyness, articulations, fill-ins and other things that bring a piano performance to life. That's something we hadn't seen before, but since the UJAM team has so many guitarists, singers or DJs who don't play the piano but *need* piano, there was a large pool of resources to tap into for finding out what people want, how they want it, and what makes them truly happy.

One of my favorite moments along the way was when I showed an early alpha version to a friend who's a classically trained pianist and he went: "Wow, this thing makes me play things I'd never think of, and it's almost too easy".

We sincerely hope that this will be what Virtual Pianist feels like to you as well. Because after all, we're a lot about making music creation easier for people, but even more so, we're about enabling and inspiring new ideas, and to make it a lot of fun.

The entire team hopes you'll enjoy this new virtual instrument!

Peter Gorges

Founder, UJAM

About Virtual Pianist VOGUE



The piano is one of the most versatile instruments ever invented, and so are the people who play it. Obviously, there is no "the piano" or "the pianist", for there is a large range of piano applications, musical genres, piano types, and player personalities.

A classical piano is a different make and model, setup and tuning than say a pop piano. A classical pianist will use completely different playing techniques, ideas and articulations than a pop pianist.

Therefore, each *Virtual Pianist*, while offering a quite broad palette of sounds and playing styles, will focus on a certain type of piano and player.

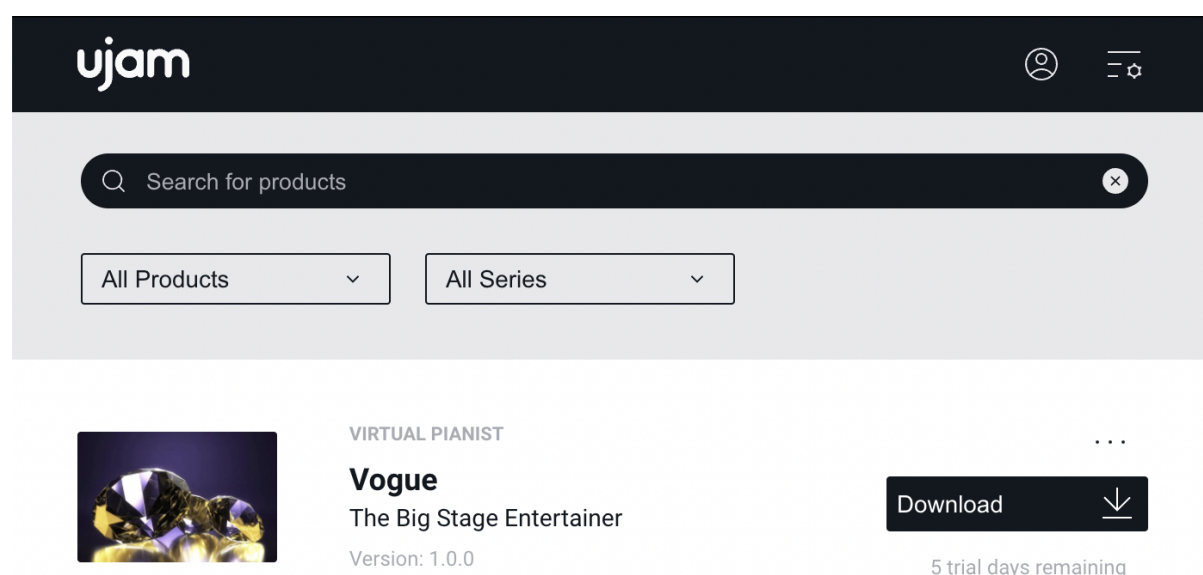
VOGUE, in this range, is a combination of a modern pop grand piano and a bandleader-kind of pianist, both of which you'll find on the big stages and in world-class studios around the globe. *VOGUE* is perfect for you if you produce modern band music – from pop ballads to

rock anthems to EDM club hits – but it doesn't stop there. Using and abusing the sonic and musical possibilities, *VOGUE* will make you produce great results in genres as far from mainstream piano as Ambient, Film Score, Hip Hop or Alternative. In the end, it's not about following schemes. It's about an inspiring musical idea or song performance and a well-engineered and designed piano sound to go with it. You'll find all of that combined and ready at your fingertips in *VOGUE*. Just try it!

Installing Virtual Pianist

The easiest way to install *Virtual Pianist VOGUE* is via the [UJAM App](#). Alternatively, you can download a direct installer from the 'Your Products' page in your account on our website.

Installing from the UJAM App



Virtual Pianist *VOGUE* in the UJAM App

We recommend installing Virtual Pianist from the UJAM App – it doesn't matter if you've purchased it or are just starting the 30-day trial period.

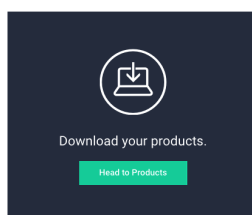
The UJAM App will always display all available *Virtual Pianist* titles. You can choose one, a few or all titles from here. With the installation of your first title, the UJAM App will also install the *Virtual Pianist* plugin frame which hosts the titles.

After opening Virtual Pianist in your DAW, you can download, install and start trials directly from within the Virtual Pianist plugin.

Installing without the UJAM App

You can install any UJAM product without using the UJAM App. Just follow these steps:

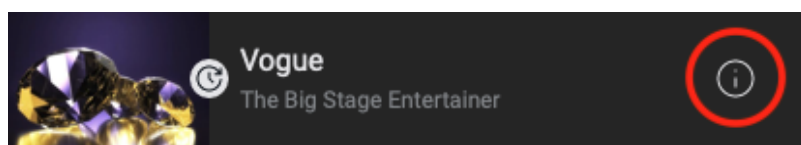
1. Log into your UJAM account
2. Navigate to your 'Backstage' account overview
3. Click 'Head to Products' to view all of your products:



4. Navigate to *Virtual Pianist VOGUE* and select the option to 'download the installer' instead

When you start a trial from a button on a product page, you may be taken to your account or asked to create one if you're new to UJAM – just follow the steps there as well.

Detailed information



Clicking on the circled "i" in the top left banner of the user interface of your *Virtual Pianist* opens the Information page where you can find detailed information about your plug-in's build as well as links to the Acknowledgments, Product Page, Support, User Manual and License Agreement.

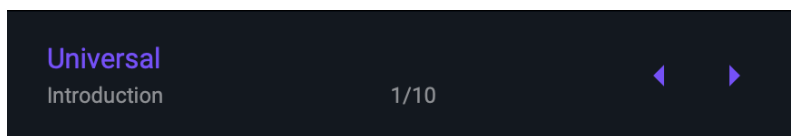
Quick Start

Before we look at things in more depth, let us first explore how to play, tweak and create with *Virtual Pianist*, as that may be all you need for now. This super-short section will show you how to get started in minutes.

Open Virtual Pianist in your DAW

Open the *Virtual Pianist* plugin. You'll notice that *VOGUE* instantiates by default. In the future, you'll be able to choose which *Virtual Pianist* title to load once more titles are released!

Load a Global Preset



Click into the top center area to open the *Global Preset Browser*, or simply click the arrows to step through the presets.

In the *Global Preset Browser*, you can take your time jumping around between *Presets* from all categories. Just double-click a preset to go back to *VOGUE's* main page.

Set The Right Size



You can resize *Virtual Pianist's* user interface by either clicking the *Resize* button in the top-right corner of the user interface or by dragging the little hashed triangle in the bottom-right corner.

Play Piano

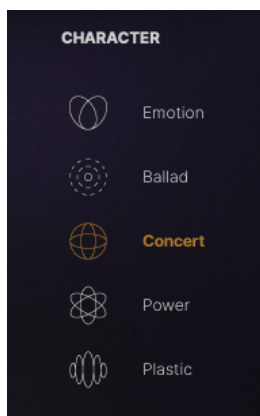
First, let's focus on the sound shaping options. For that purpose, make sure *VOGUE* is set to *Instrument Mode*:

- Set the little switch on the left side, right above the keyboard, to "Instrument"

Now the pianist is deactivated and the keyboard becomes a fully controllable piano.

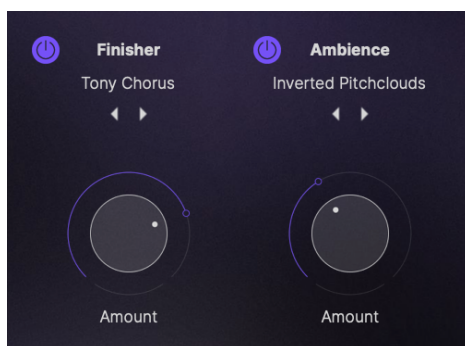
It doesn't matter how well you play at this point. Just hitting a few notes is enough - we'll go all virtuoso later!

Choose Your Piano Character



Click your way through the *Characters* on the left side of the user interface to explore the range of sounds you can get out of your *Virtual Pianist*. They're ordered top to bottom from soft sounds to more aggressive sounds.

Experiment with Finisher and Ambience



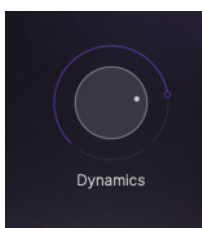
Now let's move to the right of the beautiful diamond visual and check out the effects:

- First, you'll want to enable the *Finisher* by clicking on the 'power' button to the left of the *Finisher* module. This multi-effect module provides sound design options optimized for your *Virtual Pianist*, ranging from subtle to crazy.
- Set the *Amount* knob to at least 50% to ensure that you can easily hear the effect
- Now click the left and right arrows under the *Finisher's Mode Name* to skip through *Modes*, or click on the *Mode Name* to browse through the *Modes* in categories

Deactivate the *Finisher* again and do the same with the *Ambience* section.

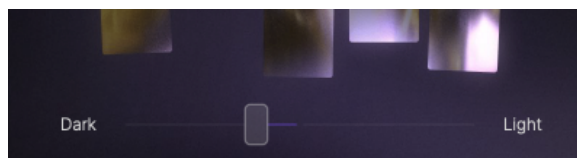
- The *Ambience* module gives you a variety of ambient FX ranging from simple delays and reverbs to crazy combinations and everything in between!

Adjust Dynamic Behavior



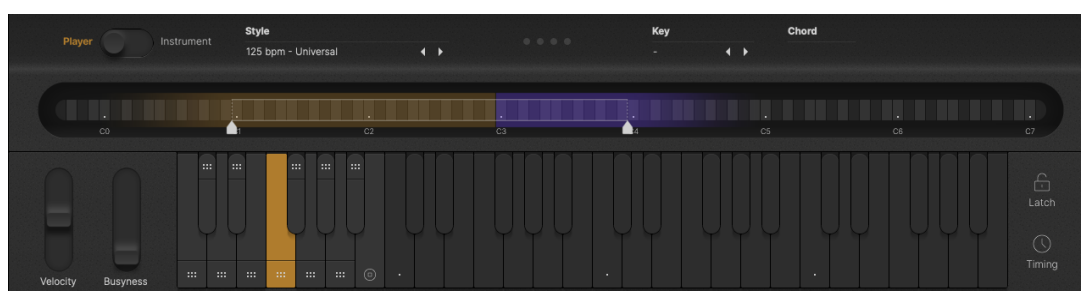
If you're a skilled player, you may want to adjust the velocity sensitivity of your *Virtual Pianist*. You'll find the *Dynamics* control under the *Master Tab* menu. For the dynamic range of a real grand piano, turn it up fully. As you decrease it, there will be less dynamic range giving it a more artificial but powerful feel.

Darker? Brighter?



Underneath the diamond graphic, you'll find a slider labeled Dark/Light. Play around with it and listen to what it does to the overall sound of your *Virtual Pianist*.

Enter: The Pianist



Pianist Section

Most of the hard work and brain grease in the development and creation of *Virtual Pianist* went into creating a realistic piano performance via the *Phrase Player* engine. Try it for yourself and see if we did a good job!

First, you'll need to set *Virtual Pianist* to *Player* mode using the switch on the left side again.

Play a Note or Chord

In *Player Mode*, *Virtual Pianist* will operate solely based on chords as they are the basis for all of the complex riffs and arpeggios that the pianist is able to perform.

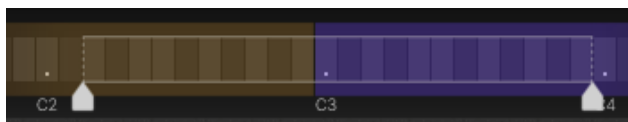
Also only in *Player Mode*, the Pianist Keyboard at the bottom is equipped with a separate Control Octave - it's the left octave with the marked keys on the user interface, and it's the octave from C1 to B1 on your MIDI Controller or editor.



Control Octave

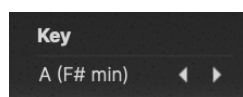
The *Chord Range* of the keyboard starts at C2, so play any note or chord, and the pianist will start playing.

Adjust the Play Range



The second stylized keyboard above the *Pianist Keyboard* is called the *Realtime Note Display*. Inside it, you'll find two white handles. While holding a note or chord, drag those handles and notice how the virtual left hand (yellow tint) and right hand (purple) ranges of the playback are changed.

Set a Key



A convenient way of making sure that you stay within key is by using the *Key* parameter. Select the key of your song, and no matter what notes you press in the *Chord Range* afterwards, *Virtual Pianist* will only play chords that sound good within the key's scale - particularly handy when you're not a skilled keyboardist!

Left Hand, Right Hand

In the *Control Octave*, the keys C1 to A1 select phrases for the selected *Style*. In general, these phrases increase in intensity as you travel up the keyboard (A1 being the most intense). The 3 less intense *Phrases* (C1 to E1) select right-hand only phrases with increasing intensity. The 3 more intense *Phrases* (F1 to A1) are two-handed phrases with even further increasing intensity.

Experiment with how you can seamlessly move between intros, verses, choruses and breakdowns by using these intensity variations alone!

The B1 key will stop the pianist, killing whatever phrase is currently playing (whether it's triggered manually or via the *Latch* function). The last played notes will ring out for as long as the Stop key is held.

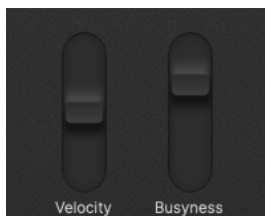
When you hover over a key in the *Control Octave*, tooltips will show you what that particular key will trigger.

Spice it Up

The black keys in the *Control Octave* add spice to the pianist's performance. C#1 and D#1 control low chord and high chord one-shots, respectively. You can trigger these at any point!

F#1, G#1 and A#1 add *Fills* to the active *Phrase*. Don't worry about the timing - the engine is intelligent enough to play the *Fills* only at correct times, regardless of when you trigger them.

Conduct Your Pianist



How hard a pianist presses the keys is an obvious defining factor of the perceived intensity of the performance. You have extensive control over this so-called *Velocity* by using the pitch bend wheel! If you like, try recording a short piece and then overdubbing the wheel after the fact.

Also, *Busyness* is an amazing feature for creating variation by adding in faster notes - just turn up the Modulation wheel (labeled *Busyness* on the user interface). You'll notice extra notes start to fade in. Unlike the fills triggered by the black keys of the *Control Octave*, the *Busyness* feature is a good way to add variations very dynamically and in any place, even the middle of a bar.

Reference

This Reference section of the User Guide is a complete encyclopedia of all features and parameters of *Virtual Pianist*. We recommend you read it to make the most of your new *Virtual Pianist* - it's not too long!

Working with Global Presets

Global Presets in *Virtual Pianist* will save, load and change all settings on the user interface with a few exceptions:

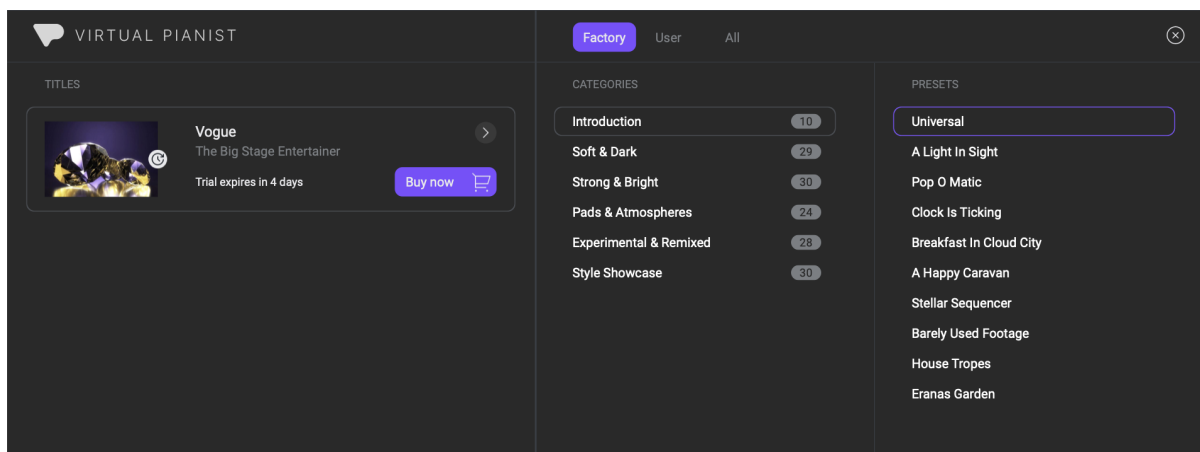
- Player/Instrument Mode Switch
- Velocity and Busyness wheels
- Sync Mode
- Swing
- Latch
- Key

Or, the other way around:

You can save a complete *Virtual Pianist Preset* including the *Character*, *Effects*, *Style*, *Dynamics*, *Tune*, *Dark/Light Slider*, *Humanize*, *Speed*, and *Master Volume*!

Loading Presets from the Browser

Clicking on a *Global Preset* name in the *Preset Display* at the top center of the user interface will open the *Browser View*:



Here you can browse to your heart's content, and exit the browser by:

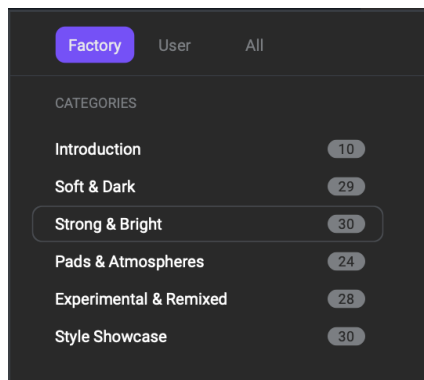
- Double-clicking on a *Preset Name* to load the *Preset*, or
- Clicking the 'x' in the top right corner to exit with whichever *Preset* is selected

Switching Between Pianists While Browsing

While in the *Browser*, you can click through the Pianist *Title* icons to switch between *Virtual Pianists*.

If you switch to a different Pianist and load a preset afterwards, *Virtual Pianist* will switch to the new Pianist interruption-free.

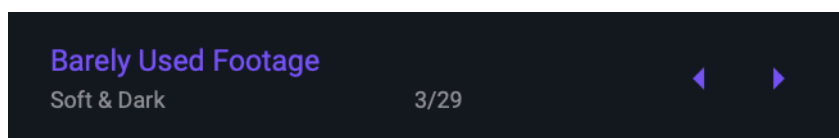
Switching Browser Filters and Categories



Global Presets in *Virtual Pianist* are structured into *Filters* and *Categories* as follows:

- **Filters:** 'Factory', 'User' and 'All'
 - Clicking 'Factory' shows only *Presets* that came with *Virtual Pianist*
 - Clicking 'User' shows only the *Presets* you saved (in a freshly-installed *Virtual Pianist*, the User list will be empty)
 - 'All' displays both 'Factory' and 'User' *Presets*
- **Categories:** in each Pianist, *Presets* are sorted into custom categories such as 'Soft & Dark' or 'Pads & Atmospheres'
- The little numbers to the right of the *Category* names show how many *Presets* each *Category* contains
 - This is particularly helpful with the 'User' filter activated - this way you can avoid browsing empty categories

Skipping Through Presets



If you want to just skip back and forth through *Presets*, click the arrows to the right of the *Preset* name in the top display.

The display will always show you the current *Category* and the currently selected position within that *Category* (e.g. 3/29 means the 3rd out of 29 *Presets* in that *Category*).

Saving Presets



Save and Save As buttons

The saving functionality of *Virtual Pianist* makes it a breeze to manage and create your own *User Presets* and stay organized!

Creating/Overwriting User Presets

Click the left Save icon right next to the *Preset Display* to save an altered *Factory Preset* to a *User Preset* or to overwrite a *User Preset*.

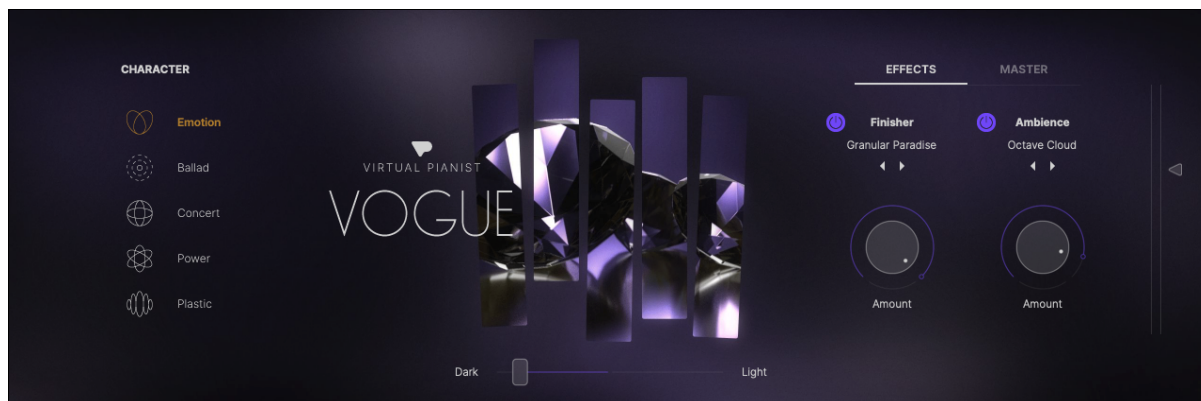
If creating a *User Preset* from a *Factory Preset*, you will be asked to enter a name, as *Factory Presets* cannot be overwritten. It will also give you the option to select a *Category* for your new *Preset* to live in.

Note that the available Categories are the same as the Factory Preset Categories. When browsing through the "All" Filter, both Factory and User Presets will be combined and displayed in these same categories.

Saving Presets Under a Different Name

When you've altered a *User Preset* and want to save the result under a different name, click the right Save As icon. You'll be presented with the known dialog for entering a new name and selecting a *Category*.

Piano Section



The *Piano Section* is the large area containing the *Characters*, the key visual, and the *Effects* and *Master Tabs* - as opposed to the *Pianist Section* on the bottom of the user interface which contains the *Player/Instrument* parameters as well as the *Interactive Keyboard*.

Characters

When recording a piano, the piano itself is only the first part of the equation. Other important factors are: piano setup (tuning, adjustment, etc), microphone types and placement, room characteristics, and any audio processing such as equalizing and compression.

In *Virtual Pianist*, all of these factors are combined into *Character* presets that offer 6 distinct piano models ranging from soft-natural-ambient to hard-artificial-direct. The table below provides guidance as to what each *Character* represents and how you can make the most of it (see table on the next page):

Character	Description	Room	Great for ...
Emotion	Dark with a lot of warmth, resonant - almost blurry, ambient	Wooden room	Cinematic, Ambient, Intimate
Ballad	Full-bodied with crispy transients. Warm, yet direct. Can stand out in a mix or against vocals.	Bright stage	Romantic, Pop, Background
Concert	Full concert grand greatness - big, dynamic, wide and glitzy	Large studio	Vocal accompaniment, prominent piano in an ensemble (orchestra, band)
Power	Slightly artificial. All controls set for power and attitude. Strong transients and high frequencies.	Hard, subtle ambience	Pop and rock band settings, rhythmic accents
Plastic	Fully artificial, almost digital. Set up for brightness and strong transients.	Bouncy artificial room	Riffs and themes in modern and retro electronic music genres

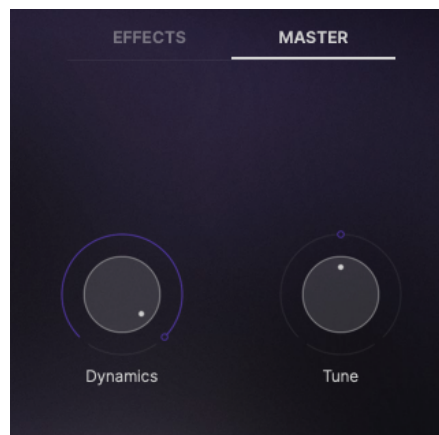
Effects: Finisher and Ambience

The *Effects Tab* contains two separate effect sections: a *Finisher* multi-effect with modes that are optimized for that particular *Virtual Pianist*, and an *Ambience* section containing various delays and reverb effects, as well as interesting combinations of the two.

Using these effects is pretty straightforward:

- Disable or enable the *Finisher* or *Ambience* modules using the circular buttons to the left of the section labels
- Step through *Modes* using the arrows or click on the currently selected *Mode's* name to open the drop-down menu, where you can browse through the FX organized into categories
- Turn up the *Amount* control to dial in the effect. Both knobs go up to 100% wet - i.e. at their maximum position you will only hear the effect signal

Master



The *Master Tab* lets you adjust two global aspects of the piano:

Dynamics

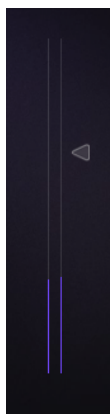
The *Dynamics* knob adjusts the sensitivity of the piano model to key velocity - i.e. whether the piano gets softer the softer you hit the keys, or the lower the MIDI velocity values it receives. When you turn it all the way down, the piano will always sound loud and lack dynamics. The more you turn it up, the softer the piano will be at lower velocity values, and the more dynamic range it will have.

Tune

The *Tune* knob lets you tune *Virtual Pianist* up and down by half a semitone or 50 cents. The cent scale is how you usually tune an instrument in a DAW. If you should want to tune *Virtual Pianist* to certain Hz tunings, here's a reference (see table on the next page):

Frequency	Tune
435 Hz	-20 cents
436 Hz	-16 cents
437 Hz	-12 cents
438 Hz	-8 cents
439 Hz	-4 cents
440 Hz	0 cents
441 Hz	+4 cents
442 Hz	+8 cents
443 Hz	+12 cents
444 Hz	+16 cents
445 Hz	+20 cents

Volume and Level Meter



The large *Master Volume* slider on the right of the *Piano Section* lets you adjust the output volume of *Virtual Pianist*. Combined with the built-in level meter, it helps maintain an optimal level going into subsequent audio processors or mixer channels.

Dark? Light?



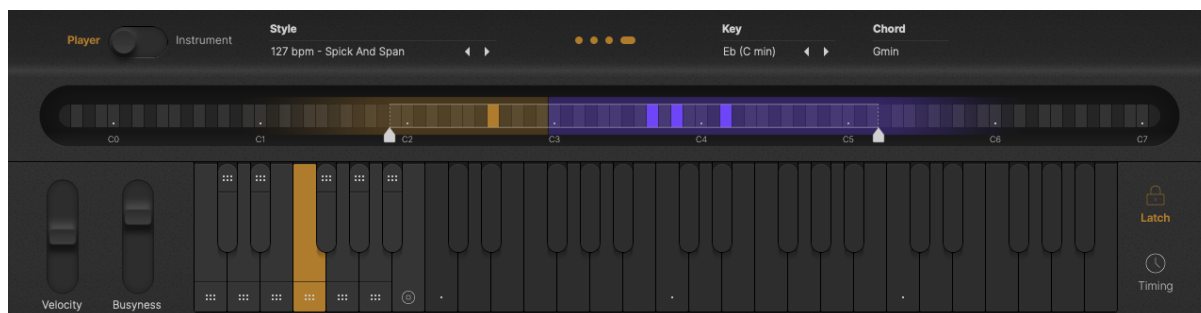
Slider at full *Light* position, diamonds fully illuminated

The *Dark/Light Slider* underneath the beautiful diamond renderings lets you tweak the overall aesthetic of the piano sound – and the brightness of said diamonds too.

You can either use it statically for the entire track, or dynamically for making bright, powerful choruses stand out against dark, subtle intros.

This slider controls a combination of multiple piano-optimized filters, so at any position it retains the essence of the piano while taking away or adding frequencies across the spectrum.

Pianist Section



Pianist Section

The *Pianist Section* – the bottom area of the user interface, is where you play and perform on the piano that you set up in the *Piano Section* above.

The *Pianist Section* offers two basic operation modes:

- *Player Mode* – where you get to take a seat in the producer’s chair, telling a versatile, professional pianist what to play for you
- *Instrument Mode* – where *Virtual Pianist* is a virtual piano instrument that you can play like any regular piano

Player Mode



This mode has been designed to create a range of rhythmic, arpeggiated and sometimes even artistic piano performances that you can control even without any skills on the keyboard. It takes as little as holding one key. How much more control you want to take is totally up to you - you can play complex chords, you can control the density and intensity of the phrase in various ways, throw in fills and of course change the entire musical style in the middle of the road.

We went to great lengths to create an intuitive toolset that allows you to play, vary and dynamically control the Pianist’s performance whether it be live, when editing or via overdubbing.

Here are the controls in the order you should look at them.

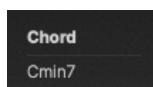
Playing Chords

The basis of everything and the start of any performance is choosing the Chord. You do this by pressing one or more keys in the note area of the *Interactive Keyboard*, which is the range from C2 upwards on your MIDI keyboard or in the MIDI editor.

Unlike in *Instrument Mode*, the Pianist will always use chords at the core of the performance when in *Player Mode*. *Virtual Pianist* has powerful chord recognition that provides easy and intuitive ways of playing chords:

- Press one key to create 5th intervals
- Press two keys to create min, sus2, sus4, b5, aug, 6, 7, maj7 chords
- Press three or four keys for *Virtual Pianist* to detect the most similar chord (available chords reference chart to follow)

Chord Display



When a chord is detected, it will be displayed by the *Chord Display* which is located directly above the C5-C6 octave of the *Realtime Note Display*.

Take a moment to experiment with combinations of keys, chords and bass notes and watch the *Chord Display* so you can get a feel for the chordal options that *Virtual Pianist* has to offer.

Chord Reference

Here is the list of all supported chords, with fingering schemes in C.

Note: Gray italic letters mean the key is optional. For example, you can play only C and B, or you can play C, E, G and B - in both cases a Cmaj7 chord will be detected. See table on the next page:

Chord	Keys			
5	C		G	
maj	C	E	G	
6	C	E	G	A
7	C	E	G	Bb
maj7	C	E	G	B
b5	C	E	Gb	
aug	C	E	Ab	
min	C	Eb	G	
min6	C	Eb	G	A
min7	C	Eb	G	Bb
mMaj7	C	Eb	G	B
m7b5	C	Eb	Gb	Bb
dim	C	Eb	Gb	
sus2	C	D	G	
sus4	C	F	G	
7sus4	C	F	G	Bb
min11	C	Eb	G	F
add9	C	E	G	D
madd9	C	Eb	G	D

Bass Notes in the Left Hand

When you play a note that's more than 7 semitones (usually a 5th) lower than the lowest chord note, it will define the bass note for the left hand.

You can even play an octave in the low range as long as the highest note of that octave is more than 7 semitones lower than the lowest chord note.

Phrases and Variations

The *Control Octave* is the leftmost octave of the *Pianist Keyboard* when in *Player Mode*. It is also the octave from C1 to B1 on your MIDI keyboard or MIDI Editor.

This octave doesn't play any notes or chords, but lets you vary the performance of the Pianist. Selecting phrases changes the intensity of the performance and which hands are actively playing.

The notes C1, D1 and E1 control three right-hand-only phrases, and notes F1, G1 and A1 add a left hand part, while from left to right the intensity of the phrasing also increases.

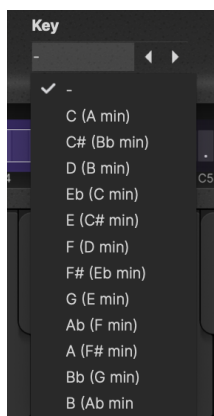
You can always check the assignment of a key by hovering over it with the mouse, displaying a tooltip. Here's an overview:

Key	Hand(s)	Intensity
B1	Stop	
A#1	Fill 3	
A1	Both	6
G#1	Fill 2	
G1	Both	5
F#1	Fill 1	
F1	Both	4
E1	Right only	3
D#1	High Chord	
D1	Right only	2
C#1	Low Chord	
C1	Right only	1

To select Phrases and add variations:

- Press a white key to select a *Phrase*, or hit the *Stop* key to stop the player.
- Hit C#1 or D#1 to throw in a *Low Chord* or *High Chord* one-shot.
- Hold F#1, G#1 or A#1 for as long as you like and a *Fill* will be added to the phrase. *Fills* automatically align with the currently playing performance, so sometimes you'll need to wait for a beat or two before the *Fill* kicks in.

Setting a Key



You can restrict *Virtual Pianist* to use only chords that are within the key of your current song. This is how *Virtual Pianist* behaves depending on the state of the *Key* parameter:

When no *Key* is selected:

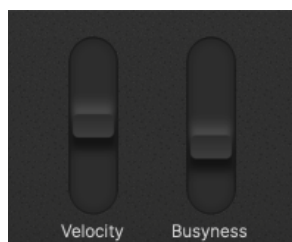
- Single notes in the *Chord Range* trigger neutral chords
- For the more complex styles that play notes other than notes in the current chord (accidentals, runs and modulations) those notes are chosen relative to the current chord

When a *Key* is selected:

- Single notes in the *Chord Range* trigger more complex chords that work in the key
- For styles that play notes other than notes in the current chord, those notes are chosen so they stay in key where possible.
 - Example: When an Emin chord is played in the key of C and the style wants to play a second (II) interval (or modulate the root note up by one scale step) the key makes sure it plays F and not F#

Setting a *Key* also acts as a safety net if you're not a skilled keyboard player!

Controlling Velocity and Busyness



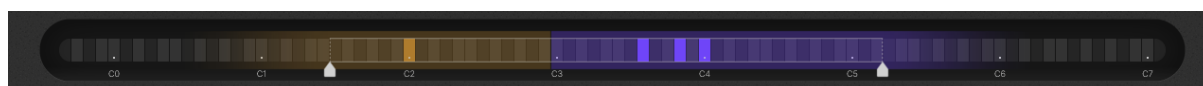
The two virtual wheels to the left of the *Pianist Keyboard* let you gradually control the *Velocity* and *Busyness* of the piano performance:

- Turn *Velocity* up and down to change the intensity – how hard the notes are played.
- Turn up the *Busyness* control, and the Pianist will add even more to the phrase

Both are really fun and intuitive to use when overdubbed onto a recorded performance or a track created with Drag'n'Drop (more on this in a bit).

Note: as expected, these two controls can be controlled by the MIDI Pitch Bend and Modulation automation, as well as the actual wheels on your MIDI keyboard if you have one.

Adjusting the Play Range in the Realtime Note Display



Realtime Note Display

The *Realtime Note Display* above the Pianist Keyboard is both a display showing you the actual notes played and a dual slider that allows you to draw the lower and higher note range limits for the Pianist.

It's that straightforward:

- Drag the left handle to set the range for the left hand
- Drag the right handle to set the range for the right hand

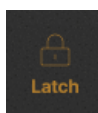
As a visual guide, the left hand zone is tinted yellow and the right hand zone is tinted purple.

As you can see by the tint fading out at the fringes, the ranges aren't strict, but rather "comfort zones". The actual resulting range is always influenced by the style and displayed while the player is active, so you have a good reference while dragging the handles.

This is a really intuitive and powerful tool to make the pianist play lower or higher, or with both hands closer to each other or further apart.

Note: Where you actually play on the keyboard also has an effect on the range. If you play notes above C4, this will shift the range of notes upwards.

Using Latch

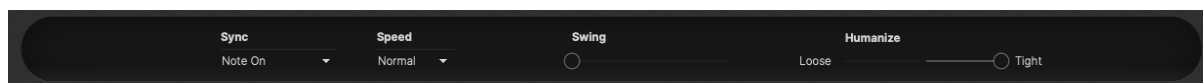


In *Player Mode*, activate *Latch* if you want the pianist to continue to play even after you've released the keys. This is especially useful when designing presets or fine-tuning your piano sound!

You can also use the *Sustain Pedal* as a temporary *Latch* control.

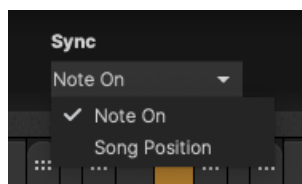
To stop the pianist when it is in *Latch* mode, hit the *Stop* key (B1, rightmost key of the *Control Octave* marked with a stop icon). Alternatively, you can deactivate *Latch*.

Setting the Timing



The *Timing Menu* opens when you click 'Timing' right next to the Pianist Keyboard. It provides four controls that let you adjust the timing of *Virtual Pianist* relative to song position, tempo and other tracks.

Sync to Keys or DAW

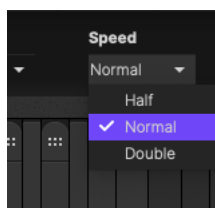


This feature lets you determine whether phrases start playing:

- The moment you hit a note ('*Note On*')
- Quantized to the next 8th song position ('*Song Position*')

In most cases, you will want to leave this setting at Song Position because then *Virtual Pianist* will always almost magically stay in time with the rest of your tracks e.g. when you're live-recording.

Doubling or Halving Speed



With this menu you can halve or double the speed of the pianist relative to your DAW's tempo. You can get way more out of the selection of styles by trying them at different speeds.

Adjusting Swing

Use this parameter for syncopating *Virtual Pianist's Phrases*. Technically, moving the slider to the right delays off-beats in relation to the overall grid.

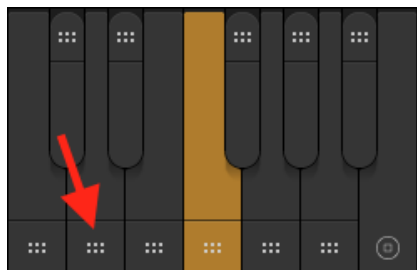
Humanize or Robotize

All phrases in *Virtual Pianist* were played by a skilled pianist and therefore aren't perfectly quantized to robotic sterility, but contain very subtle timing variations that create the lively feel. The *Humanize* slider lets you control the amount of those deviations:

- Move the slider towards '*Loose*' to exaggerate the lively feel. This can sound great when combined with other live instruments.
- Move the slider towards '*Tight*' to remove any timing deviations - this comes in handy in quantized electronic arrangements.

Of course, you can also use *MIDI Drag'n'Drop* to drag phrases into your DAW and quantize them there in any way you like.

Using MIDI Drag'n'Drop



You may have noticed the little areas with six dots that appear on the keys of the Control Octave.

By clicking on one of these areas and dragging into a *Virtual Pianist* (or any MIDI) track in your DAW, you can convert a phrase into a MIDI clip.

That MIDI region will contain the phrase of the key you dragged from, with the last detected chord, considering the *Play Range* and *Busyness* setting but not the *Velocity* setting.

Note: When you *Drag'n'Drop* onto the track of the *Virtual Pianist* itself, *Virtual Pianist* will switch to *Instrument Mode* to play back the phrase.

MIDI Drag'n'Drop is particularly useful if you:

- Want to build a song piece-by-piece
- Wish to combine *Phrases* from various *Styles*
- Want to make detailed edits to *Phrases*

Instrument Mode



Instrument Mode Layout

In *Instrument Mode*, *Virtual Pianist* doubles as a virtual grand piano with great sound design options. In this mode, the Pianist Keyboard is a real, regular piano. You may notice that the *Velocity* and *Busyness* controls are still functional – and a bit different!

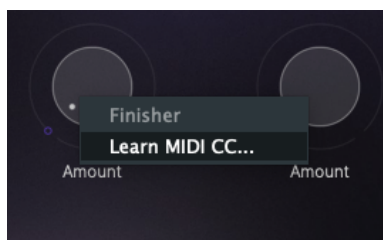
Controlling Velocity and Busyness

In *Instrument Mode*, the *Velocity* control changes the intensity of notes in relation to the actual note velocities you play or have recorded.

And whereas in *Player Mode* the *Busyness* control gradually adds more notes matching the current phrase, in *Instrument Mode* the control fades in an 8th note delay transposed up an octave.

This delay is not an audio effect, but rather in the MIDI - meaning that additional MIDI notes are added. This is a pretty fun feature to mess around with, and it often yields some inspiring results!

Learning MIDI Controllers



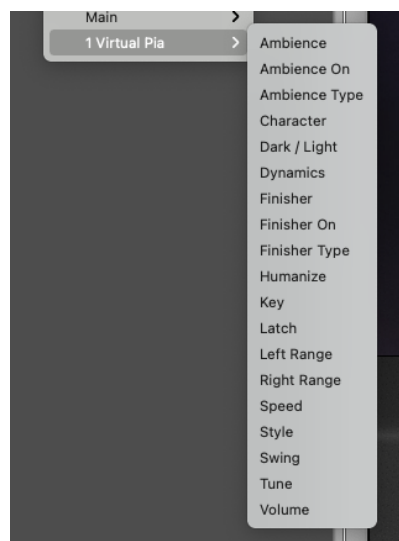
You can map (learn) *Virtual Pianist* controls to hardware knobs on your MIDI controller or MIDI control messages in general. It's this simple:

1. Right-click the *Virtual Pianist* parameter you wish to assign
2. Click "Learn MIDI CC"
3. Turn the knob or fader, press the button on your hardware controller (or send the corresponding MIDI message in general)

Warning: Make sure you don't have a phrase playing while you MIDI Learn, as phrases may contain Sustain Pedal (#64) events and these can get assigned, leading to interesting but usually unwanted results.

MIDI Learn assignments are global to the Virtual Pianist plugin, i.e. you only have to learn an assignment once for all Virtual Pianists.

Automating Virtual Pianist



Virtual Pianist Automation Parameters in Logic Pro X

A large selection of *Virtual Pianist* parameters can be automated in your DAW. Automation will even “survive” switching between Pianists, as Automation is global to the *Virtual Pianist* plugin.

To learn how to set up and create Automation in your specific DAW, please refer to your DAWs user guide.

The Automation menu of your DAW will display *Virtual Pianist*’s parameters that are available for automation.

Sometimes Automation names of parameters may sound ambiguous – you can find out the exact Automation name of a control by right-clicking it on the *Virtual Pianist* user interface.

Ask Us Please

If you have questions about *Virtual Pianist* or any UJAM products, our support team is there for you – please send us an email: www.ujam.com/contact-us/

Tell Us Please

Your opinions are not only very important to us – they have influenced, inspired and often initiated entire product series, individual products and features.

Any feedback you’d like to give is extremely welcome – here are a few links for you:

- Send us an email: www.ujam.com/contact-us/
- Visit our Facebook page: www.facebook.com/ujaminstruments
- Comment on our Youtube videos: www.youtube.com/ujaminstruments
- Comment on our Twitter posts: www.twitter.com/ujaminstruments
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