



## U-he Hive 2 v2.1.1.12092 (Win, Mac-v2.1.1)

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### U-he Hive 2 v2.1.1.12092 (Win, Mac-v2.1.1):

Hive's intuitive interface and streamlined workflow empower you to craft impressive patches quickly and effortlessly. Despite its remarkable CPU efficiency, Hive doesn't compromise on flexibility or audio excellence. In its enhanced Version 2, Hive introduces an expanded array of controls, unlocking new dimensions of expression and sheer enjoyment!

#### New Enhancements:

- Improved resource management for enhanced performance
- Efficient CPU usage with three distinct synth engines
- Dual oscillators offering standard waveforms or 2D wavetables, with up to 16x unison and tunable sub-oscillators
- Intuitive drag & drop modulation assignment for a seamless workflow
- 12 x 2 modulation matrix slots, featuring modifiers for curvature, rectification, quantization, sample & hold, and slew rate
- Four user-definable XY control pads for dynamic control
- A distinctive 8-step shape sequencer with four independent outputs
- In-depth arpeggiator and step sequencer with real-time recording capabilities
- Scale quantizer featuring a pre-defined list of scales
- Two versatile function generators that can act as extra envelopes, gate generators, LFOs, or slew limiters
- Seven rearrangeable effects: distortion, chorus, delay, phaser, EQ, reverb, and compressor
- Panel presets available for oscillators, filters, envelopes, LFOs, sequencers, FX, and modulation matrix
- Solo buttons facilitate the audition of individual oscillators and filters during sound design
- Scope feature for visualizing the audio output or any modulation signal, equipped with freeze option and zoom controls
- A rich collection of over 2400 NKS-ready factory presets crafted by esteemed sound designers, with additional presets accessible online
- Resizable UI, adjustable from 70% to 200%
- Alternative Izmo skin for a fresh visual perspective
- Microtuning support (.tun files)
- New in Version 2.1: Introducing support for Oddsound MTS-ESP, expanding the synthesis possibilities even further.

- Shape Sequencer:** Hive's Shape Sequencer is the creative hub for crafting intricate modulations and rhythmic patterns, providing a user-friendly approach to rhythm creation. With four Shape Modulator lanes (A, B, C, and D), each equipped with independent options determining the sequencing of active cells, this means that shape modulators can be triggered differently and run at varying speeds. Despite its unassuming appearance, Hive's Shape Sequencer goes beyond initial impressions to offer a wealth of possibilities.
- Function Generators:** Hive's Function Generators seamlessly integrate simple envelope functionality with LFO, slew limiter (envelope follower), and gate control. Each of the three outputs features its own draggable 'crosshair' that can be effortlessly placed onto any modulation target, the Scope, or even onto the modulation matrix source fields. Triggered and modulated by LFOs, the Shape Sequencer, and each other, Hive's Function Generators have the potential to create captivating and mind-bending motion effects.
- Arpeggiator and Sequencer:** The ARP/SEQ panel in Hive's central hexagon is the focal point for creating rhythmic and melodic loops.
- Arpeggiator:** Choose from up to 3 octaves range, 6 different direction options, and 4 order variations. Additional features include Restart, determining the number of notes the arpeggiator plays before looping back, and ClockDiv, slowing down the arpeggiator relative to the sequencer.
- Sequencer:** The sequencer offers 2 different modes, including one that allows sending control signals (CC) without triggering any notes. Similar to the arpeggiator, the sequence runs when notes are played and stops when all notes are released. In record (REC) mode, you can input individual notes on your keyboard or capture the output of the



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arpeggiator.

- **Flexible Effects:** Hive's hexagon incorporates seven diverse effects – Distortion, Reverb, Equalizer, Chorus, Delay, Compressor, and Phaser.
- **Enable and Rearrange:** Control the on/off status and position of each effect using the central column. A simple click enables or disables an effect, and dragging up and down rearranges their order. This user-friendly approach encourages experimental combinations, such as placing short reverb into a highly resonant phaser followed by heavy distortion.
- **Edit and Modulate:** Effects in Hive are fully featured with editable controls, preset options, and the renowned u-he quality. Every visible control can be modulated in the modulation matrix, including a few that may not be immediately visible.
- **Modulation Matrix:** Hive boasts a 12-unit modulation matrix (6 units per page) allowing connections between modulation sources (LFOs, envelopes, shape sequencer, MIDI controls, etc.) and numerous targets, optionally via a second modulation source. Each unit supports 2 targets, each with its modulable depth control. The row of 5 modifiers per target enables altering the curvature, rectification, quantization, sample/hold, or slew-limiting of the modulation signal, providing advanced customization without complexity.
- **Performance Controls:** This page features a pad with four controls, easily connectable to MIDI controllers for maximum fun during live performances. Additional views are also available.
- **Automatic Parameter Scanning:** Hive automatically assigns XY controls to parameters by analyzing presets with unused XY controls, assigning them to the most appropriate XY macros (pre-defined sets of parameters). Users can also create their own XY control definitions, with up to four targets per dimension.
- **Scope:** Hive's Scope, with animated graphics, not only adds a visually appealing element but also aids sound programming by providing real-time insights into complex modulation interactions, such as those between Function Generators and LFOs.



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