

uJam



VIRTUAL GUITARIST

CINEDREAM

uJam

Homage To Hammock



VIRTUAL GUITARIST

CINEDREAM

Contour



Character



Tune



Variance



Amount

Stomp Box

Filter Resonant LP



Finisher

Colored Soundscape



Amount

Player

Instrument



Latch

Style

Golden Horizon



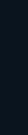
Pitch



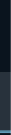
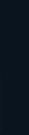
Damp



Silence



Common Phrases



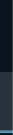
Style Phrases



Stop

Chord M

Chord



Chord M

Chord

Chord

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Chord

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Virtual Guitarist CINEDREAM Version 1 User Guide (rev A)

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Welcome



We hope you'll enjoy using *Virtual Guitarist CINEDREAM*, and we thank you for being a part of the *UJAM* community of music creators!

About the Plug-in

Virtual Guitarist CINEDREAM is a groundbreaking instrument that fuses realistic guitar performances with cinematic sound design, putting it somewhere in between UJAM's Virtual Guitarist, Usynth and Symphonic Elements series. It offers a unique blend of organic guitar tones which can be heavily modified to create textures for composers, producers, and artists across genres—from film scores to electronic music, pop, and ambient soundscapes.

Inspired by UJAM's film scoring roots and feedback from users seeking a more atmospheric, sound-design-driven guitarist, CINEDREAM reflects the influence of co-founder Hans Zimmer and the evolving needs of today's creators. It's equally at home driving rhythmic patterns or painting lush, cinematic backdrops.

At its core is a custom electric guitar engine that delivers everything from clean fingerpicking to massive, atmospheric soundscapes. With control over dynamics, transients, and playing styles, CINEDREAM lets you create authentic, emotionally rich performances. Whether gluing orchestral staccatos to synths or adding warmth to electronic tracks, it brings a distinct human feel that sets it apart from typical digital instruments.

CINEDREAM includes five custom amps—from clean to aggressive—and two powerful multi-effect engines. These offer a wide range of configurations, including modulation, distortion, granular effects, and infinite ambience, giving modern sound designers an inspiring creative toolkit.

More than just a guitar plugin, CINEDREAM is a full-featured instrument you can use to add emotional depth, cinematic flair, and organic character to any production.

Getting Started

Installation

The entire process of downloading, installing, activating and managing plug-in content has been implemented in the [UJAM App](#) with a strong focus on simplicity. It's important to us to make it as easy as possible for you to get up and running. If you have purchased Virtual Guitarist CINEDREAM then you'll find it in your UJAM App (after signing in) with options to Install, Move Content, etc.

Content Location

The audio content for *Virtual Guitarist CINEDREAM* is packed into .blob files that take about 4GB of disk space.

During standard installation, the .blob files, presets, graphics, etc. will be put into the following locations:

Macintosh HD/Library/Application Support/UJAM/VG-CINEDREAM

C:\ProgramData\UJAM\VG-CINEDREAM

You can store the .blob files anywhere you'd like (e.g. on an external drive to keep your internal drive lean) by doing one of the following:

- Prior to installing, use the "Choose Content Folder" option in the UJAM App's Settings
- After installing, use the UJAM App's "Move Content" command (in the ⋮ menu to the right of the plug-in)

Plug-in Formats

During installation you'll notice options for different formats. You can disable the ones you don't need (check your DAW's requirements to help decide which to install).

- AU - *This is Apple's format used by GarageBand, Logic, as well as some other DAWs*
- AAX - *Format unique to Pro Tools*
- VST2/VST3 - *Formats used by most other DAWs*

DAWs & Controllers

Virtual Guitarist CINEDREAM requires MIDI note input for playing and recording musical performances (Pitch Bend, Modulation and Sustain Pedal data add real-time variation). The plug-in is provided in multiple formats (AAX, AU, VST) so most DAWs are supported.

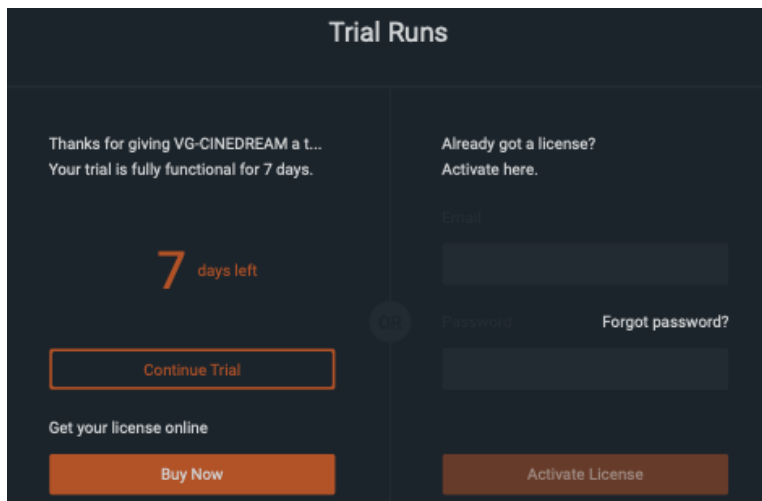
If you have a controller (keyboard), this will be the easiest and most straight-forward MIDI input method and it's probably more fun since you control your guitar player in real-time.

Of course, you can also control Virtual Guitarist CINEDREAM by using MIDI step sequencers or by entering MIDI notes manually into MIDI tracks. Keep in mind that some DAWs use C4 as middle C instead of C3 (note number 60).

To get to know Virtual Guitarist CINEDREAM and for testing purposes, you can also use the interactive keyboard in the top half of the Virtual Guitarist CINEDREAM window. This works best with the Latch function enabled. (Please note that whatever you play on this keyboard isn't sent outside the plug-in and therefore won't be recorded in your DAW.)

Free Trial

We only want you to spend money if you're absolutely happy with Virtual Guitarist CINEDREAM so we offer a time-limited trial period during which the plug-in will run with all features enabled.



When opening Virtual Guitarist CINEDREAM during the trial period (or when clicking the Authorize button in the menu bar), you will see the above overlay which:

- Displays information about your trial status
- Includes a Buy Now link for purchasing
- Allows you to enter your credentials to authorize it (if you own a license)

Quick Reference

Area	Parameter	Explanation
Menu Bar	Presets	Pre-configured settings
	Save	Create user presets
	Save as...	Create a copy, leaving the original
	Window Icon	Resize the GUI to better fit your screen
	Notifications	Lets you know about product updates
	Info	Opens the About Page
Upper Left	Contour	Adjusts the attack and sustain
	Character	different sounding sources
	Tune	overall tuning of the instrument
	Variance	
Center	Stomp Box	Common 'guitar' effects like Delay, Chorus, Octaver, etc. with Bypass and Amount
	Finisher	Common 'studio' effects like Filters, Reverbs, Delays, etc. with Bypass and Amount
Upper Right	Amp	Emulations from clean to crunchy
	Drive	Distortion applied to selected Amp
	Width	From mono (center) to stereo spread
	Focus	Variable EQ range
	Volume	Output level
Bottom (Player Mode)	Latch	Ignores MIDI Note Off
	Pitch	Control pitch like Pitch Wheel
	Damp	Palm muting

	Style	Groups of patterns
	Chord Mode	Play notes or chords
	Open Chords	Alternative voicings
	Key	Key Signature to follow
	Chord	Displays the chord being played
	Common Phrases	Individual simple patterns
	Style Phrases	Individual complex patterns
	Play Range	Notes or Chords to play
Bottom (Instrument mode)	Latch	Ignores MIDI Note Off
	Bend	Pitch Wheel
	Damp	Palm muting
	Playing Style	Displays Downstroke, Upstroke, Strum
	Articulation	Displays Open, Muted, Dead Notes, Slides
	Key Switches	Selects the style/articulation
	Trigger Mode	On/Off
	Open Chords	Alternative voicings
	Key	Key Signature to follow
	Chord	Displays the chord being played

Player Mode

In *Player Mode*, the rhythmical, articulation and phrasing aspects of the guitar performance are controlled by *CINEDREAM*. All you need to do is select the phrases and chords/notes you want to be played.

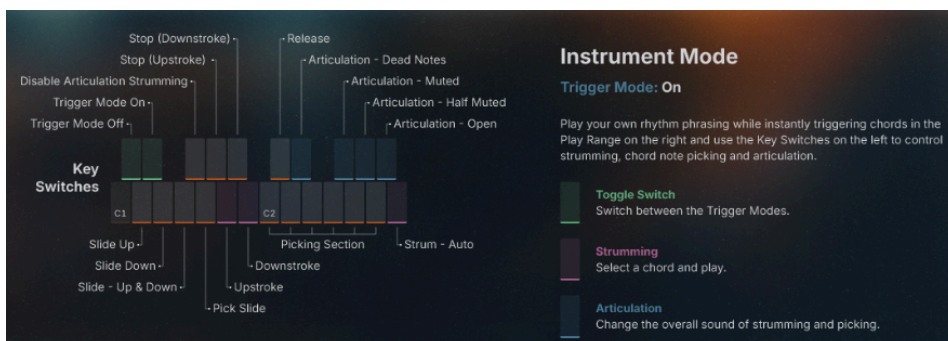


Parameter	Explanation
Common Phrases	Keys in this area select “always useful” phrases that can be combined with style phrases.
Style	Loads a Style (collection of 11 phrases, accessible via the style phrases section of the keyboard).
Silence	This key will silence all phrases. If a phrase is currently playing, it will sustain the most recently played note(s). With LATCH enabled, this key silences the performance but doesn’t stop it - continue by selecting any phrase key.
Style Phrases	Keys in this area select phrases of the currently selected Style. Generally, as you play the white keys upwards, the intensity of the phrases will increase. Depending on the Style, the black keys may provide useful fills.
Stop	Use this key to immediately stop the active phrase. Unlike the ‘Silence’ key, this key does not sustain the final notes.
Key	Set the key signature of your song and activate the “fun” mode: CINEDREAM will only output chords that will sound great in the key of your song, regardless of what notes you

	press! Please note that you are supposed to only trigger one key at a time.
<i>Chord Reader</i>	This feature will show you which chord is being played by the instrument
<i>Chord/Note Mode</i>	Selects between Note and Chord playback modes
<i>Phrase Drag'n'Drop</i>	Common and Style Phrase keys have specially marked handles at the top. You can drag phrases directly from there into a MIDI track in your DAW to edit the notes and phrasing using your DAWs editors.
<i>Play Range</i>	Play the notes to be triggered by the phrases. Up to four notes for a chord will get recognized and interpreted.

Instrument Mode

In *Instrument Mode*, the keyboard emulates guitar playing technique. You play the *Key Switch* range with your left hand and the *Fretboard* range with your right hand to create performances.



Why So Few Controls?

We are all musicians and we know that there's rarely enough time to invent and lay down that amazing idea that's in your head.

We are also UI (user interface) and UX (user experience) experts, and we know that there's a tradeoff 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 eliminating unnecessary controls and carefully grouping, armégerizing, and labeling those that we decide to include, we strive to offer you an instrument that allows you to focus your full attention on making it sound like you. This way you don't have to waste too much of your limited time and energy on a cluttered screen that is too complex to navigate.
- **Hardly any learning curve:** You can typically use any of our instruments straight out of the box, with minimal reading required.
- **Fail-proof interface:** With minimal controls (and great presets to show you what's possible), it would be pretty tough to get a result that was musically or technically wrong, which gives you immense freedom and flexibility to create your sound.

Most importantly (especially for those of us who don't play the guitar), you can trust in the fact that patterns included with Virtual Guitarist CINEDREAM are legitimate and professionally-recorded guitar tracks.

Start Playing!

Before we look at things in more depth, let's explore how to play Virtual Guitarist CINEDREAM, since that may be all you need for now. Let's go through the various playing modes and how you can use them:

- By default, Virtual Guitarist CINEDREAM is set to Player Mode.
- Keys on the left (below C3) select a phrase
- Keys on the right (from C3 upwards) determine the notes/chords that the phrase will play. When you release the key(s) on the right, playback will stop. (If it doesn't, check to see if 'Latch' is enabled!)
- Switch the Chord Mode between 'Note' and 'Chord' and you'll see that the first is optimized for melodic riffs, while the latter interprets chords from your input.

When using a keyboard, combine left hand (phrases) and right hand (notes) to create your performance.

- Instrument Mode turns CINEDREAM into a virtual guitar, i.e. you can play it like a real guitar, string by string. The interactive keyboard will display different options now.
- The left range of the keyboard (labeled 'Key Switches') lets you choose different articulations and strumming styles rather than phrasing. Play a few notes in the Play Range while the left hand selects from the black keys ranging from Bb2 to Eb2. Notice how the instrument switches between playing dead notes, muted, half-mutes and sustains (going up the keyboard respectively).
- The other "black" keys (not really black on our onscreen keyboard) trigger Stops and Releases. Click on the Keyboard tooltip button for a more detailed overview of what each key controls.

If you know these things and can switch presets, you know all that you need to in order to start producing with *Virtual Guitarist CINEDREAM*.

Walkthrough

If you're pressed for time or if you already know the basic concepts behind Virtual Guitarists, 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 assume you have Virtual Guitarist CINEDREAM opened in your DAW. Ideally you have a MIDI controller connected, otherwise use the interactive keyboard.

Make a Sound and Learn About Chords

- With Player Mode selected, play C3 or a higher note. Your guitarist will start playing. Play a few notes and get a feel for how it works.

Try the Presets

- At the very top of the Virtual Guitarist CINEDREAM window you'll find a menu of factory presets. These are complete setups of Virtual Guitarist CINEDREAM settings including specific styles, guitar, amps and effects.
- Presets can inspire your own sounds – tweak the settings of a preset then save it as a new preset, or use the presets to learn the controls then create your own sounds from scratch.
- At this point, step through different presets to see the musical and sonic range of Virtual Guitarist CINEDREAM.

Note: Presets apply to both Player and Instrument Modes, and the Latch feature is independent of preset settings.

Tell Your Player What You Want

- In Player mode, activate the Latch button on the far left above the interactive keyboard. Now Virtual Guitarist CINEDREAM will keep playing even if you don't hold a note. Let it keep playing.
- Now play a note in the correspondingly labeled 'Style Phrases' range of the keyboard, C2 – A#2. Go upwards through the Style Phrases and notice how the phrasing gets more intense. These are the phrases you can replace by loading different Styles. Load different Styles by clicking the Style name or the arrows above the interactive keyboard. You will notice that your guitar player masters a vast range of playing techniques and musical genres.
- Now try keys in the C#0 – B1 range, labeled Common Phrases. These phrases will always be there no matter which Style you've loaded, and can be freely combined with the Style Phrases.
- Interrupt your player temporarily by holding the Silence key (C0). Playing will continue when you play another note. Now stop your player by pressing or clicking the Stop key (B2). You can use the 'Silence' key with 'Latch' mode on to mute your phrase but keep it running. This is different from lifting the key and playing it again as that will restart the phrase.

Play It

- Switch the 'Play Mode' between 'Note' and 'Chord' and notice how 'Note' mode is optimized for individual voicings, while 'Chord' mode will automatically play up to 4-voice chords interpreted from your input.
- Try setting the 'Key' parameter to the key of your song and notice how it limits what is played to ensure that the chords work within the selected scale. This is a nice helping hand if you're not too familiar with keyboard playing or music theory.

More Performance – Tweaking Fun

- Have Virtual Guitarist CINEDREAM keep playing. Open the Micro Timing menu by clicking the Micro Timing icon on the right side of the middle control bar.
- With the new Player Sync option, you can now quantize the CINEDREAM player to match the playback. Quantize to the current grid (Song Position), 1/4, 1/8, or 1/16 notes. This new feature keeps the instrument in sync with the DAW timing position to make sure you have the phrase in time and on the right beat. Give it a try!
- The Speed switch lets you set Virtual Guitarist CINEDREAM to half time or double time – this is extremely handy when you like a particular style that plays half- or double-time relative to your existing arrangement.
- Now experiment with the Feel slider right next to the Speed control. It makes subtle changes to the timing, creating a rushed or relaxed feel. Maybe play a drum loop along for better comparison.
- Slowly turn up the Swing control that is next in line. As you will notice, this will delay the off-beats until the phrasing resembles a ternary feel that is common in Swing music (hence the name), often also called Shuffle or Groove depending on your DAW.
- Finally, start playing around with the Humanize slider, which is the last control in the Micro Timing menu.

Play the Guitar Yourself

If you're a prolific keyboard player, you might as well play the entire guitar yourself:

- Switch Virtual Guitarist to Instrument Mode by clicking 'Instrument' on the left side of the middle control bar (close the Micro Timing menu first if it's still open).
- Note how the interactive keyboard reflects the new mode – here, all keys from C3 upwards control the chord selection, while the Key Switch range below lets you strum chords or pick the individual notes and control the articulation of how the notes are played. Play open, half muted, muted, dead notes and stops. Experiment with your left hand while your right hand plays chord changes.
- Deactivate the Trigger Mode by pressing C#1 and notice how the Play Range changes to the Fretboard (now much more guitar-like).
- When Trigger Mode is off, you can silently change chords on the Fretboard on the right. Try using the Articulation keys with your left hand while your right hand changes the notes – pretty much like a guitarist does it with one hand stroking the strings and the other working the Fretboard.
- A not so obvious but cool feature: CINEDREAM can hold a chord in Instrument Mode. Activate Latch and the last played chord will get remembered, which allows you to use both hands for the Key Switches. This really comes in handy when playing live with a MIDI controller.

Find Your Guitar Sound

Look at the top half of the Virtual Guitarist CINEDREAM window. Here you set up the guitar and the mix, and you can shape the sound.

- Activate Player Mode with Latch on to keep the instrument playing while you tweak the controls.
- Start with the Character selector to explore four distinct timbres, each giving the guitar a unique tone.
- Then, adjust the Mix and Air knobs. These shape the overall sound and control the level of room mic signals captured during sampling.
- Use the Blend and Focus knobs to quickly fine-tune the character of your guitar sound.

Add Some Effects!

Some people on the UJAM team think that so far you've only seen half the fun of CINEDREAM, because the other half is the effects section. It lets you mangle and twist the sound of CINEDREAM in a lot of ways – from subtle adjustments to total craziness. Let's try it!

- While CINEDREAM is playing, explore the Stomp Box and Finisher presets using the arrow buttons or by clicking the preset name to open the menu.
- For each preset, adjust the Amount knob to hear how it shapes the sound.
- A full preset guide is available in the Reference section.

By now, you have a pretty good first impression of what CINEDREAM 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

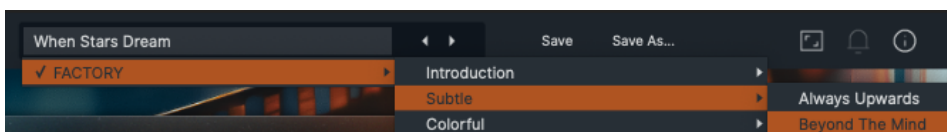
In the following part of this user guide, every feature of *Virtual Guitarist CINEDREAM* will be explained in depth.

Menu Bar



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

Presets Menu



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

- Advance to the next or previous preset by clicking one of the arrows to the 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).

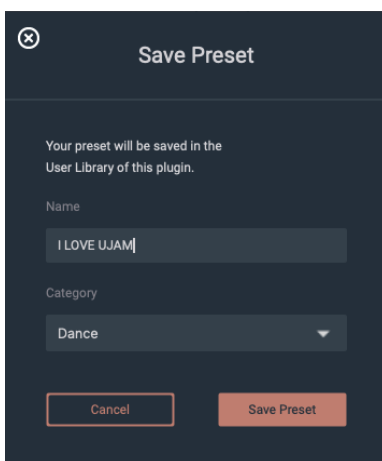
The Preset Browser is a list of presets categorized by descriptive terms.

Virtual Guitarist CINEDREAM ships with a lot of Factory Presets. Take your time exploring them, as this is the quickest way to get an overview of what Virtual Guitarist CINEDREAM can do!

If you have freshly installed Virtual Guitarist CINEDREAM, there will only be 'Factory Presets'. 'User Presets' will appear once you create and save your own custom presets.

Save and Save As...

Once you've set everything up the way you want, you can store your instrument by selecting 'Save As...' – a pop-up will prompt you to name your preset (and select a category if desired).

A screenshot of a 'Save Preset' dialog box. The dialog has a dark background with a title bar at the top containing a close button (X) and the text 'Save Preset'. Below the title bar, there is a message: 'Your preset will be saved in the User Library of this plugin.' followed by a 'Name' label and a text input field containing 'I LOVE UJAM'. Below that is a 'Category' label and a dropdown menu showing 'Dance'. At the bottom, there are two buttons: 'Cancel' and 'Save Preset'.

The difference between the 'Save' and 'Save As...' is as follows:

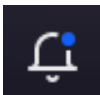
- 'Save' replaces the active preset with the changes you just made. (This only works on user presets.)
- 'Save As...' creates a copy, letting you assign a new name and a category. It does not replace the current preset.

Moving, Renaming and Deleting Presets

You can move, rename or delete Presets directly in your operating system. You will find Virtual Guitarist CINEDREAM Presets in these folders (replace “USERNAME” by your actual username):

macOS	Factory Presets	Macintosh HD/Library/Application Support/UJAM/VG-CINEDREAM/Presets
	User Presets	Macintosh HD /Users/USERNAME/Library/Application Support/UJAM/VG-CINEDREAM/Presets
Windows	Factory Presets	C:\ProgramData\UJAM\VG-CINEDREAM\Presets
	User Presets	C:\Users\USERNAME\AppData\Roaming\UJAM\VG-CINEDREAM\Presets

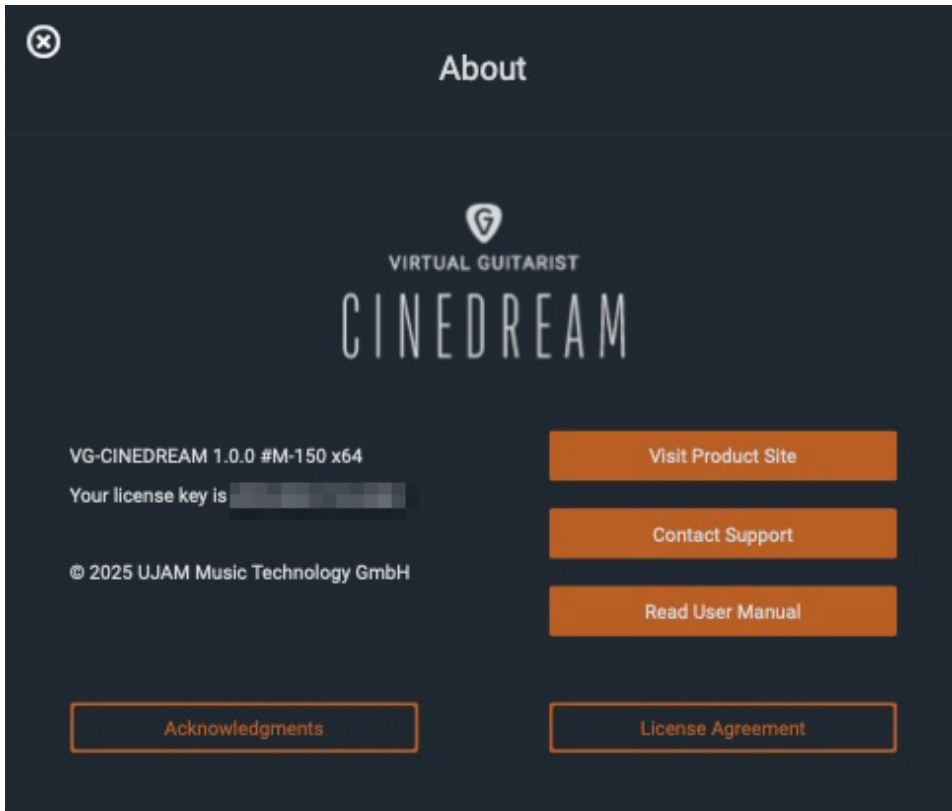
Notification Icon



When you launch CINEDREAM, it will automatically check for updates. If an update is available, the notification icon will be activated.

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

Info (About Page)

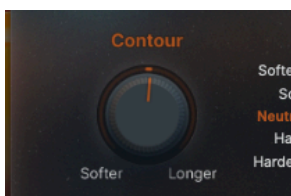


The About Page is the place for information about the installed version and licensing status of *Virtual Guitarist CINEDREAM*. It is also a portal to other services:

- **Visit Product Site** – takes you to the UJAM website with news, videos, tutorials and other helpful info.
- **Contact Support** – in case you need some help.
- **Read User Manual** – opens this document.
- **Acknowledgments** – the people behind CINEDREAM.
- **License Agreement** – the fine print.

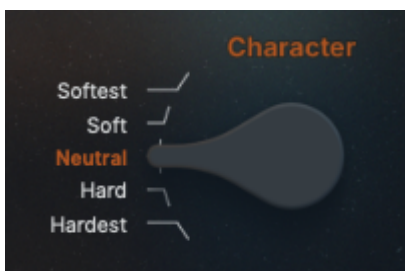
Contour

While other Virtual Guitarists offer a knob to blend between bridge and neck pickups, or Mic and DI, CINEDREAM replaces this with a Contour control that shapes the note's attack and sustain. You can fade notes in (without the percussive pick attack) or extend their sustain. Combine these with delay and modulation effects to create massive pads and immersive soundscapes.



Character

During the sampling process, we captured the guitar at different velocity levels. This allows the *Character* switch to genuinely reflect these different intensity levels, providing a highly authentic and flexible playing experience from Softest to Hardest. The sound of the guitar changes accordingly with each switch position, giving you a wider palette of tones to choose from.



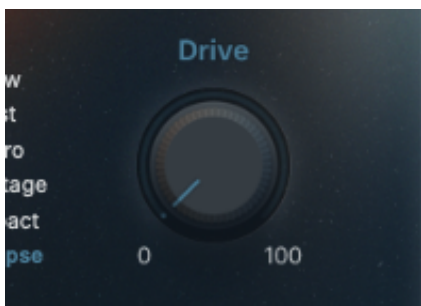
Amp

The Amp selector is a powerful tool for shaping your acoustic guitar sound. It lets you switch between different mix presets, each one offering a unique tone and character for a large range of musical styles. Each setting is a microphone setup tailored to a specific use case. Every mix is carefully crafted and includes proper signal processing like EQing and multiband compression, to create a specific sound profile.



Amp	Character
Glow	Soft, warm, and emotional—fits a ballad
Dust	Western, earthy, and nostalgic
Retro	Classic, vintage, perfect for 70s vibes
Voltage	Electric, energetic, rock-ready
Impact	Powerful, dynamic, action-packed
Eclipse	Heavy Distortion, Aggressive, intense, and dramatic

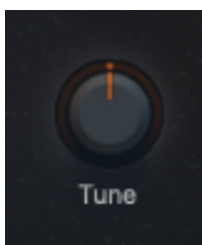
Drive



Distortion is arguably the most popular effect used with electric guitars. The *Drive* knob allows you to overdrive your amp - similar to the pre-amp volume on a guitar amplifier.

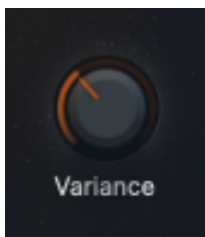
Crank it up then switch between Amps.

Tune



This knob allows you to detune *CINEDREAM* by 3 semitones (up or down). Fine tuning is pretty useful when playing along to songs that are in an unusual tuning (like a band that tuned down for a bigger sound), or with recordings originally done on tape due to the inherent speed issues between tape machines.

Variance



This parameter allows you further control over *CINEDREAM*'s behavior. The physical distance between guitar strings results in a slight delay when strummed. The *Variance* control increases the presence of this strumming delay, while also adding additional fret noise to bring the performance to life. This more realistically mimics a live guitarist's performance.

Stomp Box



You'll find the Stomp Box section near the center of the screen. It consists of an *Amount* knob, a menu of modes, an on/off button, and left/right mode selector buttons.

Stomp Boxes are common effects for guitarists, from distortion, to modulation effects like chorus and phase, to octavers, filters and more. CINEDREAM has all of the effects you'd likely find on a guitarist's pedalboard (and then some). The modes are selected and optimized for CINEDREAM and they often include multiple effects in a Mode.

Step through the modes using the arrows under the on/off switch, or select one from the list by clicking on the title in the drop-down menu. Use the *Amount* knob to adjust the effect. Experiment with them and have fun!

TIP: Automating the *Amount* knob can be great for creating dynamic transitions or during intros & outros.

NOTE: CINEDREAM places the Stomp Box section *after* the Amp, opposite of the signal chain used in other Virtual Guitarists and how guitarists often set up for live performance. This routing allows the effects to process the amp's character, resulting in a more dramatic and unique sound.

Stomp Box Mode Reference

Find a selection of included Stomp Box modes detailed in the subsequent table:

#	Mode	Description
1	Adaptive Filter	This touch 'wah' dynamically responds to the input. A classic effect technique from guitar history.
2	Auto Wah Syncopated	A more sophisticated 'wah' pattern. Emulates guitar players that don't get confused if they move their foot offbeat (5%)
3	Autopan	Rhythmically pan the audio between left and right
4	Bandpass	Filters frequencies below/above the Amount setting
5	Bandpass Reso	Same but with resonance
6	Bit Crush	Gritty, noisy, lo-fi—kind of like an old video game console or a broken digital speaker
7	Brickwall	Filters out high frequencies
8	Chorus	Modulation with very slight delay
9	Comb	Sounds hollow, metallic, or phasey
10	Compressor	Reduces the dynamic range
11	Delay 1/8	Echo with eight note timing
12	Delay 1/8 Dot	Echo with dotted eight note timing
13	Delay Tape	Simulates the sound of an old-fashioned Tape Echo, with gradually decreasing presence, slowly

		dying low end and wobble due to tape imperfections.
14	Dirty Spring	Reverb from an old tube amp
15	Distortion	Overdrives the signal
16	Ducker	Automated attack reduction
17	Ensemble	Adds multiple slightly detuned and delayed copies
18	Env Comb Down	Automatic modulated comb filter pitched down
19	Env Comb Up	Automatic modulated comb filter pitched up
20	Env Filter	Automatic filter
21	Filt Crush	Crunchy, noisy, and textured
22	Filt Dist	Adds warmth, edge, or aggressive bite
23	Filter Dynamic HP	An envelope controlled Highpass Filter to create funky accents. Consider it a close relative to an Autowah pedal
24	Filter Mild LP	A mild 6db Lowpass Filter to smoothly remove high frequencies.
25	Filter Resonant LP	A not all that mild 24db Lowpass Filter with resonance, to remove high frequencies in a more remixed sounding, synthesizer-like way.
26	Filter Sweep	Rhythmic wah-like filter
27	Filter Sweeping BP	This automated Bandpass Filter lets you control the speed of the modulated sweeps.
28	Flanger	According to urban legend, a certain Mr. Lennon invented the Flanger pedal. However, this credit needs to go to a certain Mr. Ritsma, who invented

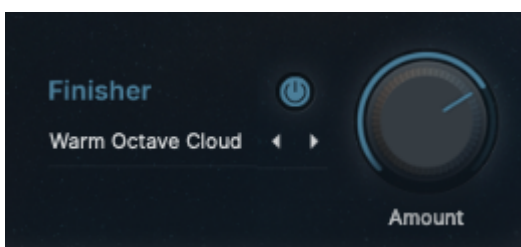
		the actual effect while Mr. Lennon “only” coined the (admittedly very catchy) name it has become known for.
29	Formant Shifter	This nicely weird effect takes only the formants - the overtones that determine a signal's character - and shifts them up or down. It sounds very artificial and that's the point. Think of it being a Smurf or Darth Vader effect, just without changing the actual pitch of the signal.
30	Formants Down	Shifts the vocal formants (resonant frequencies that shape vowel sounds) downward without changing the pitch
31	Formants Up	Shifts the vocal formants (resonant frequencies that shape vowel sounds) upward without changing the pitch
32	Fuzz	Thick, gritty, and aggressively saturated distortion
33	High Boost	Increases high frequencies
34	High Cut	Reduces high frequencies
35	Highpass	Rhythmic low frequency filter
36	Highpass Reso	Rhythmic low frequency filter with resonance
37	Inharmonic	Adds non-musical, metallic, or bell-like overtones to create a dissonant or digital texture
38	LoFi	Reduces the sample rate and bit depth of the signal. Also adds a bit of jitter for appropriate Lofi-ness.
39	Low Boost	Increases bass frequencies
40	Lowpass Reso	Rhythmic high frequency filter

41	Manual Phaser Reso	A static phase effect (try automating it!)
42	Manual Wah	A static wah (try it with a control pedal)
43	Megaphone	Mimics a megaphone in frequency & distortion
44	Mid Boost	Increases the mid frequencies
45	Mid Cut	Reduces mid frequencies
46	Notch	Sweepable notch filter
47	Notch Reso	Sweepable notch filter with resonance
48	Octafuzz	Distorted and pitched down an octave
49	Octave Cloud	A friendly cloud of pitch shifted overtones
50	Octave Glitz	Adds an octave above
51	Octaver	Adds an octave below
52	Octaver Down	Adds an octave below with softer attack
53	Old Phaser	Other than the more modern Phaser variants that you will find further down this list, this particular variant is modeled after an old 70s style pedal.
54	Old Spring	If your acoustic guitar had a pickup, and you plugged that into grandpa's old rehearsal room amp, and turned up the built-in reverb of that thing, it would probably sound very much like this.
55	Old Tape	Print your guitar on tape. The further you turn up the knob, the more the quality of the tape decreases. Use the maximum setting for the ever popular "found my old walkman recordings from the beach" character.

56	Overdrive	We know one <i>*should*</i> usually not run an acoustic guitar through overdrive pedals, so that is precisely the reason why we put one in here.
57	Phase and Flange	A Phaser and a Flanger that are explicitly not in sync, thereby creating less predictable, more complex modulations.
58	Radio	Reduces audio quality like an old radio
59	Remixer 1	Chops and slices
60	Remixer 2	Chops and slices with stereo delay
61	Reso Comb	Adds pitched, harmonic textures, making sounds feel more spacey, robotic, or synthetic
62	Resonance	A Resonator effect. Adds a bit of depth and dimension when used sparingly - extreme settings will turn your acoustic guitar into dark drones. Which may be exactly the weird sound you were looking for.
63	Reversinator	Splits the signal into rhythmic chunks and reverses them. We are not sure why, but for some reason, reversing musical phrases never gets old.
64	Ring Mod	Combines two audio signals—typically a carrier and a modulator—creating a metallic, bell-like distortion (automate it!)
65	Ringmodulator	Similar to Ring Mod by with more focus on low and mid frequencies
66	Rotary	The actual name of this model is copyrighted as far as we know, so let's just call it a rotating speaker that is often used to amplify certain electrical organs, which also works really nice for guitar material of all kinds.
67	Saturate	Overdrive the signal for a distorted effect

69	Small Room	It's a small room. Thus the name.
70	Synthbasser	Turns acoustic guitars into dirty synth basses. Because it can.
71	Telephone	Mimics the sound of an old noisy telephone
72	Tilt	Attenuate or accentuate lower or higher frequencies
73	Tremolo	This is again an effect that is recommended to be used only with electric guitars, which is again the primary reason why we put it in here.
74	Warp Delay	This crazy mode that combines Tape Delay "dive bomb" effects with internal feedback is stolen directly from Iron2. It's just too much fun to not include it.

Finisher



CINEDREAM includes over 60 Finisher modes, each uniquely wired to the Amount knob for expressive control. Perfect for creative sound design, the Finisher lets you shape and morph sounds with ease.

Finisher is a custom multi-effect array with 20 processors, controlled by a single mode selector and Amount knob. Split into FX and Ambience categories, it includes EQs, compressors, distortion, delay, chorus, phaser, flanger, reverb, and experimental effects.

It transforms guitar sounds—from subtle enhancements to wild textures that completely reshape the source.

FX Mode Reference

Find a selection of included FX modes detailed in the subsequent table:

#	Mode	Description
1	Acoustic Pop	A selection of typical Pop mixing treatments for acoustic guitars. Apply very gently if your surname is Rubin, turn up all the way if your surname is Martin.
2	Adaptive Remixer	A cutting-and-resequencing glitch effect that is triggered by envelopes - that is to say, its behavior changes depending on how hard the guitar is hit.
3	Adaptive Tremolo	And of course you also need a tremolo that alters its speed based on the input. When adjusted correctly, it goes "weweweweeeweeeee"
4	ADT	This emulates the artificial double tracking effect of the 60s. Turn to the middle position for a historically accurate variant, or turn all the way up for an updated current day interpretation that introduces more differences between original and artificial doubling. Of course, you can double your guitars for real with the Width knob, but maybe sometimes you will want to use this as a pop cultural reference, or as further enhancement.
5	Bass Impact	This mode makes the low frequency impact of strumming guitars more aggressive. No idea how else to describe this.

6	British Tone	For that overprocessed, messy but dark British tone. We recommend the maximum setting as a starting point.
7	Campfirer	Puts the studio recorded hifi guitar on which this plugin is based next to a campfire, thereby becoming a Campfirer.
8	CEO Chorus	This is the vintage Chorus effect that we stole from Ujams Finisher Retro that we mentioned above.
9	Compressor	In contrast to the punchy Compressor Stompbox, this is a smoother variant with a more opto-style behavior (that is to say, it sounds a bit darker and slower).
10	Cutting Mids	There's a certain type of mids in acoustic guitars that are often elevated in a dense pop mix to make the guitar "cut through the mix". This mode raises these frequencies and adds a bit of parallel split band compression in that same range to give you a nicely sophisticated variant of this mixing technique.
11	Delay World	It's a whole world of Delays. Thus the name.
12	Dual Rotary Chorus	This is technically not a Chorus pedal at all, but it simulates a similar, yet very complex and super wide effect by running the signal through two rotating speakers that are panned hard left and right.
13	Eighties Bass	Animated pitch shifter. Turn it all the way up for that classic 80s octave.
14	Electric Colors	A vibrant, shimmering effect that adds dynamic, evolving tonal shifts - creates rich, atmospheric, and otherworldly sounds
15	Fifth Offsets	Summon a friendly cloud of fifths above your signal, which runs through a delay that syncs to your daws

		tempo setting. Turning the knob further up will add some feedback to the signal chain, resulting in the popular “Pitch Shift Staircase” effect, because the Pitch Shifter receives the pitched signals again and shifts them up again ad infinitum (almost).
16	Finisher Symphony	Bubbly octaves and crystals
17	High Mids	Boost the higher mid frequencies
18	Indie Amps	Two very different vintage amps panned hard left/right.
19	Indirectness	It makes the signal more indirect. Thus the name.
20	Less Attacks	Softens the transients
21	LoFi	Adds distortion, noise, and warmth to a sound, intentionally degrading its quality to create a vintage, gritty, or retro vibe
22	Mandolins	Adds plucky high octaves
23	Manual Filter	Manual filter, with the knob being the cutoff control. Automate with your daw for nice sweeps.
24	Mic Reposition	If you think to yourself “if only the recording engineer had pointed the microphone a bit more towards the neck”, this is the finisher mode for you. The middle position is neutral, turning the knob to the left will move the microphone closer to the sound hole, turning the knob to the right will move it more towards the neck.
25	Modulator	A rather basic modulation effect. Perfect for just a touch of enhancement, but of course you can also turn the knob all the way up if that’s not what you’re after.

26	Monster Bass	Consider this the evil twin of the “Synthbasser” Stompbox mode. Is it an appropriate effect for acoustic guitars? No. Do we love it for exactly that? Yes.
27	Multiband Compressor	Multiband Compression works really well for acoustic guitars. If you feel like you’re having trouble integrating your acoustic guitar into your mix, this is the mode to try.
28	Percussive Sequence	As the famous quote goes: and now for something completely different.
29	Phaser and Delay	Combining a Phaser and a Delay isn’t exactly rocket science, but it’s just a very musical and popular combo.
30	Pickup Modulator	A rather fundamental change in tone that sounds a bit as if you experimented with your guitar pickup.
31	Pop Delay	A standard pop delay. Again, it does make a big difference whether you use such effects pre or post amp, so we find you should have both options.
32	Pop Guitar	A decent, very responsible effect combo for pop guitars.
33	Radio	Yes, it’s a “Radio effect”. Good for intros. Actually, if you listen to the last 30 years of contemporary music, good for pretty much anything really.
34	Reduced Bits	We added another Bit and Sample Rate Reducer in this point in the signal chain, because such Lofi effects sometimes become especially funny if you use some crazy Stompbox settings in combination with them.
35	Remix Reverb	Turn your guitar into a remixed synthpad kind of thing. It sounds like a lot of things, but not a guitar anymore.

36	Resonance Remover	If you remove too many resonances, sampled guitars begin to sound a bit like they're coming from a 90s workstation keyboard (not in a good way), so the source samples of this plugin do contain a healthy amount of natural resonances. However, if you still want to clean those up, try this surgical eq mode that zeroes in on the guitar's resonances and removes them.
37	Reverb and Delay	An agreeable combo of reverbs and delays for instant pop appeal.
38	Remix Reverb	It's a Remix Reverb in that it does not so much remix the instrument per se, but the Reverb that's being added. To put it another way, this adds glitchy and remixed sounding Reverb chunks to your signal.
39	Reverb and Delay	Reverb and a touch of Delay. Such a sweet combination.
40	Saturize	A popular technique is to print your guitars on saturated tape for some extra grit. This mode does exactly that.
41	Shimmer	This reproduces the "Shimmer" knob effect of Amber version 1.
42	Simulated Acoustic	Attempts to turn the electric guitar into an acoustic one, but like most pedals that attempt this, the primary use remains that of a special effect.
43	Soft Freqshifter	Subtle, airy detuning or a shimmering, dreamy motion. Unlike pitch shifting, it alters the entire spectrum evenly, resulting in a surreal, phasey texture
44	Space Reverb	Imagine you added a Reverb to your guitar, and then put a whole lot of different additional effects on that Reverb. That's exactly what this mode does.
45	Stepped Filter	This is an interesting hybrid between a stepped Filter (=switches to different filter settings

		according to your daws tempo setting) and an envelope controlled Filter (=modulates the filter settings depending on the level of signal input). It's essentially a Step Filter that reacts in a more musical way in that it kind of interacts with the guitar's strumming pattern.
46	Subtle Shredding	Brings the focus to mid & upper mid frequencies - try it with the Eclipse Amp with a lot of Drive
47	Synth Clouds	If you thought that the "Percussive Sequence" mode still sounded too much like an acoustic guitar, try this mode.
48	Synth Wah	Having a wah pedal *behind* the amp leads to interestingly plastic sounds that definitely have a place in modern pop music.
49	Tech Sequence	Wait, I thought this was a virtual guitar?!
50	Timing Randomizer	Based on UJAM Drums' "Syncopator" effect, this mode takes syncopated chunks of the input and repositions them in constantly changing ways, thereby essentially randomizing the strumming pattern of the guitar. Works really well as a subtle extra "Humanizer" but of course can also be abused for remixing effects when turned all the way up
51	Touch Modulator	Adjustable speed modulation
52	Wandering Filters	Sends the guitar to several parallel busses that all run through different Filters that slowly move up and down in different ways, and are then processed with warm Modulation, Reverb and Echo effects. We love this mode. Please try it on almost anything.
53	Warholizer	This mode drastically changes the guitar recording aesthetic to the garage-like naiveté, if you will, of many famous 70s recordings

54	Warm Octave Cloud	It's a dark, slightly saturated Upwards Octaver from Iron2 that we just could not let go
55	Warm Reamp	A warm re-amping mode, but with the added twist that it dynamically responds to the audio input

Ambience Mode Reference

Find a selection of included Ambience modes detailed in the subsequent table:

	Mode	Description
1	Cathedral Reverb	A long, warm cathedral ambience.
2	Colored Soundscape	Blends subtle modulation, filtering, and spatial effects to produce a dreamy, evolving atmosphere
3	Concert Room	A slightly shorter concert room
4	Complex Dream	Layers modulation, reverb, and pitch shifts to create a surreal, swirling soundscape
5	Creamy Boost	Warm stereo ambience and delays
6	Dark Desert	In reality, a desert would probably not produce any Reverb at all regardless of daytime, however we prefer to go with what one would imagine a dark desert to sound like
7	Dark Glimmer	Blends deep, moody tones with subtle shimmering highs, creating a sound that's both mysterious and luminous
8	Delay 1/16	Delay set to a 16th note value

9	Delay 1/4	Delay set to a 4th note value
10	Delay 1/4 T	Delay set to a 4th triplet value
11	Delay 1/8	Delay set to an 8th note value
12	Delay 1/8 Dot	Delay set to a dotted 8th note value
13	Delay Manual	If you want an unsynced Delay with a very specific timing (i.e. a slightly untight, laid back variant), use this mode that allows you to set an unsynced time by hand
14	Dirty Wave	“Wave” not as in “an actual wave”, but as in “Wave Music”. That genre often used a very particular style of processed Delay, which is recreated in this mode
15	Dollhouse	Soft stereo delay and ambience
16	Down the Hall	Stereo delays and ambience
17	Echo Farm	Combines an old Tape Echo with an old Spring Reverb
18	Filter Cluster	Filtered random stereo delays (try with a Softer Contour setting)
19	Freeze Pad	Melts your guitar into a neverending cloud of sound
20	Formant Reverb High	This is a parallel Reverb that has its formants shifted upwards. It sounded surprisingly close to a Sitar, so we made sure that the last third of the knob turn gradually adds a little bit of appropriate phasing
21	Formant Reverb Low	This is a parallel Reverb that has its formants shifted downwards. This again results in a nice, dronelike sound, but so as to not repeat

		ourselves, this time the last third of the knob turn gradually adds a little bit of flanging.
22	Forward Drive	Another random stereo delay
23	Gated Reverb	Gated reverbs are actually rarely used on guitars. We found that all the more reason to include one... Who knows.
24	Ice Cave	Very much like the Dark Desert Effect, an actual ice cave would probably not sound like this, but we still prefer to imagine it would sound as "icy" as this glassy ambience effect does.
25	Large Room	It's a large room. In case you were looking for a small room, there's one in the stompbox menu.
26	Medium Room	It's a medium room. In case you were looking for a small room, there's one in the stompbox menu. In case you were looking for a large room, look up.
27	Modulated Reverb	This is very much the classic 80s type of Reverb treatment.
28	Mystic Delays	"What makes these Delays more mystic than others", you ask? To be frank, they just run through a couple of detuned impulse responses, filters and some resonators - but it makes them nicely indirect while feeling more dry than a Delay that runs into a Reverb (like in one of the modes above)

29	Niceness Reverb	This Reverb is particularly nice. Thus the name
30	PingPong 1/4	A Stereo Pingpong Delay set to a 4th note value
31	PingPong 1/4 T	A Stereo Pingpong Delay set to a 4th triplet value
32	PingPong 1/8	A Stereo Pingpong Delay set to an 8th note value
33	PingPong 1/8 Dot	A Stereo Pingpong Delay set to a dotted 8th note value
34	Pitch Reverb High	A Reverb that is pitched up an Octave, thus being weirdly yet nicely “disconnected” from the guitar
35	Pitch Reverb Low	Reverb pitched down an Octave, thus also being weirdly yet nicely “disconnected” from the guitar. As is common with any type of downwards pitch shifting, this works especially well with single notes
36	Resonator	This Resonator mode is more complex than the one in the Stompbox menu, adding dark early reflections and an Impulse Response from the resonances of the interior of a grand piano. In essence, it very much sounds as if you had put your guitar into a grand piano and were still able to play it
37	Reverb and Phaser	Reverb and a touch of Phaser, such a sweet combination
38	Reverse Delays	This does not reverse the signal itself (for that, use the “Reversinator” Stompbox), but only the delays that

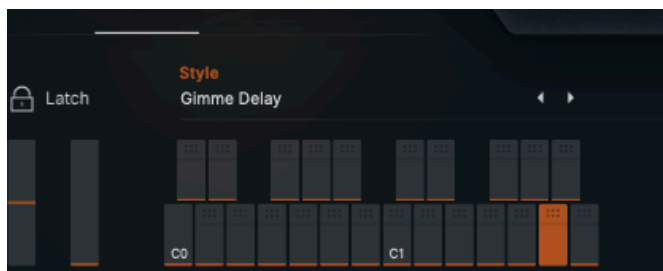
		are being added. If you want an especially weird combination, use the Reversinator Stompbox to reverse the main signal, and then this mode to have the delays of the reverse signal play forward again :-)
39	Rising Resonances	Resonant reverb - try automating it with Contour set to Softer
40	Room Placement	Room reverb - try with Width @ 100
41	Rotary Reverb	This combination of Reverb and Rotary speaker was very popular in the 60s and 70s
42	Rotary Room	Very similar to the mode above, just with a much shorter ambience
43	Slap Back Delay	No effect collection would be complete without the good old Slapback effect. Originally intended for voices and guitars mostly, we find that this works surprisingly well on acoustic guitars too.
44	Sneaky Trebles	Reversed high frequencies
45	Spring Reverb	A vintage Spring Reverb
46	Warm Reverb	A particularly warm Reverb. Thus the name
47	Warm Room	A warm room reverb is always a popular option for just a touch of subtle sweetening

Pitch



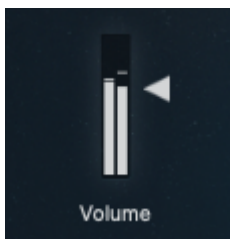
Unlike other Virtual Guitarists where the Pitch Wheel adjusts playing intensity, in CINEDREAM it directly controls the pitch of notes and chords.

Styles (Phrases)



The phrases in CINEDREAM's Styles are intentionally kept sparse to leave room for creative processing with the Stomp Box and Finisher effects. There are also sequence-like Styles that go beyond traditional guitar patterns.

Volume Section

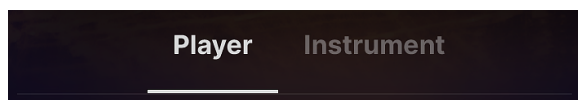


Although a virtual instrument such as CINEDREAM lives inside a DAW with multiple level faders, a correct output level setting is important. If nothing else, it makes sure that subsequent audio processors, particularly dynamics or distortion, work in their optimal range.

Therefore, the Volume slider and meter on the right side of the plug-in lets you set and automate CINEDREAM's output level between $-\infty$ and +12dB, and monitor the resulting level.

All components in CINEDREAM are adjusted so you won't exceed the level meters top range, but it's still ideal to watch it, particularly if you will be automating the Stomp Box and Finisher controls.

Player and Instrument Mode



Player/Instrument Switch

CINEDREAM can perform either as a guitar player or as a guitar instrument, and you can switch between those two at any time.

- In Player Mode, the rhythmical, articulation and phrasing aspect of the guitar performance are controlled by CINEDREAM. All you need to do is select the phrases and notes you want to be played.
- In Instrument Mode, Virtual Guitarist CINEDREAM emulates a guitar instrument that you can play on your MIDI keyboard.

Note that the Interactive Keyboard and its MIDI note assignments are very different in INSTRUMENT and PLAYER mode. Also, certain parameters such Micro Timing are only needed in PLAYER Mode and therefore hidden in INSTRUMENT mode to avoid clutter and confusion.

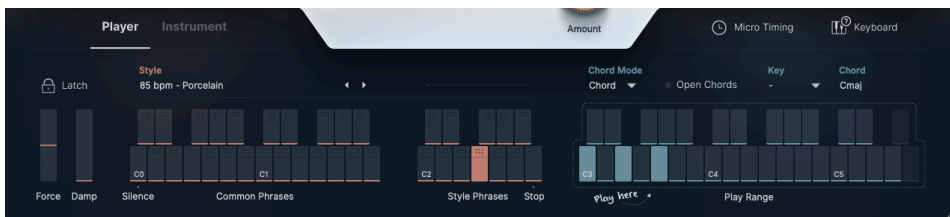
Which Mode for What?

Player Mode	<p>Use this mode when you want to enjoy the performance of a real guitar player that requires very simple input from yourself. Here, you control Virtual Guitarist CINEDREAM using notes from a piano track, your MIDI keyboard, or the on-screen keyboard within the plug-in. This creates a vivid and realistic performance that can be customized by switching the phrases in the Common or Style Phrase areas of the Interactive Keyboard.</p>
Instrument Mode	<p>This mode is perfect if you are a prolific keyboard player and want to play the guitar live, or if you just want to throw in a riff or note here and there. Instrument Mode allows you to create your own guitar phrases, so if you are a good MIDI editor and want to have full control, you probably also wanna use this mode.</p>

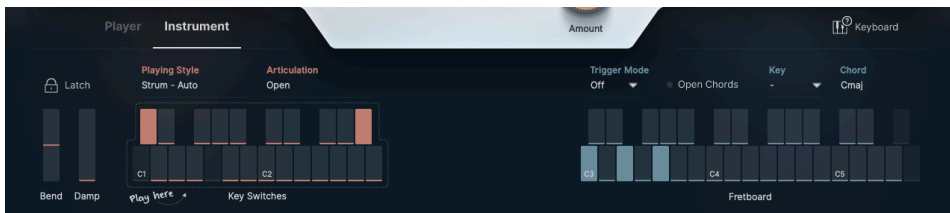
Interactive Keyboard

The Interactive Keyboard is both a display of received MIDI notes and an actual functional on-screen keyboard – with the only exception that notes you play on the Interactive Keyboard are not recorded into your DAW.

The layout and functionality of the Interactive Keyboard changes between PLAYER and INSTRUMENT modes as shown below.

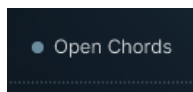


Interactive Keyboard in Player Mode



Interactive Keyboard in Instrument Mode

Open Chords



Open Chords selector (in the “on” position)

This feature, when activated, lets you play open guitar chord voicings which changes the overall sound aesthetic. Chords will sound wide and spherical. Depending on the selected chord, additional chord notes like 7, 9, 11 or 13 will get added automatically, which adds tension and makes the overall sound more interesting.

Note:

- *This feature works very well together with guitar picking, try it for example with the style 'Porcelain'.*
- *Does not work for Power Chords.*

Pitch, Bend and Damp

The three controllers represent the standard wheels on a MIDI Keyboard. They behave a bit differently in both modes, so we'll cover them here.

Pitch (Player Mode only)



The Pitch wheel controls the overall tuning of CINEDREAM.

Bend (Instrument Mode only)



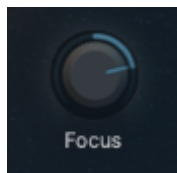
The Bend Controller or Wheel allows you to bend the pitch of notes or chords up or down.

Damp



Allows you to seamlessly switch between the different articulation types from open to dead notes.

Focus



The *Focus* knob controls a morphing EQ. Across the range of the knob we have placed 4 distinct EQ settings, optimized for *Virtual Guitarist CINEDREAM*. Instead of just switching between those settings, the *Focus* control lets you find a blend which is then sent to the *Finisher*.

TIP: When you stack CINEDREAM tracks, you can efficiently avoid masking by setting their Focus EQs to different settings.

Knob Position	EQ preset	Focus ...
-200	Bass Boost	The lowest frequency range. At this position, the high range is also attenuated.
-100	Low Mid Boost	The lower mids and low noise portion of CINEDREAM's sound.
0	Neutral	No effect. The Focus knob is bypassed.
+100	Hi Mid Boost	Higher mids – where the “twang” sits.
+200	Hi Range Boost	The high range, naturally most efficient with the higher note range and melodies rather than rhythmic figures.

Width



The *Width* control is a complex engine-in-the-engine that is capable of doubling guitar signals by using slightly different guitar samples and positioning them vertically and horizontally across the sound stage.

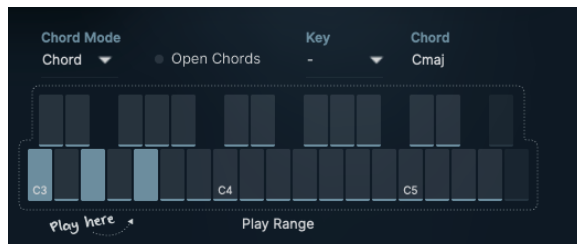
This means that it doesn't merely multiply a single guitarist's signal. This knob is the equivalent of what a sound engineer would do when having to disentangle multiple guitar tracks – all fighting for the same frequency ranges and just creating a ton of mush – in order to reestablish transparency and the ability to distinguish the various guitars from one another. The sound-engineering term for this would be “un-masking”.

CINEDREAM is quite powerful when doubled, so the *Width* control saves you the tedious work of setting up various instances with their respective mix settings.

Of course, there will be situations where you do want to use several instances – e.g. to have multiple *CINEDREAM*s with different Mix settings or Finisher presets, or when you want total individual control over each guitarist's tone. But for a big coherent sound, the *Width* control is a super-convenient and optimized tool.

Using *Width*, you can build all kinds of guitar scenarios from subtle intro guitar to huge Walls of Sound.

Chord Recognition



The chord recognition is basically the brain of *VG CINEDREAM*. Without having a song key selected, you are able to input your own chords. *CINEDREAM* will then interpret those chords and choose a proper guitar voicing for you, so that you don't have to worry about the right order of the notes. As there are many possibilities of how a chord can be played on a guitar, this is really what makes the unique guitarist character of this plugin.

VG CINEDREAM can recognize up to four notes at a time:

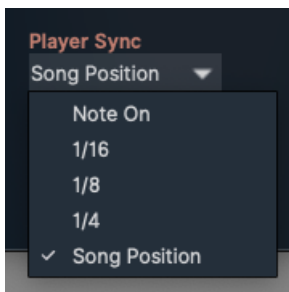
# of Notes Played Simultaneously	Chord Interpretation
1	Power chords (root, fifth, octave)
2	Intervals (+min2 up to +maj14)
3	Three-note guitar chords (Triads)
4	Four-note guitar chords (Tetrads)

Resizable Interface



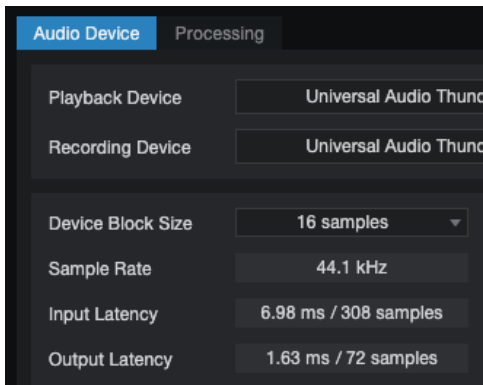
The user interface is now resizable to fit different sizes of screens. To resize, either click the “window” icon next to the notification bell in the top right corner, or simply drag the three stripes in the bottom right corner of the user interface.

Player Sync



You can now quantize the player to match the playback of your DAW – this setting can be found in the Micro Timing overlay. Quantize to the current grid, 1/4, 1/8, or 1/16 notes. This feature keeps the Virtual Guitarist always in sync with the DAW timing position to make sure you have the phrase in time and on the right beat.

PreSonus Studio One Integration



CINEDREAM provides Studio One users running on version 4.6.2 or later with an exclusive PreSonus chord track and Sound Variation feature.

Descriptions of styles and key switches are displayed on the piano roll to help you find the right styles and phrases faster and easier for your track. The Sound

Variations are highlighted in red on the piano roll.

The chord track feature in Studio One automatically follows the chords and automatically changes the MIDI notes for you. Use the “Follow Chords” toggle underneath the right keyboard on the user interface. We recommend **not** setting a song key when using the feature.

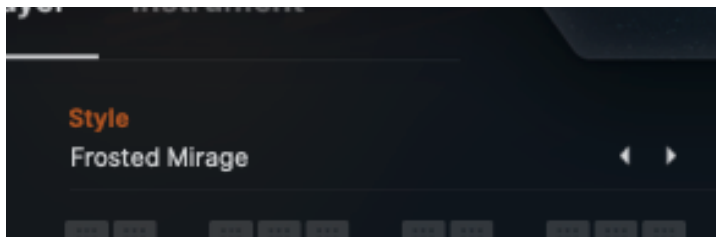
Note:

- *Changing styles or common phrases won't influence or change the chord tracks, but the rhythmic input. Not all chords that are possible in the PreSonus Chord track, are recognized in our instruments. The closest interpretation will then be used.*
- *Also the performance of this feature depends on the latency setting of Studio One – we always recommend using a low latency setting to get the best results possible.*
- *Works only with VST2.*

Player Mode

Input chords to create a realistic guitar performance that can be easily customized by switching the phrases in the Common or Style Phrase areas of the Interactive Keyboard.

Style Selector



Here you choose a Style – the selection of phrases accessible via the Style Phrases range on the keyboard.

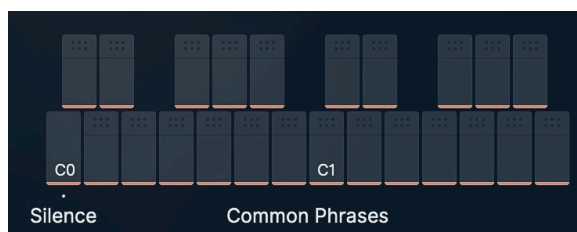
A Style in Virtual Guitarist CINEDREAM is a collection of phrases that you “ask” your guitar player to play. Styles are the “rhythmic vocabulary” of Virtual Guitarist CINEDREAM, which is why we have included over 30 of them.

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.

Every Style is a set of eleven phrases. You can select them from the Style Phrases area of the Interactive or MIDI keyboard.

In many Styles, Phrases are ordered by intensity from left to right (low to high). Start at C2 and work your way up to hear for yourself!

Common Phrases



Common Phrases

The lower left of the MIDI keyboard (C0 – B1) is reserved for a collection of so-called *Common Phrases*. These phrases are “hard-wired” and won’t change regardless of the Style you select. *Common Phrases* are more generic and versatile, so they can be applied in conjunction with various *Style Phrases* and it will always sound good!

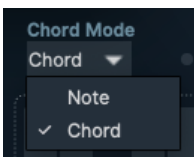
Note: Virtual Guitarist CINEDREAM lets you switch phrases in real-time without interrupting the performance. That’s a great way to create dynamic and interesting phrasings of your own by quickly switching phrase keys.

Special Keys

Within the Common Phrase range, certain keys have special functions:

- The lowest key of the Common Phrase range (C0) is the Silence key – it will keep playback running, but with an empty phrase. Use it to create temporary gaps without having to restart phrases.
- The Bb1 key plays a Slide Down effect, while the B1 key plays a Pick Slide effect. Both of these serve as great ways to start the guitarist’s performance! Note that these keys still act as Phrases – once selected, you must then press a key from the Play Range area in order to hear the effect.

Play Mode



Play Mode: Chord

This is the easiest mode. Use this mode if you want *CINEDREAM* to automatically interpret chords from your input and play them back to you in different styles and phrases.

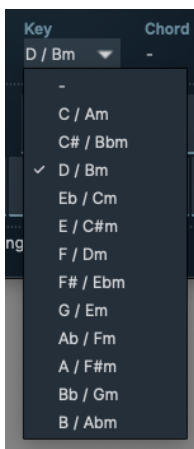
Play Mode: Note

Use this mode if you want *CINEDREAM* to strum phrases for you while you voice it and select the notes on your own.

Stop

The highest key of the Style Range – B2 – is the Stop key. In Latch mode, pressing this key will stop playback.

Key Selector



Select the key that your song is in from the Key Selector dropdown and *CINEDREAM* will limit your input so it only outputs chords that will sound good in the context of your song, regardless of what notes you press!

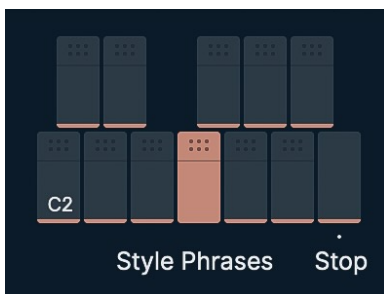
Please note that you are supposed to input only single notes in order to output a full chord. In this mode you don't have the flexibility of building your own chords note-by-note. Having this limitation can be helpful, but if you wish to use the full potential of VG *CINEDREAM*, you don't need to limit yourself with this feature.

Reference of Common Phrases

Note that the 'tempo' of these is slower than of our other VGs.

Key	Description
B1	Pick Slide
A#1 Bb1	Slide Down
A1	Off-Beat 2 & 4
G#1 Ab1	Build-Up Muted 1/4
G1	Muted 1/8
F#1 Gb1	Muted 1/8 Riding
F1	Muted 1/4
E1	Half-Muted 1/4
D#1 Eb2	Build-Up Open 1/4
D1	Open 1/4
C#1 Db1	Muted 1/4 Open
C1	Muted 1/2
B0	Half-Mute 1/2
A#0 Bb0	Chord Rhythm 1/8
A0	Open 1/2
G#0 Ab0	Generic Chord Rhythm
G0	Open Stops 1/2
F#0 Gb0	Single Note Rhythm
F0	Off-Beat 2
E0	Long Chord 3
D#0 Eb0	Generic Rhythm Sustain
D0	Open 2/1
C#0 Db0	Long Chord With Fill
C0	Silence

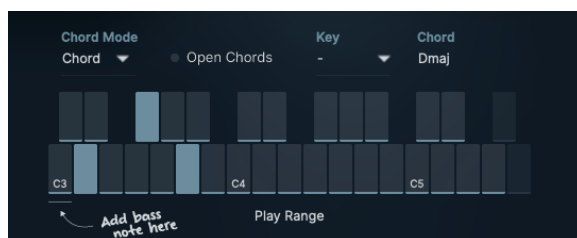
Style Phrases



Style Phrases

Keys in the C2 – Bb2 range play phrases of the currently selected *Style*. There are 11 phrases in each of the 30 *Styles*, which you can freely combine with the Common Phrases.

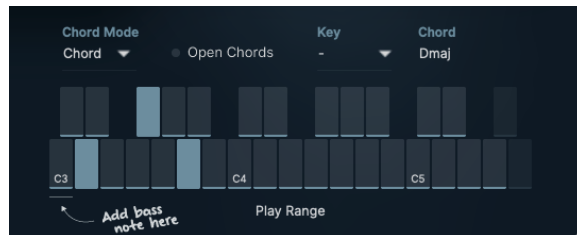
Play Range



Play Range on the Interactive Keyboard

The right section of the keyboard is the one that actually starts and stops the guitar performance and determines the notes or melodies your guitar player will play.

Play Range



Play Range on the Interactive Keyboard

The right section of the keyboard is the one that actually starts and stops the guitar performance and determines the notes or melodies your guitar player will play.

Play Mode: Note



In *Player Mode* there's a new feature called *Note mode*. This mode allows you to select individual notes so you can build your own chords.

Let the Phrases play the rhythm while you play a single note, an interval or even full guitar chords with both hands. Keep in mind that on a real guitar each string can only play one note at a time. So if your input is not

physically playable on a guitar, the plug-in may decide to omit certain notes so it sounds more realistic!

Transposing Phrases

When you transpose recorded or dropped MIDI notes from *CINEDREAM* in your DAW, make sure you transpose only the notes in the *Play Range* section of the keyboard. Do not simply transpose the entire track altogether! Doing so will cause you to transpose the articulation and phrase selection notes, resulting in completely different playback.

MIDI Drag & Drop (Player Mode only)

The easiest and fastest ways to create your own phrases are by using Player or Instrument Mode to record them into your DAW.


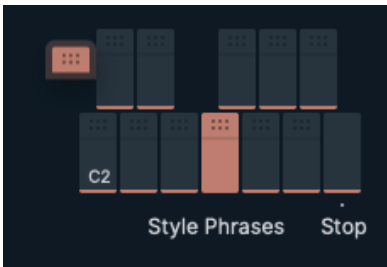
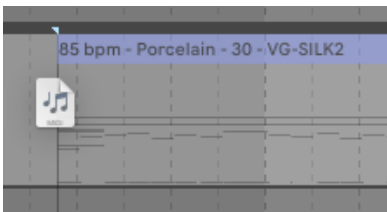

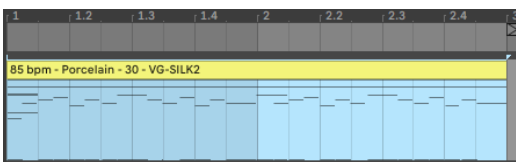
What will usually end up in your instrument track is the MIDI notes that represent the actual notes, along with the phrase keys to go with them.

Sometimes you may really like a Style in Player Mode but want to detail-edit the notes, velocities or timing. This is where Phrase Drag & Drop will help.

You may have noticed that the keys in the Common Phrases and Style Phrases range of the interactive keyboard show little handles with six dots at the top. By clicking this handle and dragging it onto an instrument track in your DAW, you will create a MIDI copy of that particular phrase, pitch taken from the last notes you played in the Play Range.

Note: This is an advanced and not necessarily easy-to-use feature. We recommend you only use it if you're ready and willing to do manual editing in your DAW! Micro Timing settings do affect the dragged MIDI note output, which can result in MIDI notes exceeding the regular ending of a bar.

Drag & Drop steps:

Step	Image	Description
1		Click and hold the tiny handle on top of the phrase (looks like a tab)
2		Now drag the phrase
3		Keep dragging the phrase to the Instrument Track
4		Drop the MIDI phrase onto your Instrument Track (correct position)
5		Done. You created an exported MIDI file of the phrase.

Mixing Instrument and Player Mode

A dropped MIDI phrase will resemble what you would have recorded if you'd played this phrase in Instrument mode.

In fact, under the hood, CINEDREAM plays back these phrases in Instrument Mode while you can remain in Player Mode and even mix both modes in one track.

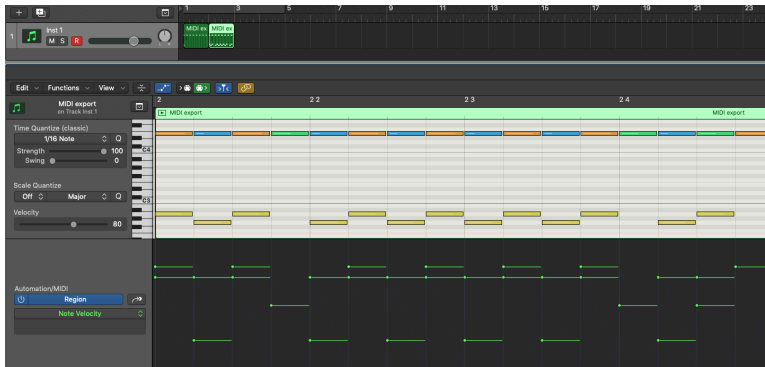
The way CINEDREAM identifies dropped phrases is by the note C-2, which you will see inserted in all your dropped phrases. Make sure not to delete these note events, as that may mess up the result.

What to Do With Dropped Phrases

Here's what you can do by dragging and dropping phrases into Instrument tracks:

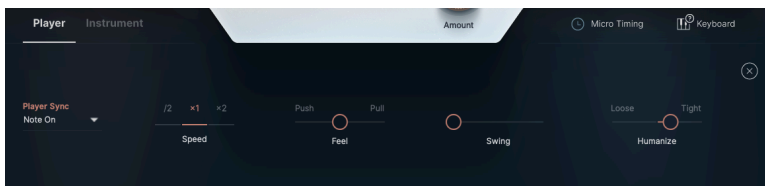
- Build a song structure by dropping multiple different phrases one after the other
- Create a melodic or harmonic structure by editing the note pitches from C3 upwards
- Change the articulations of notes by editing the black keys between Eb2 and Bb2
- Change the timing of notes by editing note positions
- Change the velocities of notes – e.g. lower them in intros, increase in verses. Velocities of the keys that are outside of the Play Range (e.g. Articulation keys) make no difference
- Use the phrase as a toolkit for building an entirely new phrase
- Use MIDI transformation in your DAW (double speed, half speed)

IMPORTANT: When you transpose notes, always make sure to not drag the corresponding select keys below C3, otherwise articulations might get messed up!



A typical MIDI export (here shown in Logic Pro X), with the MIDI region at the top, the note editor below showing both the notes and the select keys, as well as their velocity levels.

Micro Timing Parameters (Player Mode)



Micro Timing Menu

- Player Mode has a button called *Micro Timing* on the right hand side of the middle control panel.
- Click this button to open a selection of timing parameters that you can use to adjust your *Virtual Guitarist's* performance to better suit your song.

Speed

The Speed switch lets you halve (0.5x) or double (2x) Virtual Guitarist CINEDREAM's tempo relative to the song tempo.

Feel

You can tweak the feel of your guitar player's performance either towards relaxed or rushed using this control:

- As you move the slider to the left, the player will play off-beats slightly earlier, leading to a rushed or 'pushed' feel
- In the opposite direction, off-beats will be slightly delayed, creating a relaxed or 'pulled' feel

Feel has a stronger effect when listened to against other tracks. If you're not sure what it does, try playing a drum loop along with Virtual Guitarist CINEDREAM and tweak the control. You will notice that the off-beats will play earlier or later than the off-beat drums (usually hi-hats or snares) as you turn the control.

Swing

This function, also called "Shuffle", delays the off-beats. Virtual Guitarist CINEDREAM will automatically switch the Swing resolution to 8th or 16th note depending on the selected Style

Use this control to match the timing of Virtual Guitarist CINEDREAM to a shuffled or triplet-based song. At maximum position, the off-beat will have the same timing as the last note of a triplet.

Note: Not all phrases contain 8th or 16th note off-beats. In these cases, the Swing control has no effect.

Humanize

Like a real human, your session player in *Virtual Guitarist CINEDREAM* plays ever so slightly around the quantized note grid. You can vary how “human” you want those phrases to be played:

- In the center position of the slider, phrases are played with average timing.
- Towards the right or “tight” position, the phrases will get more and more quantized, until they match the grid exactly. Use this setting for example when using *Virtual Guitarist CINEDREAM* along with drum machines or generally in sequenced, electronic music.
- Moving the slider towards the left or “Loose” position intensifies the timing variations – the guitar performance sounds intentionally off grid.
- The slider setting will be saved into a preset.

Latch (Player Mode)



Latch

When Latch is activated, keys pressed in the Play Range will keep playing until you press the Stop key.

When Latch is off, Virtual Guitarist CINEDREAM only plays for however long you hold the keys in the Play Range. Latch is convenient when testing or setting up sounds (it might be more practical if you play or enter notes of the desired length into your MIDI tracks).

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.

Note: Latch behaves differently in Instrument Mode. Please read on!

Instrument Mode

If you are a skilled player and know how to play the typical phrasings and riffs of a guitar, then Instrument Mode might be for you, as it allows you to control rhythm, chords, play individual notes and use different articulations.

Actually, Instrument Mode is active in Player Mode too – it is the guitar model that gets played by the Player.

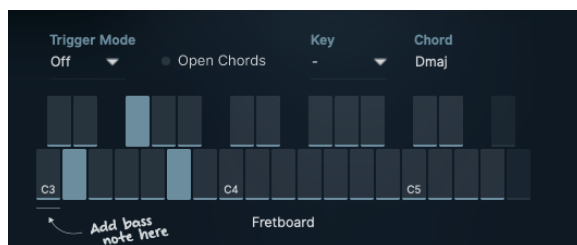
We wouldn't be surprised if playing Virtual Guitarist CINEDREAM in INSTRUMENT mode felt like your keyboard were hooked up to a mechanism playing the physical guitar.

This is because a Virtual Guitarist is not just a multisample, but a real model that emulates the behaviors of a physical guitar. While there's a slight amount of wanted "unrealism" in Virtual Guitarist CINEDREAM, unwanted "unrealism" of a conventional sampled guitar won't be found in Virtual Guitarist CINEDREAM – such as machine-gun effect when repeating notes, synthesized note-offs or pitching/transposition artifacts.

Playing tip: Unlike many other instruments, realistic, grooving guitar performances rely not only on the correct onset of notes, but also on their ends! A succession of long guitar notes with no pause in between is easy to play on strings, but hard on a MIDI keyboard. In these cases, try recording your guitar performance at half the original tempo – chances are this will still sound more realistic than note-length editing.

Play Range and Articulations

The first thing that is helpful to know is that you'll be using your right hand to play notes on the *Fretboard* – which defines which notes you play and when – and your left hand to play notes in the *Key Switches* range to control the *Articulations*, which define how these notes get played (i.e. as dead, muted, half–muted, or sustained notes).



Fretboard in Instrument Mode

The *Play Range* of the Interactive Keyboard is inspired by a regular six string guitar – it ranges from C3 to F5 on the virtual keyboard, but actually represents the note range D2 to F4.

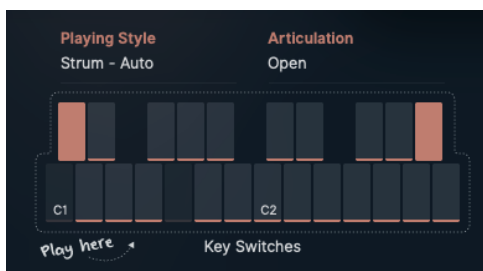
The *Play Range* is where you play the guitar like any MIDI instrument, up to four–note polyphonic and velocity–sensitive.

Articulation

An important technique used to create rhythmic patterns is damping the strings with the picking hand, which varies length and harmonic content of the notes. Use the black keys from Eb2 to Bb2 to select the articulation of the guitar. *CINEDREAM* offers four different articulations plus velocity sensitivity for a large expressive range:

Note	Term	Description
Eb2	Dead Notes	Unpitched, extremely short notes, usually used as rhythmic fillers and stops
F#2	Muted	Short but pitched notes
G#2	Half Muted	Slightly longer pitched notes
Bb2	Open	Undamped long sustained notes

Key Switches

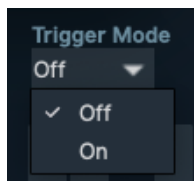


- Activate Latch in Instrument Mode. This makes it easier to play the guitar, as the plugin will now remember the last Fretboard input (until you input another note or chord)
- Play any chord in the Play Range (Fretboard)
- While playing chords, play with the keys in the Articulation Range to trigger the respective events

Overview

Key	Articulation
B2	Strum – Auto
A#2 Bb2	Strum – Open
A2	Picking
G#2 Ab2	Strum – Half Mute
G2	Picking
F#2 Gb2	Strum – Mute
F2	Picking
E2	Picking
D#2 Eb2	Strum – Dead
D2	Picking
C#2 Db2	Release
C2	Picking
B1	Downstroke
A#1 Bb1	Stop – Downstroke
A1	Upstroke
G#1 Ab1	Stop – Upstroke
G1	Pick Slide
F#1 Gb1	Disable Articulation Strumming
F1	Slide – Up & Down
E1	Slide – Down
D#1 Eb1	Trigger Mode: On
D1	Slide – Up
C#1 Db1	Trigger Mode: Off
C1	–

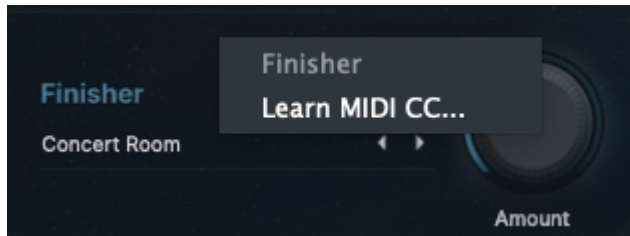
Trigger Mode



Trigger Mode: ON	Play your own rhythm phrasing while instantly triggering chords in the Play Range on the right and use the Key Switches on the left to control strumming, chord note picking and articulation.
Trigger Mode: OFF	<p>This mode allows you to select notes on the Fretboard on the right without instantly triggering a sound.</p> <p>Hold a chord and use the Key Switches on the left to control strumming, chord note picking and articulation.</p>

MIDI Learn

Using *MIDI Learn*, you can assign any *Virtual Guitarist CINEDREAM* control to hardware controls of MIDI keyboards or other controllers.



MIDI Learn

To assign a control, simply right+click or ctrl+click a control in *Virtual Guitarist CINEDREAM* to open the 'MIDI Learn' context menu of your DAW.

Automation

Almost all controls in CINEDREAM can be automated. In combination with the phrase select keys this is a very powerful way of creating more dynamic performances. For example, automate Finisher, Stomp Box or the Drive control with faders to create dynamic transitions, or switch—automate Amp and Character to drastically change the sound throughout your song.

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

You and Us

Virtual Guitarist CINEDREAM was built by musicians for musicians. We at UJAM are a pretty diverse bunch – from DJs to guitarists to weekend producers and even an Oscar-awarded Hollywood composer. We use the products we create.

That means that before we even start developing, a lot of thought and discussion goes into finding out what someone will expect from the product, what problem it solves, which controls we can remove to make the product more inviting, and which hurdles we can destroy that might get between you and a great track.

Every *Virtual Guitarist* is optimized for one clear, powerful purpose: to produce great-sounding guitar tracks without distracting you from the complex endeavor of producing a song.

Naturally, we're always open to new ideas and critique, and you are always encouraged and welcome to talk to us.

Ask Us (Please!)

If you need help or have questions about *Virtual Guitarist CINEDREAM* (or any UJAM products), our support team is here for you – please *Submit A Request* via support.ujam.com

Tell Us (Thank You!)

Your opinions are very important to us – they have often influenced individual products and features and even inspired entire product series. Any feedback you'd like to give is welcome and appreciated – here are a few links for you:

- Facebook: facebook.com/ujaminstruments
- Youtube: youtube.com/ujaminstruments
- Instagram: instagram.com/ujaminstruments
- Discord: <https://discord.gg/EJ7YzrHH>



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