



Walker ^{FX}

Soundbank Manual

Software Version 1.0

EN 181101

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Introduction



Walker – Footstep Foley Designer

Walker is a comprehensive, flexible and easy to use sound design tool that delivers everything you need to create realistic footstep and movement sounds. Built on a library of over 25,000 samples, Walker lets you choose any combination of 3 different mic pairs (placed near and far), 6 types of shoes, 14 ground surfaces with ground effects and 8 types of clothing. Perform steps in auto or manual modes with independent control over toe, heel and scuff timing to create perfect sync with your source, and adjust the volume of clothing, shoes, scuffing, floor and ground effects like creaking wood, dirt, leaves and branches, water and more to get the exact sound needed. Deep, flexible and well organized, Walker is an indispensable tool for post facilities and sound designers.

IN-DEPTH

Walker was designed from end-to-end to provide an exacting quality for the demands of professional use. A massive library of over 25,000 samples was meticulously recorded at the prestigious Technicolor Sound Stage in Paris, France and edited for precise and reliable playback. Each sound was recorded with 3 matched mic pairs placed near and far, exposed and selectable within the UI, including Schoeps CMC6 [small-diaphragm cardioid], Neumann U87 [large-diaphragm cardioid] and DPA 4006 [omni-directional].

Walker utilizes a single UI editor with a central HUD preview showing the currently loaded mic, shoes, clothing and ground surface, while focused panels provide control over mics, clothing, shoes, floor, surface effects, step mode, effects and advanced settings. Each editor panel provides a number of options for customizing your sound:

Master

Select which mic pair to monitor, adjust the volume, pitch and pitch variance (to create natural variation), resonance and dynamic range.

Steps

Fade between the near and far positioned mics using the Distance knob, add reverb, and enable Link to dynamically increase the reverb amount with distance. Set the step speed and sensitivity independently or automatically, control the volume of shoe lift and utilize the Auto-Scuff slider to increase the frequency of scuffing during steps.

Step Mode

Switch between Automatic and Manual modes for simple one-tap step cycles or manual control over each component of the step sound including; toe, heel and scuff for both the left and right foot independently. A Stair switch disables the heel sound component to simulate the sound of stepping up or down a flight of stairs.

Shoes

The sound of steps made by the shoes. Select from 6 different shoe types including; men's dress shoes, heels, work boots, trainers, boots and bare feet. Choose shoe squeak variations, adjust step volume, volume variation and pitch.

Floor

The sound of the ground surface made during steps. Select from 14 different surfaces including; wood floor, linoleum, tile, concrete, carpet, wood, dirt, gravel, grass, forest, metal, mud, sand and snow. Choose variable ground effects such as wood floor creaks, crushing vegetation and water puddles, adjust volume, volume variation and pitch.

Clothing

The sounds of legs brushing together and fabric movement during steps. Select from 8 material options including jeans, cotton, leather, leather with metal, polyester, raincoat, synthetic and tweed, and adjust volume.

Effects

3 effects include a variable 3-band EQ with high and low cut, compressor and IR-based reverb with control over delay time, color and mix.

Advanced

Independent control over left and right foot toe and heel sounds, with linked or discrete gain and pitch settings.

Presets

Walker includes a large selection of ready-made presets to help speed-up your workflow. Choose from templates such as Alley - Trainers, Church - High Heels, Creaking Floor - Bare Feet, Upstairs Neighbors - Dress Shoes etc., then once selected, settings can be tuned as needed and can be saved as either discrete presets or with your DAW session.

A comprehensive and fully-customizable software solution for creating realistic cinema-quality footsteps and feet foley, Walker provides complete sound customization, smart-automation and exceptional sound quality in a convenient and easy-to-use package.

Minimum System Requirements

- UVI Workstation 3.0.3+ or Falcon 1.6.2+
- 3.2 GB of disk space

For more information on the installation process, please refer to the document: [Soundbank Installation Guide](#)

User Interface - Global Controls



1 ▶ Master

- » **Mic**
Select one of the 3 microphones used for the recording: Neumann U 87, Schoeps CMC6, DPA 4006
- » **Volume**
Adjust the master level of Walker
- » **Pitch**
Adjust the footstep pitch
- » **Pitch Variation**
Amount of the footsteps pitch randomization
- » **Resonance**
Adjust the decay time of heel and toe
Decreasing decay will have a more surgical/precise footstep sound, and increasing the value will reveal the acoustics of the foley stage
- » **Dynamic Range**
Adjust the dynamic range of the footsteps
 - Left = dynamic range narrowed to low velocity
 - Center = full dynamic range
 - Right = dynamic narrowed to high velocity

2 ▶ Steps

- » **Solo**
Solo monitor the footstep sound
- » **Auto-Scuff**
Amount of scuff randomization in Auto mode
- » **Lift Volume**
Adjust the sound of a foot lifting off of the ground
- » **Distance**
Adjust the distance of the footsteps (crossfading the close and distance mic)
By default, Distance is assigned to the MIDI ModWheel
- » **Link**
Link the Reverb Send and Distance
- » **Reverb Send**
Amount of reverb send
- » **Speed**
Adjust the time between the Heel and the Toe sound
- » **Auto**
Auto adjusts the footstep speed
- » **Sensitivity**
Sets how Walker automatically adjusts the Speed value when Auto is disabled

3 ▶ Step Modes

- » **Manual**
Enable the manual mode, for control over each component of the step sound including toe
- » **Stairs**
Inverts the order of the samples.
 - off = Heel then Toe
 - on = Toe then Heel
 The Stairs option is only available when Manual mode is on

4 ▶ Setting Tabs

- Change the edit tab: Main, FX and Advanced

User Interface - Main Tab



1 ► Clothing

Sets the sound of the clothes when walking

» Menu

Sets the clothing type, Jeans, Cotton, Leather, Leather + Metal, Polyester, Raincoat, Synthetic and Tweed

» Solo

Solo monitor the clothing sound

» Volume

Adjust the level of the clothing sound

2 ► Shoes

Sets the sound of the shoes when walking

» Menu

Sets the shoes type, men's dress, heels, work boots, trainers, boots and bare feet

» Squeak A/B/C

Sets the type of squeak, the samples of shoes bended and twisted

» Solo

Solo monitor the shoe sound

» Volume

Adjust the level of the shoe sound

» Volume Variation

Amount of shoe volume randomization

» Pitch

Adjust the pitch of the shoe sound

3 ► Floor

Sets the sound of the floor when walking

» Menu

Sets the floor type: wood floor, wood, linoleum, tile, concrete, carpet, dirt, gravel, grass, forest, metal, mud, sand and snow

» Creaking/Dirt/Water/Leaves A/B/C

Sets the floor texture variation

» Solo

Solo monitor the floor sound

» Volume

Adjust the level of the floor sound

» Volume Variation

Amount of floor volume randomization

» Pitch

Adjust the pitch of the floor sound

User Interface - FX and Advanced Controls Tab



1 Equalizer

A classic 3-band EQ with High and Low Cut filter

- » **On/Off**
Power the EQ section on/off
- » **Low Cut**
Set the cutoff frequency of the low cut filter [12dB/oct]
- » **High Cut**
Set the cutoff frequency of the high cut filter [12dB/oct]
- » **Frequency**
Sets the frequency of the high shelf, middle band and low shelf EQ
- » **EQ Gain Low/Mid/Hi**
Sets the boost of cut level of the high shelf, middle band and low shelf EQ

2 Compressor

A simple compressor

- » **On/Off**
Power the compressor on/off
- » **Threshold**
Adjust the threshold level at which the compressor engages
- » **Amount**
Adjust the compression ratio

3 Reverb

A convolution reverb with various Impulse Responses sorted by size

- » **On/Off**
Power the reverb on/off
- » **Menu**
Choose the impulse response
- » **Time**
Adjust the decay time of the reverb
- » **Color**
Set the response of the reverb
 - Low = adjust the low frequency response of the reverb
 - Mid = adjust the middle band frequency response of the reverb
 - Hi = adjust the high frequency response of the reverb
- » **Level**
Adjust the output level of the reverb

4 Advanced Controls

This section allows you to adjust the Heel and Toe sounds separately








- » **Gain**
Adjusts the volume of each left and right, and Toes and Heels
- » **Attack**
Adjusts the attack time of each: right and left, and toes and heels to smooth the transients
- » **Pitch**
Adjusts the pitch of each: right and left, and toes and heels
- » **Link**
Link the parameters: left and right foot
- » **Reset**
Reset the parameters to default settings

Preset List

<p>EXT</p> <p>ALLEY -</p> <ul style="list-style-type: none"> Concrete - Dress Shoes Concrete - Heels Concrete - Trainers Concrete - Work Boots <p>BEACH -</p> <ul style="list-style-type: none"> Sand - Bare Feet Sand - Trainers <p>BOULEVARD -</p> <ul style="list-style-type: none"> Concrete - Ballet Shoes Concrete - Dress Shoes Concrete - Heels Concrete - Trainers Concrete - Work Boots <p>FIELD -</p> <ul style="list-style-type: none"> Grass - Boots Grass - Dress Shoes Grass - Trainers <p>FOOTBRIDGE -</p> <ul style="list-style-type: none"> Metal - Dress Shoes Metal - Heels Metal - Work Boots <p>FOREST -</p> <ul style="list-style-type: none"> Forest - Boots Forest - Trainers Forest - Work Boots <p>GRAVEL -</p> <ul style="list-style-type: none"> Gravel - Heels Gravel - Trainers Gravel - Work Boots <p>MOUNTAIN -</p> <ul style="list-style-type: none"> Light Snow - Boots Melted Snow - Boots Thick Snow - Boots <p>STREET -</p> <ul style="list-style-type: none"> Concrete - Ballet Shoes Concrete - Dress Shoes Concrete - Heels Concrete - Trainers Concrete - Work Boots 	<p>TRAIL -</p> <ul style="list-style-type: none"> Dirt - Boots Dirt - Dress Shoes Dirt - Trainers Mud - Boots Mud - Trainers Mud - Work Boots 	<p>INT</p> <p>BATHROOM -</p> <ul style="list-style-type: none"> Tiles - Ballet Shoes Tiles - Bare Feet Tiles - Heels Tiles - Tennis Tiles - Trainers Tiles - Work Boots <p>CHURCH -</p> <ul style="list-style-type: none"> Concrete - Ballet Shoes Concrete - Dress Shoes Concrete - Heels Concrete - Trainers Concrete - Work Boots <p>CLOAKROOM -</p> <ul style="list-style-type: none"> Tiles - Bare Feet Tiles - Dress Shoes Tiles - Heels Tiles - Trainers Tiles - Work Boots <p>LARGE HALL -</p> <ul style="list-style-type: none"> Tiles - Dress Shoes Tiles - Heels Tiles - Trainers <p>LOBBY -</p> <ul style="list-style-type: none"> Tiles - Dress Shoes Tiles - Heels Tiles - Trainers Tiles - Work Boots <p>ROOM -</p> <ul style="list-style-type: none"> Carpet - Bare Feet Carpet - Heels Carpet - Trainers Creaking Wood - Ballet Shoes Creaking Wood - Bare Feet Creaking Wood - Dress Shoes Creaking Wood - Heels Creaking Wood - Tennis Creaking Wood - Trainers Creaking Wood - Work Boots Linoleum - Ballet Shoes Linoleum - Bare Feet Linoleum - Dress Shoes Linoleum - Heels 	<ul style="list-style-type: none"> Linoleum - Tennis Linoleum - Trainers Linoleum - Work Boots Wood - Ballet Shoes Wood - Heels Wood - Trainers Wood - Work Boots <p>SMALL HALL -</p> <ul style="list-style-type: none"> Linoleum - Ballet Shoes Linoleum - Dress Shoes Linoleum - Heels Linoleum - Trainers Linoleum - Work Boots <p>SPACESHIP -</p> <ul style="list-style-type: none"> Metal - Dress Shoes Metal - Heels Metal - Work Boots <p>STAIRS -</p> <ul style="list-style-type: none"> Carpet - Bare Feet Carpet - Heels Carpet - Trainers Creaking Wood - Dress Shoes Creaking Wood - Heels Linoleum - Dress Shoes Linoleum - Heels Linoleum - Trainers <p>UPSTAIRS NEIGHBOR -</p> <ul style="list-style-type: none"> Creaking Wood - Dress Shoes Linoleum - Heels Tiles - Trainers Wood - Heels
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Links

UVI

- Home uvi.net/ 
- Soundbank Installation Guide [installing_uvi_soundbanks_en.pdf](#) 
- UVI Workstation User Guide [uviworkstation_user_guide_en.pdf](#) 
- Your Registered Product Serial Numbers and Download Links. uvi.net/my-products 
- FAQ uvi.net/faq 
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Walker ^{FX}

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design

Aurélien Bianco
Antoine Martin

Software + Scripting

Antoine Martin
Rémy Muller
Olivier Tristan

GUI + Design

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita



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