

# Neumann

theme for zebra<sup>2</sup>

## USER GUIDE



*for version 1.4 (2020 May)*

<b>Installation</b> .....	<b>3</b>
<b>Basic Structure</b> .....	<b>5</b>
<b>Synthesis</b> .....	<b>6</b>
<b>Sequencer</b> .....	<b>7</b>
<b>XY Pad</b> .....	<b>8</b>
<b>Mod Matrix</b> .....	<b>10</b>
<b>Some Modules</b> .....	<b>11</b>
<b>ZebraHZ</b> .....	<b>15</b>
<b>Download &amp; Update</b> .....	<b>18</b>

# Install Themes

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Just install it to Zebra theme folder and it'll show up on ZebraHZ & Zebralette as well.

## macOS

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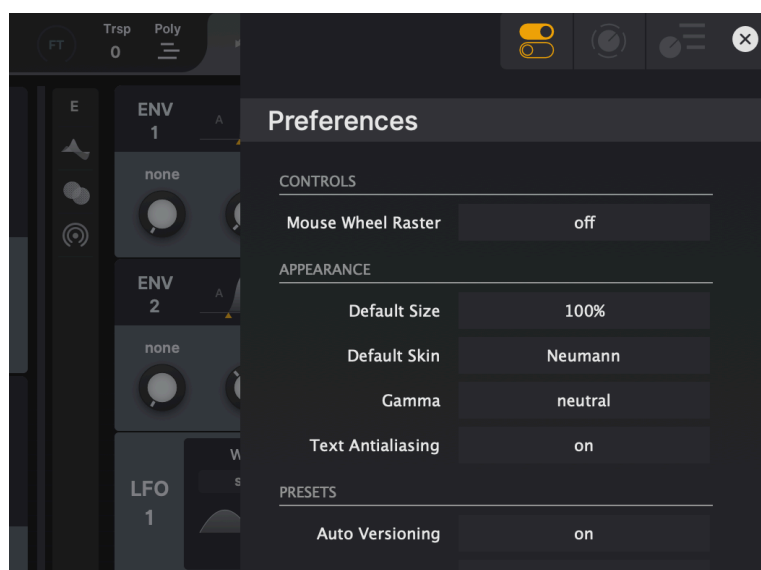
1. Go to "Macintosh HD/Library/Application Support/u-he/Themes" and drop the theme folder.
2. Open Zebra.
3. Click the cog icon (top-right) to open the preference.
4. Choose "Neumann" as the default skin.

## Windows

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1. Find your Zebra folder. By default it is on "C:\VSTPlugins\u-he:Zebra2.data"
2. Move to "Support:Themes" and drop the theme folder there.
3. Open Zebra.
4. Click the cog icon (top-right) to open the preference.
5. Choose "Neumann" as the default skin.

※Putting many themes might increase the GUI loading time.



# Install Custom Font

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Neumann uses **custom fonts** to create different taste than the original one. To make it work, you have to put fonts to the right folder.

(Without font installation, the default font is used instead.)

## macOS

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Go to "Macintosh HD/Library/Application Support/u-he/Zebra2/Fonts"  
and drop the font folder (the folder named "Inter").

⚠ If you use ZebraHZ, you also need to drop it to "/Zebra**HZ**/Fonts" folder.

## Windows

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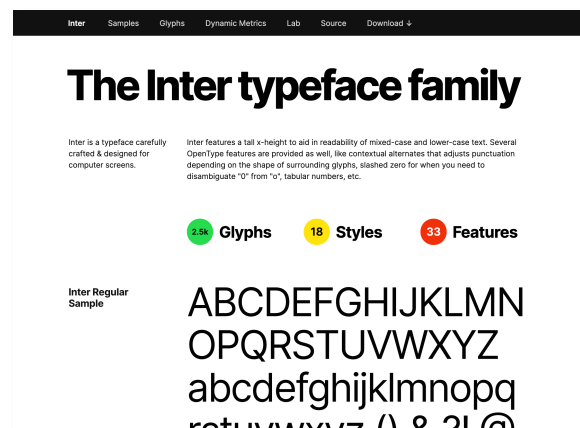
1. Find your Zebra folder. By default it is on "C:\VSTPlugins\u-he\Zebra2.data"

2. Move to "Data:Fonts" and drop the font folder (the folder named "Inter").

⚠ If you use ZebraHZ, you also need to drop it to "Zebra**HZ**.data:Fonts" folder.

**Inter** is a OFL font carefully crafted & designed for computer screens.

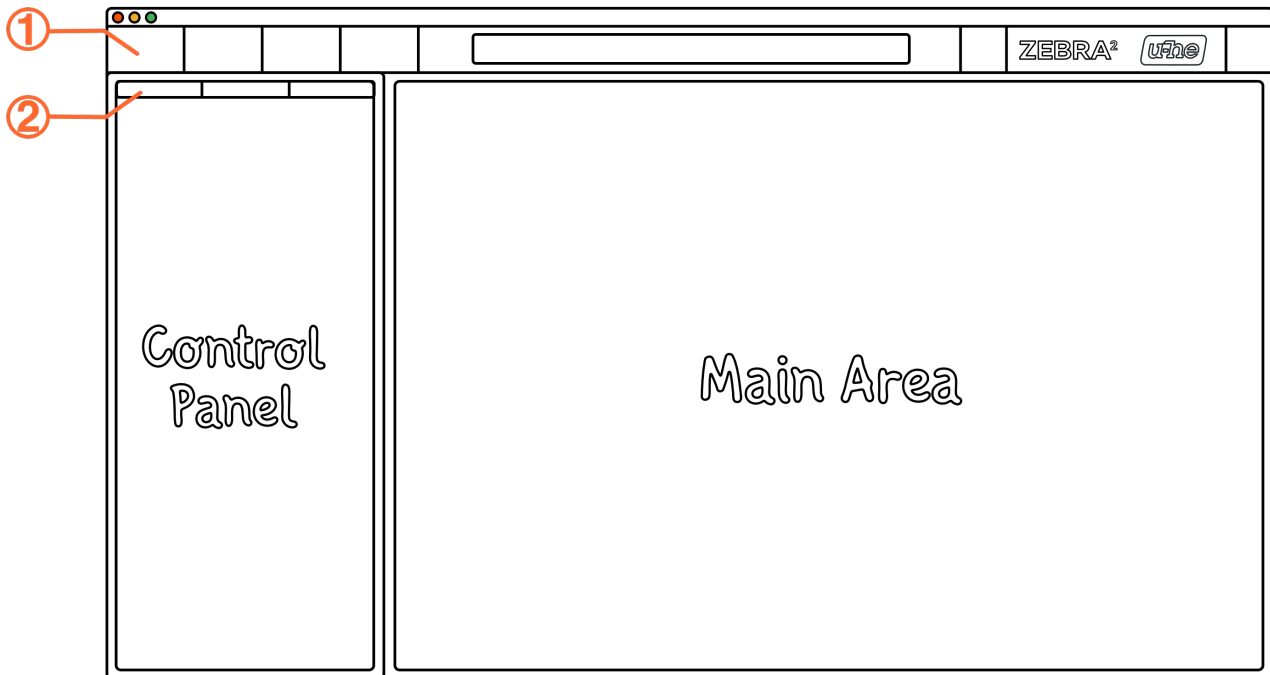
<https://rsms.me/inter/>



# Basic Structure

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Neumann has a different layout from the original skin. The bottom panel is removed. Instead, there's a "control panel" with 3 tabs.



## ❶ MAIN TAB SELECTOR

Here you can switch the main area's tab  
(Synthesis / Sequencer / Perform / Presets).

## ❷ SUB TAB SELECTOR

Here you can switch the control panel's tab  
(Routings / Mod Matrix / Mini XY Pad).

# Synthesis

Neumann adopts 2 column design with a **switcher bar** in the very middle. Click this and switch between **modulators rack** and **effects rack**.



## Minicons

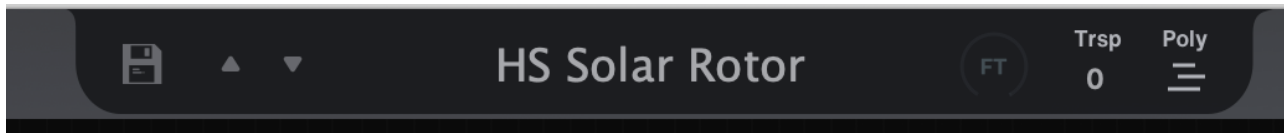
Inside the switcher bar are icons listed vertically. They are called **minicons**. A minicon indicates what module is inserted on the other rack.

	Delay
	Rev/NuRev
	EQ
	Compressor
	ModFX
	VCF
	XMf
	SideBand
	Distortion
	Shaper
	Mix

	Delay
	LFO
	LFOG
	MSEG
	MMap
	MMix

## Voice/Transpose Settings

Transpose/FineTune/Voicemode settings are put in the **header**. Finetune is grayed out when value is zero so you won't miss +0.5 change!



## New Modulation System

Neumann has a great new modulation system.

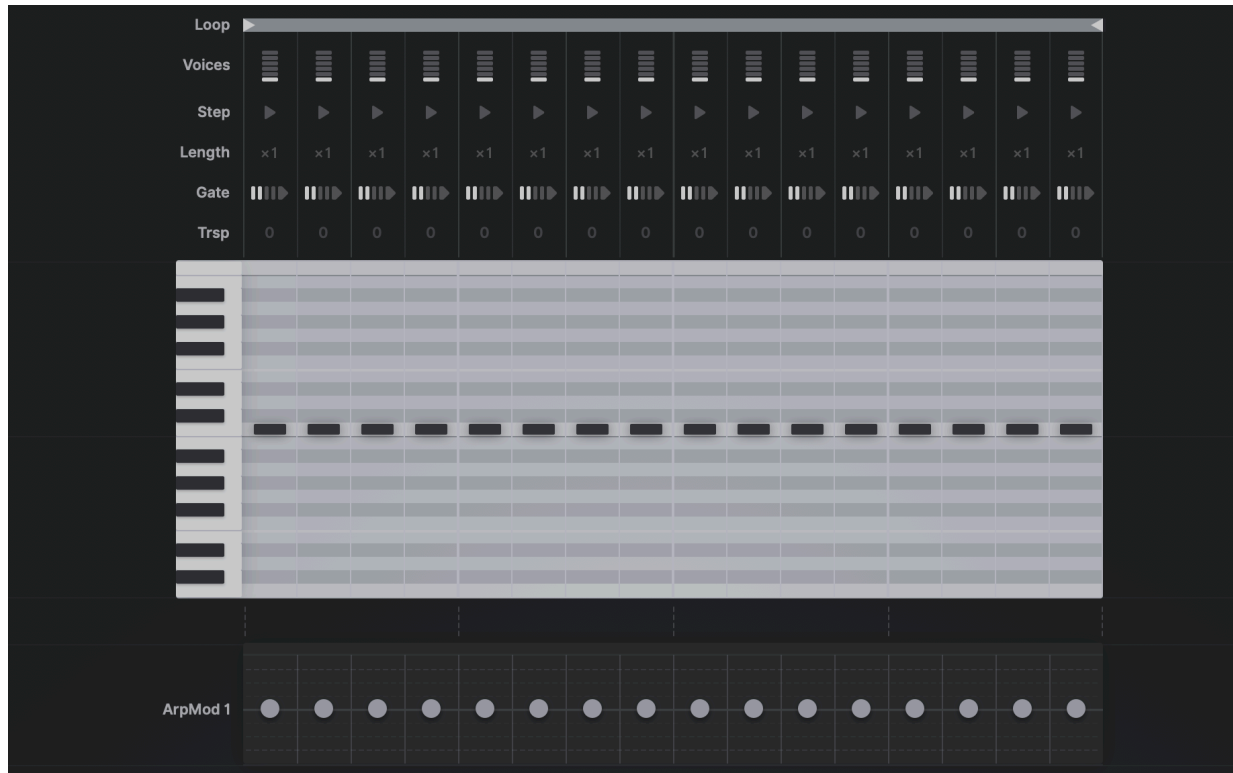


Below a knob are **modulation boxes**, with which you can do these:

	<b>Left Click</b>	Set the mod source (when not set)
	<b>Drag</b>	Control the mod depth
	<b>Right Click</b>	Change the mod source
	<b>The Ring?</b>	Just for displaying mod depth. you can't drag them!

# Sequencer

Neumann has a fullscreen sequencer with piano roll.



Note that the length parameters can be changed by **vertical dragging** (just like other params such as Voices or Gate).

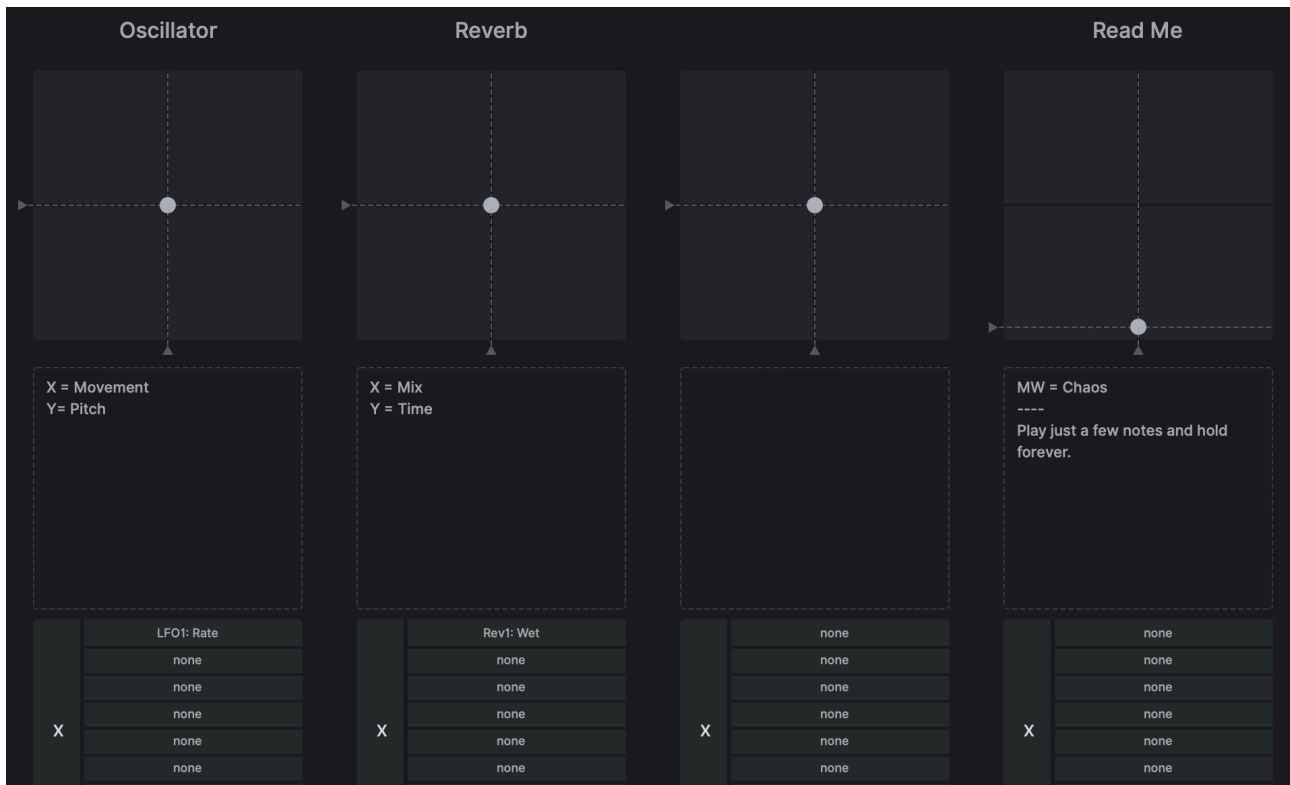
## \*TRANSPOSE -12 ISSUE

Due to the limitation of the GUI script language, you somehow cannot set -12 transpose by click. Instead, you have to **drag** to get a note to the very bottom of piano roll.



# XY Pad

Neumann has both the **fullscreen XY performer** and the **compact XY section**. The fullscreen XY is just another big XY screen. Nothing special.



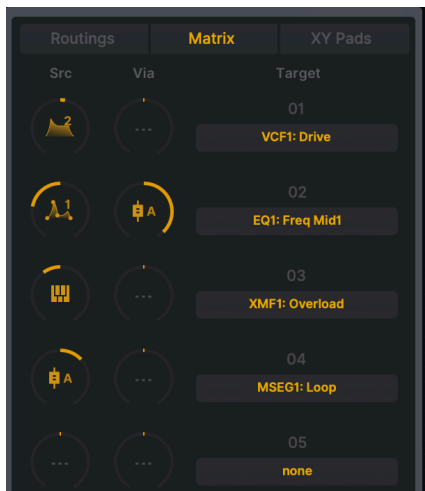
The Compact XY is good for assigning and adjusting parameters.



Just as the original skin, you can assign XY target by dragging.

# Mod Matrix

The mod matrix is designed with icons.



How to set the source or depth is **the same as that of modulations**. Note that changing mod sources requires *right click*.

Mod sources are displayed as minicons.

...	None
	Modwheel
	Pitchwheel
	Ctrl A
	Ctrl B
	Gate
	Keyfollow
	Keyfollow2
	Velocity
	Aftertouch

	ArpMod1
	ArpMod2
	ENV
	MSEG
	MMap
	LFO
	LFOG
	MMix

# Some Modules

Some modules are so radically changed that it may need some explanation.

## OSC

Unlike the original skin, **OSCs have no tabs inside**. Most of the parameters are packed in a single pane, and the rest are put in the fullscreen editor.



### ❶ PRESET SELECTOR

Here you can access presets.

### ❷ WAVEFORM & SETTINGS

Click to open the **fullscreen editor**. Note that the unison setting (x1,x2...) is a **slider!!** You have to drag it.

### ❸ FLAT DESIGN KNOBS

A gray ring is its value and a red ring is the mod depth value.

### ❹ HIDE INACTIVES

Sync and SFXs, if not active, are hidden automatically.

### ❺ OCTAVE TUNER

You can tune by octave step, by dragging this small arrows.

### ❻ WIDTH KNOB

Like sync and SFXs, **width knob is hidden in "single" mode**.

# Reverb

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## 1 DIFFUSER

Diffuse parameters are shown as a red ring. You can change the values by dragging the red texts in boxes below.

## 2 SPECTRAL DISPLAY

It outputs the combined result of **Range, Feed & Damp**, with which you can grasp the fundamental reverb sound image. Note that PreDelay, Diffuse, Mod, Speed are **not** reflected on this display. Below are some examples.

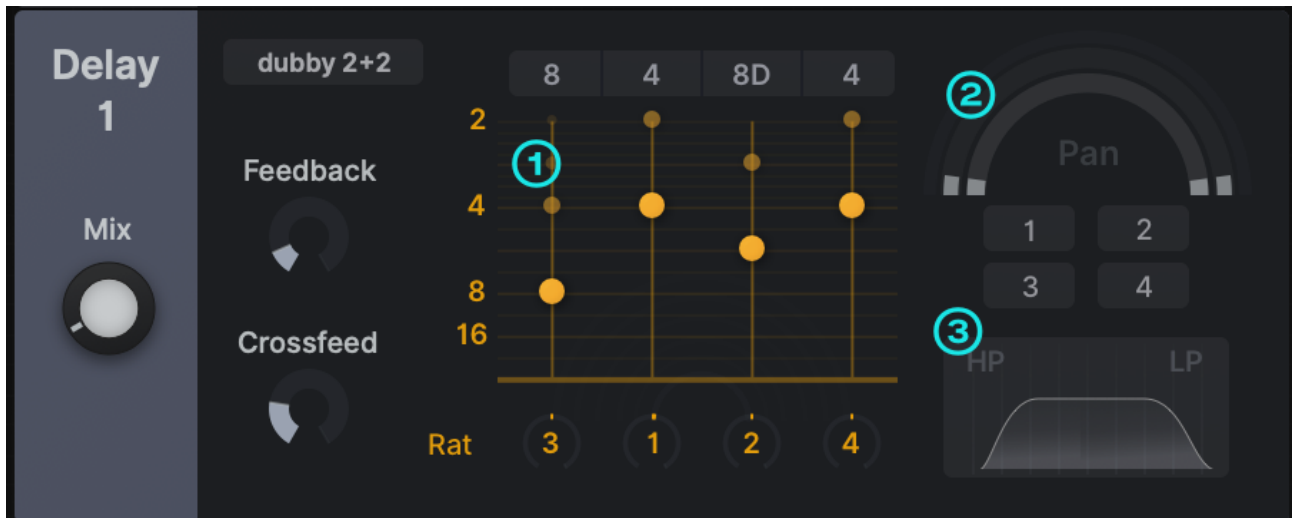
(※In NuRev, the spectrum display reflects **Decay, Size & Damp**.)

This display also works as **XY pad**. There is an invisible XY pad in the center and you can adjust Range & Feed.

# Delay

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The delay module has really unique graphical user interface.



## ❶ VERTICAL TIMELINES

The lines are the "**vertical timelines**", which show the timing of delay taps. Timeline goes from button to top. It tells you what timing feedbacks will come.

You can set some of common values **by clicking the timeline directly** (2/4D/4/8D/8/16/32). Clicking the same point twice will set the value "1sec".

To set the other values, use the drop down menus above the lines..

## ❷ STEREO PANNER

Panning is displayed as two rings, the inner one is for tap 1&2, the outer is for 3&4. To adjust pan, **drag the number box** under the rings.

## ❸ LP/HP FILTER

LP/HP are combined as a single frequency display. Drag the **left half** (horizontally) will change HP cutoff, while the **right half** LP.

# Envelope

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## ❶ ADSR CURVE

An image for summed up ADSR curve. F/R, Init, Sust2, slope are **not** reflected.

## ❷ V-SLOPE EDITOR

When **in v-slope mode**, you can adjust this curve. In quadric or linear, it just shows what curve it is like.

## ❸ DRAWER TOGGLE

Open / close the bottom drawer from here.

# ZebraHZ

Neumann supports ZebraHZ. (1)Diva Modules, (2)MSEG5-8, (3)Mod Matrix 13-24, (4)AmpComp for each lane are incorporated in different ways from the original skin.

## AmpComp & Mod Matrix 13-24

In HZ, “Control Panel” has 5 tabs to put these:

AC : AmpComp section

MM2 : Mod Matrix 13-24



## Diva Modules & MSEG5-8

D-VCFs and D-HPFs are **put in the main rack!** (hallelujah!)

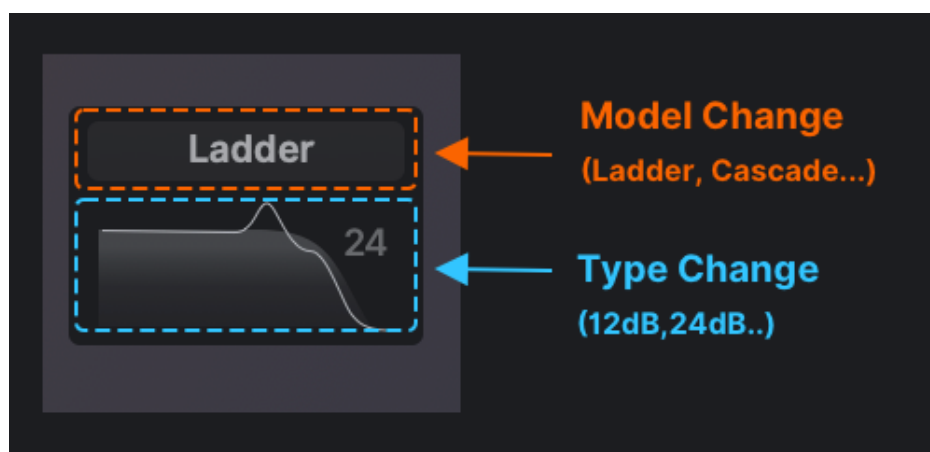


If any of D modules are added, automatically the **Diva option pane** comes with it.

### CHANGING MODELS OR TYPES

Note that the filter type display works slightly different from that of VCFs.

Clicking the **upper text area** will show up the Model menu, while **lower image part** can change the filter type (12/24 dB in Ladder & Cascade, Rev1/2 in Bite, filter mode in Multimode).



And **MSEG5-8** are placed just like MSEG1-4.



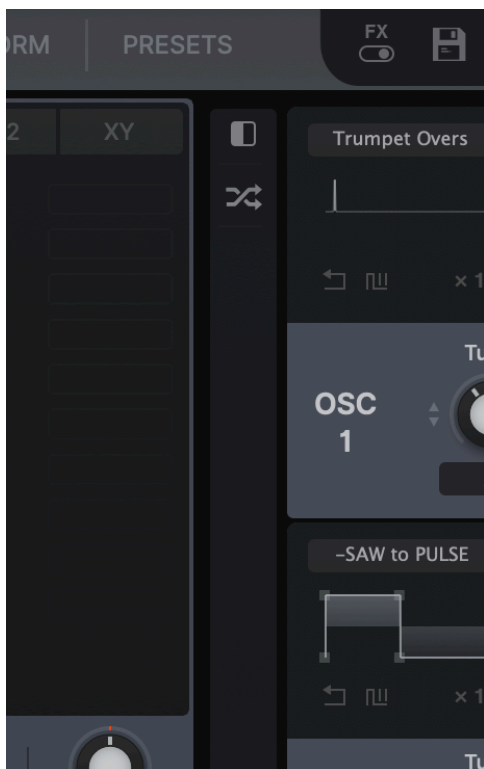
## Necessity for the 2nd Rack

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in HZ, the main rack has the **rack switcher**, just like mod/fx rack.

In U-he's current GUI system, a single rack can stack **only up to 32 modules**. With Dist and Fold modules introduced, it's quite full in its original state and there's no room for D-VCFs and D-HPFs fully put, *unless* some other modules give their way.

So I chose to move **Mix, SB, Shape** to the second rack, as they're relatively less frequently used and they're less likely to edit again and again like filter cutoff or resonance.



The same system as mod/fx switcher is used here so you won't get confused.

If Mix or SB modules are added, **Minicons** show up in the thumbnail rack.

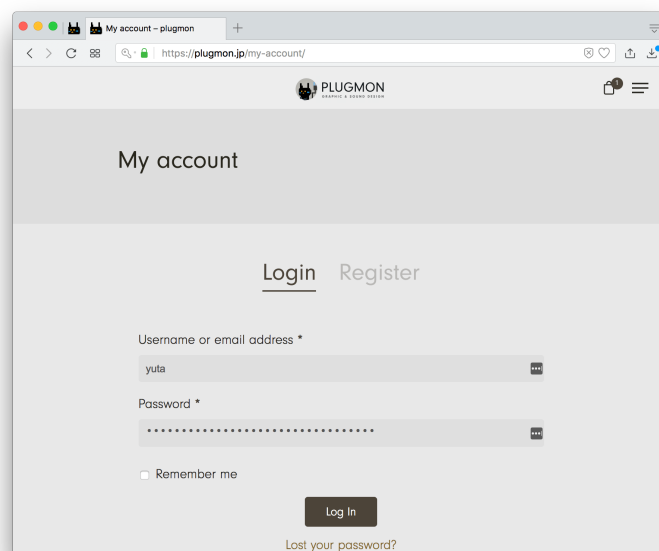
With these minicons, you'll never miss these modules on preset load!

# Download & Update

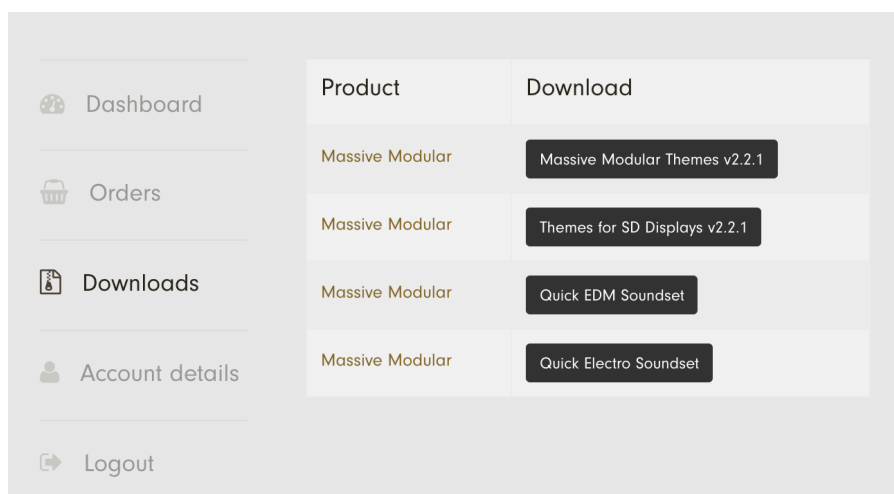
Re-download or update link is provided via the website.

Your account page is : <https://plugmon.jp/my-account/>

Please login with your e-mail and password. **If you don't have account yet, you have to create one** (When creating, make sure that you enter the same address as you used on purchase).



After login, go to "**Downloads**" tab, where you can download your purchased products.



\*If you have any troubles, please [contact us](#).