

utsuri manual

Instrument, wavetable synth · version 0.6.7

Wavetable synth: tables that move, modulation you drag onto any knob.



What it does

utsuri is a wavetable synth: two band-limited wavetable oscillators, noise, two filters with four models, four envelopes, four LFOs and two random sources, a 32-connection modulation matrix with four macros, and three effects (chorus, delay, reverb).

Two band-limited wavetable oscillators, noise, two filters with four models, a 32-connection modulation matrix, and chorus, delay and reverb. Zero latency. Before 19 October 2026 it was called ORIGIN; sessions and presets made with the old name open as before.

- Drag on the table display to scan the position; the wheel shapes the spectrum.
- Drag an envelope, LFO or macro tab onto any knob to modulate it.
- 35 factory tables in 9 families, or load your own WAV.

Quick start

- 1 Pick a **preset** from the capsule at the top.
- 2 **Drag up and down on the wavetable display:** the position moves through the table and the timbre changes. The wheel sets the spectral shape.
- 3 **Drag a tab** of *envelopes* or *lfo*, or a **macro name**, onto a knob: the knob now moves by itself. Hold Alt for bipolar.

The display

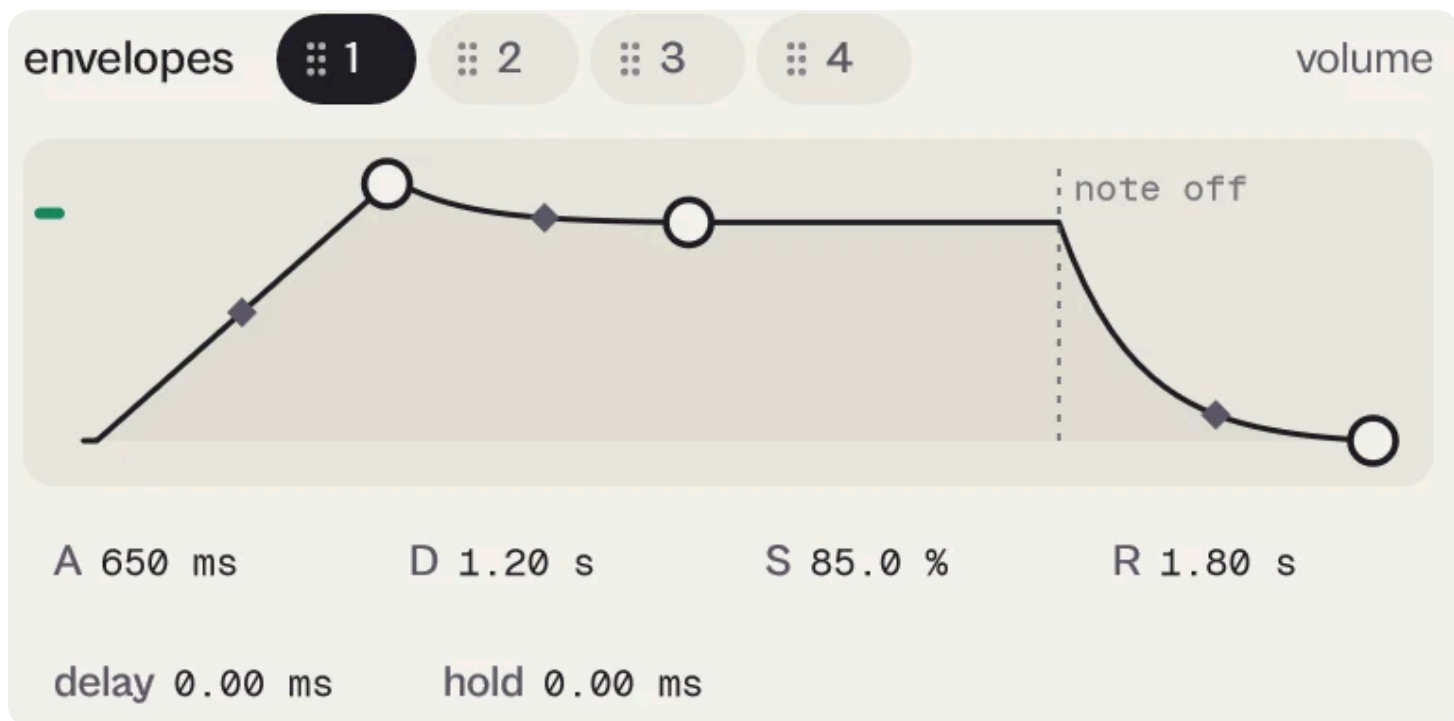
The wavetable display shows the frames of the table; drag vertically for position (Shift fine), the wheel for shape amount, click a frame in the strip to jump to it. The filter display: drag sideways for cutoff, up and down for resonance. The envelope display: drag the points; drag the middle of a segment to curve it. A modulated knob shows an arc per connection and, while it plays, where it really is.



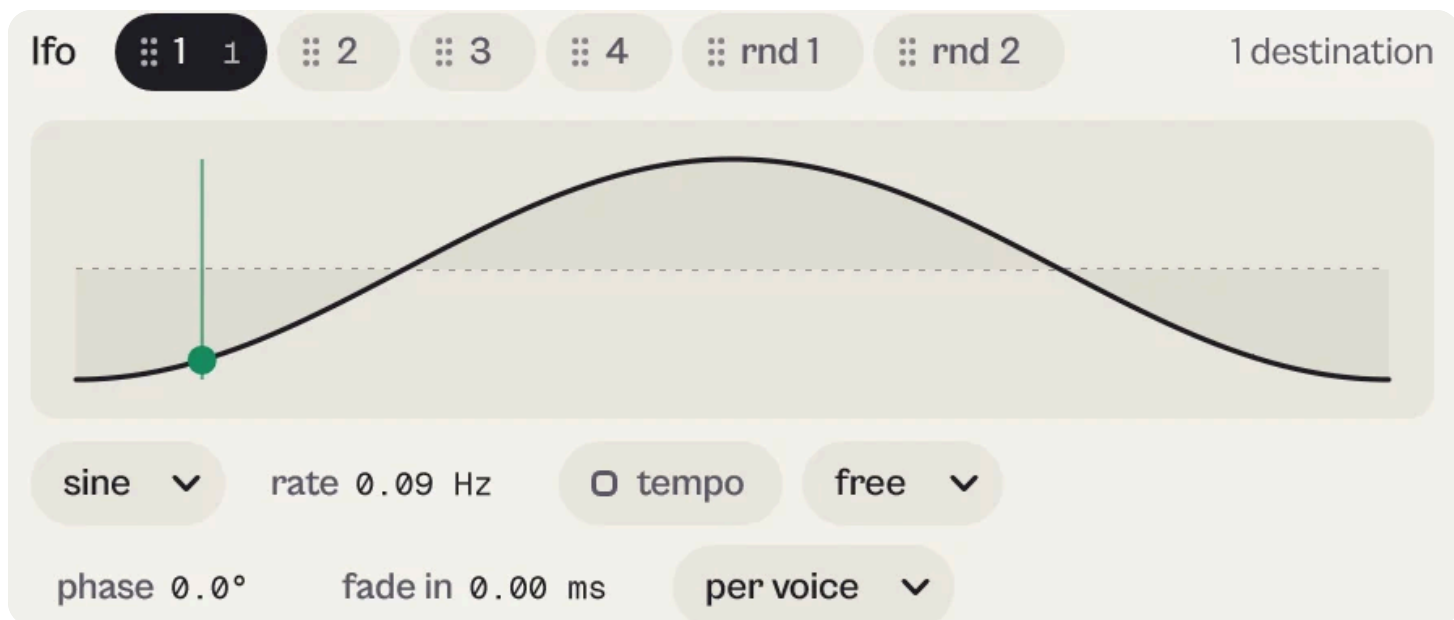
The oscillator. Drag vertically on the table to scan the position; the wheel sets the spectral shape. The strip of frames shows where you are, with unison up to 16 voices, detune, width and level below. osc 1, osc 2 and noise pick the source.



Two filters. Classic, Ladder, Comb and Formant, in parallel or in series. Drag the curve sideways for cutoff and up and down for resonance; drive adds up to 24 dB of saturation.



Envelopes. Four DAHDSR envelopes; Env 1 is the volume of each note. Drag the points for the times, and the middle of a segment to curve it.



LFOs and random. Four LFOs with 14 shapes and two random sources, free, retriggered, in sync or one shot. Drag a tab onto any knob to modulate it; hold Alt for bipolar.

macros

2 modulations

0

Space

LFO 1

osc 1 position

+45 %

X

0

Macro 2

Macro 1

reverb mix

+30 %

X

0

Macro 3

0

Macro 4

Macros and modulations. Four macros move whatever you connect them to. The list shows each modulation with source, destination and amount; in the Full view it is always open.

effects

mix 32.0 %

size 70.0 %

decay 4.50 s

1

chorus

35%

2

delay

25%

3

reverb

32%

out -1.0 dB

2 of 3 on

Effects. Chorus, delay and reverb in a fixed order; the delay is the vela engine. An effect that is switched off uses no CPU.

Every picture on this page is a capture of the real interface, from the current build.

Controls

The names are the ones your DAW shows for automation, read from the plugin itself; ranges and defaults are the plugin's own. Every knob: drag (Shift for fine), wheel for small steps, double-click for the default, Enter or a click on the value to type it with units (`6k3` , `250ms` , `-3 dB`).

Main controls

Control	Range	Default	What it does
Osc A and B Position ×2	0.0 % to 100.0 %	0.0 %	Point in the wavetable (Osc A and Osc B).

Control	Range	Default	What it does
Osc A and B Level ×2	0.0 % to 100.0 %	70.0 %	Oscillator level.
Osc A and B Transpose ×2	-48 st to +48 st	0 st	Semitones.
Osc A and B Unison ×2	1 to 16	1	1 to 16 copies of the oscillator.
Osc A and B Detune ×2	0.0 cent to +1200.0 cent	+20.0 cent	How far the copies spread, up to 1200 cents.
Osc A and B Shape Type ×2	None · Tilt · Low-pass · High-pass · Even/Odd · Formant	None	Spectral shape: Tilt, Low-pass, High-pass, Even/Odd, Formant.
Osc A and B Route ×2	Filter 1 · Filter 2 · Filters 1+2 · Effects	Filter 1	Where the source goes: Filter 1, Filter 2, Filters 1+2 or straight to Effects.
Noise Type	White · Pink · Brown	White	White, Pink or Brown.
Filter Routing	Parallel · Serial 1>2 · Serial 2>1	Parallel	Parallel, Serial 1>2 or Serial 2>1.
Filter 1-2 Model ×2	Classic · Ladder · Comb · Formant	Classic	Classic (SVF), Ladder, Comb or Formant, each with four variants.
Filter 1-2 Cutoff ×2	20.0 Hz to 20.0 kHz	2.00 kHz	Cutoff frequency.
Filter 1-2 Morph ×2	0.0 % to 100.0 %	0.0 %	Classic and Ladder: low-pass to band-pass (or notch) to high-pass. Formant: the vowels.
Filter 1-2 Env Amount ×2	-96.0 st to +96.0 st	0.0 st	How much Env 2, 3 or 4 moves the cutoff, in semitones.
Env 1-4 Attack ×4	0.00 ms to 20.00 s	1.00 ms	Env 1 is the volume of each note; Env 2 to 4 are free to connect. DAHDSR with curves.
LFO 1-4 Mode ×4	Free · Retrigger · Sync · One shot · Hold · Loop	Retrigger	Free, Retrigger, Sync, One shot, Hold or Loop.
LFO 1-4 Sync ×4	Hz · Tempo · Dotted · Triplet · Keyboard	Tempo	Rate in Hz, Tempo, Dotted, Triplet or Keyboard.
Macro 1-4 ×4	0.0 % to 100.0 %	0.0 %	Four macros: connect them to one or more controls and move everything with one hand.
Voice Mode	Poly · Mono · Legato	Poly	Poly, Mono or Legato.

Control	Range	Default	What it does
Polyphony	1 to 32	8	Up to 32 notes.
Glide Time	0.00 ms to 10.00 s	0.00 ms	Portamento time.
Quality	Eco (1x) · High (2x) · Studio (4x)	High (2x)	Eco (1x), High (2x) or Studio (4x).
Delay Pattern	Single · Ping pong · Scatter · Orbit	Ping pong	The delay is vela's engine: Single, Ping pong, Scatter, Orbit.
Reverb Decay	0.10 s to 30.0 s	2.00 s	Time for the tail to drop 60 dB at 1 kHz.
Master Volume	-inf dB to 6.0 dB	-6.0 dB	Final level.

Every parameter (250)

Numbered parameters are grouped in one row (for example Band 1-8), with the number of copies.

Parameter	Range	Default
Master Volume	-inf dB to 6.0 dB	-6.0 dB
Polyphony	1 to 32	8
Voice Mode	Poly · Mono · Legato	Poly
Note Priority	Last · Lowest · Highest	Last
Glide Time	0.00 ms to 10.00 s	0.00 ms
Glide Mode	Always · Legato only	Legato only
Glide Per Octave	Off · On	Off
Glide Curve	-100.0 % to 100.0 %	0.0 %
Bend Up	0 st to 48 st	2 st
Bend Down	0 st to 48 st	2 st
Velocity Curve	-100.0 % to 100.0 %	0.0 %
Amp Velocity	0.0 % to 100.0 %	50.0 %
Quality	Eco (1x) · High (2x) · Studio (4x)	High (2x)
Master Tune	-100.0 cent to +100.0 cent	0.0 cent
Transpose	-24 st to +24 st	0 st
Stereo Width	0.0 % to 200.0 %	100.0 %
Macro 1-4 ×4	0.0 % to 100.0 %	0.0 %

Parameter	Range	Default
Bypass	Off · On	Off
Osc A and B On ×2	Off · On	Osc A: On, Osc B: Off
Osc A and B Position ×2	0.0 % to 100.0 %	0.0 %
Osc A and B Frame Mode ×2	Smooth · Stepped	Smooth
Osc A and B Level ×2	0.0 % to 100.0 %	70.0 %
Osc A and B Pan ×2	-100.0 % to 100.0 %	0.0 %
Osc A and B Transpose ×2	-48 st to +48 st	0 st
Osc A and B Fine ×2	-100.0 cent to +100.0 cent	0.0 cent
Osc A and B Keytrack ×2	Off · On	On
Osc A and B Phase ×2	0.0° to 360.0°	0.0°
Osc A and B Phase Random ×2	0.0 % to 100.0 %	100.0 %
Osc A and B Unison ×2	1 to 16	1
Osc A and B Detune ×2	0.0 cent to +1200.0 cent	+20.0 cent
Osc A and B Detune Curve ×2	-100.0 % to 100.0 %	0.0 %
Osc A and B Blend ×2	0.0 % to 100.0 %	80.0 %
Osc A and B Spread ×2	0.0 % to 100.0 %	80.0 %
Osc A and B Shape Type ×2	None · Tilt · Low-pass · High-pass · Even/Odd · Formant	None
Osc A and B Shape ×2	0.0 % to 100.0 %	50.0 %
Osc A and B Route ×2	Filter 1 · Filter 2 · Filters 1+2 · Effects	Filter 1
Noise On	Off · On	Off
Noise Type	White · Pink · Brown	White

Parameter	Range	Default
Noise Level	0.0 % to 100.0 %	50.0 %
Noise Pan	-100.0 % to 100.0 %	0.0 %
Noise Stereo	0.0 % to 100.0 %	100.0 %
Noise Route	Filter 1 · Filter 2 · Filters 1+2 · Effects	Filter 1
Filter Routing	Parallel · Serial 1>2 · Serial 2>1	Parallel
Filter 1-2 On ×2	Off · On	Off
Filter 1-2 Model ×2	Classic · Ladder · Comb · Formant	Classic
Filter 1-2 Variant ×2	1 · 2 · 3 · 4	1
Filter 1-2 Cutoff ×2	20.0 Hz to 20.0 kHz	2.00 kHz
Filter 1-2 Resonance ×2	0.0 % to 100.0 %	15.0 %
Filter 1-2 Drive ×2	0.0 dB to 24.0 dB	0.0 dB
Filter 1-2 Morph ×2	0.0 % to 100.0 %	0.0 %
Filter 1-2 Keytrack ×2	-100.0 % to 100.0 %	0.0 %
Filter 1-2 Env Amount ×2	-96.0 st to +96.0 st	0.0 st
Filter 1-2 Env Source ×2	Env 2 · Env 3 · Env 4	Filter 1: Env 2, Filter 2: Env 3
Filter 1-2 Mix ×2	0.0 % to 100.0 %	100.0 %
Env 1-4 Delay ×4	0.00 ms to 4.00 s	0.00 ms
Env 1-4 Attack ×4	0.00 ms to 20.00 s	1.00 ms
Env 1-4 Hold ×4	0.00 ms to 4.00 s	0.00 ms
Env 1-4 Decay ×4	0.00 ms to 20.00 s	Env 1: 600 ms, Env 2: 400 ms, Env 3: 400 ms, Env 4: 400 ms
Env 1-4 Sustain ×4	0.0 % to 100.0 %	Env 1: 100.0 %, Env 2: 0.0 %, Env 3: 0.0 %, Env 4: 0.0 %
Env 1-4 Release ×4	0.00 ms to 20.00 s	Env 1: 150 ms, Env 2: 300 ms, Env 3: 300 ms, Env 4: 300 ms

Parameter	Range	Default
Env 1-4 Attack Curve ×4	-100.0 % to 100.0 %	0.0 %
Env 1-4 Decay Curve ×4	-100.0 % to 100.0 %	-50.0 %
Env 1-4 Release Curve ×4	-100.0 % to 100.0 %	-50.0 %
LFO 1-4 Mode ×4	Free · Retrigger · Sync · One shot · Hold · Loop	Retrigger
LFO 1-4 Sync ×4	Hz · Tempo · Dotted · Triplet · Keyboard	Tempo
LFO 1-4 Rate ×4	0.01 Hz to 200 Hz	2.00 Hz
LFO 1-4 Division ×4	8/1 · 4/1 · 2/1 · 1/1 · 1/2 · 1/4 · 1/8 · 1/16 · 1/32 · 1/64	1/4
LFO 1-4 Key Transpose ×4	-48 st to +48 st	0 st
LFO 1-4 Phase ×4	0.0° to 360.0°	0.0°
LFO 1-4 Fade In ×4	0.00 ms to 8.00 s	0.00 ms
LFO 1-4 Delay ×4	0.00 ms to 4.00 s	0.00 ms
LFO 1-4 Smooth ×4	0.00 ms to 1.00 s	0.00 ms
LFO 1-4 Stereo ×4	-180.0° to 180.0°	0.0°
LFO 1-4 Loop Point ×4	0.0 % to 100.0 %	50.0 %
LFO 1-4 Voice ×4	Per voice · Global	Per voice
Random 1-2 Style ×2	Smooth · Sample & hold · Interpolated · Chaotic	Smooth
Random 1-2 Sync ×2	Hz · Tempo · Dotted · Triplet · Keyboard	Tempo
Random 1-2 Rate ×2	0.01 Hz to 200 Hz	2.00 Hz
Random 1-2 Division ×2	8/1 · 4/1 · 2/1 · 1/1 · 1/2 · 1/4 · 1/8 · 1/16 · 1/32 · 1/64	1/8
Random 1-2 Retrigger ×2	Off · On	Off
Random 1-2 Stereo ×2	Off · On	Off
Random 1-2 Voice ×2	Per voice · Global	Per voice

Parameter	Range	Default
Mod 01-32 Amount ×32	-100.0 % to 100.0 %	0.0 %
Chorus On	Off · On	Off
Chorus Mix	0.0 % to 100.0 %	50.0 %
Chorus Rate	0.01 Hz to 10.0 Hz	0.50 Hz
Chorus Depth	0.0 % to 100.0 %	50.0 %
Chorus Delay	1.00 ms to 30.0 ms	7.00 ms
Chorus Voices	2 · 4 · 6 · 8	4
Chorus Feedback	-90.0 % to 90.0 %	0.0 %
Chorus Width	0.0 % to 100.0 %	100.0 %
Chorus Low Cut	20.0 Hz to 1.00 kHz	150 Hz
Chorus High Cut	1.00 kHz to 20.0 kHz	12.0 kHz
Delay On	Off · On	Off
Delay Mix	0.0 % to 100.0 %	25.0 %
Delay Pattern	Single · Ping pong · Scatter · Orbit	Ping pong
Delay Sync	Free · Tempo	Tempo
Delay Time	20.0 ms to 2.00 s	375 ms
Delay Division	1/32 T · 1/32 · 1/16 T · 1/16 · 1/8 T · 1/16 D · 1/8 · 1/4 T · 1/8 D · 1/4 · 1/4 D · 1/2 · 1/2 D · 1 bar · 2 bars	1/8 D
Delay Feedback	0.0 % to 92.0 %	40.0 %
Delay Low Cut	20.0 Hz to 2.00 kHz	120 Hz
Delay High Cut	800 Hz to 16.0 kHz	8.50 kHz
Delay Character	Clean · Tape · BBD · Lo-fi	Clean
Delay Drive	0.0 % to 100.0 %	0.0 %
Delay Diffusion	0.0 % to 100.0 %	0.0 %
Delay Width	0.0 % to 100.0 %	100.0 %
Delay Duck	0.0 % to 100.0 %	0.0 %
Reverb On	Off · On	Off
Reverb Mix	0.0 % to 100.0 %	20.0 %

Parameter	Range	Default
Reverb Size	0.0 % to 100.0 %	50.0 %
Reverb Decay	0.10 s to 30.0 s	2.00 s
Reverb Predelay	0.00 ms to 250 ms	10.0 ms
Reverb High Cut	1.00 kHz to 20.0 kHz	7.00 kHz
Reverb Low Cut	20.0 Hz to 1.00 kHz	120 Hz
Reverb Diffusion	0.0 % to 100.0 %	80.0 %
Reverb Modulation	0.0 % to 100.0 %	25.0 %
Reverb Width	0.0 % to 100.0 %	100.0 %

Presets

Init plus 14 presets in 8 categories, all at a similar volume (-16 LUFS).

Bass 3

Round Sub, Acid Line, Wide Reese

Lead 2

Glass Lead, Sync Scream

Pad 2

Silk Choir, Warm Strings

Keys 2

Soft Organ, FM Bell

Pluck 1

Bright Pluck

Sequence 1

Pulse Step

Texture 2

Dust Field, Talking Grownl

FX 1

Riser Sweep

Click the preset capsule in the top bar to open the **preset sheet**: search (every word must appear in the name, category or description), categories with their counts, ★ **Favourites**, tags on every row, and **in B**, which loads a preset into the slot that is not playing so you can compare. A click loads a preset and leaves the sheet open;   move,  loads and closes,  closes. The arrows < > beside the capsule step through the list; a dot says the sound was changed.

All 15 programs, as the DAW lists them

- Init

Bass / Acid Line

Bass / Round Sub

Bass / Wide Reese

Lead / Glass Lead

Lead / Sync Scream

Pad / Silk Choir

Pad / Warm Strings

Keys / Soft Organ

Keys / FM Bell

Pluck / Bright Pluck

Sequence / Pulse Step

Texture / Dust Field

Texture / Talking Growl

FX / Riser Sweep

A/B and undo

A and **B** hold two complete settings. **equal vol.** plays B at the loudness of A, so louder never fools you. **in B** in the preset sheet loads a preset straight into the other slot. Undo and redo (the curved arrows, **Ctrl + Z** and **Ctrl + Shift + Z**) are kept separately for A and B; switching slot is not a step.

Listen modes

utsuri has no delta mode. Each effect has its own on switch and mix; with an effect off utsuri spends no CPU on it.

Simple, advanced and sizes

utsuri has the three sizes but no simple/advanced drawer. **S** (640 × 400): wavetable display, position, filter cutoff, the four macros and the keyboard. **M** (1000 × 640): everything. **L** (1280 × 800): also phase and random phase per oscillator; the modulation list always open, every parameter of the chosen effect, bend up and down.

Pick a size with **S**, **M** and **L** in the top bar, or drag the window corner. A click on the status line zooms the contents from 75 to 200 %. The **help strip** in the footer describes the control under the pointer.



Essential (S), 640 × 400



Studio (M), 1000 × 640



Full (L), 1280 × 800

More features

Wavetables

35 factory tables in 9 families (Basic, Pulse, Harmonic, Vocal, FM, Organ, Metallic, Digital, Noise). **Load WAV...** imports your own (a single cycle, or 2048-sample frames up to 256); it is saved in the session. **Export WAV...** saves it.

Modulation

24 sources: Env 1 to 4, LFO 1 to 4, Random 1 and 2, Macro 1 to 4, Velocity, Release velocity, Note, Note in octave, Aftertouch, Mod wheel, Pitch bend, Sustain pedal, Soft pedal, Random per note. Right-click a knob for *Modulate with...*, bipolar, stereo, bypass, curve and remove. The *N modulations* list edits every amount.

Keyboard

The on-screen keyboard plays with the mouse (lower on a key is louder). With it focused, A W S E D F T G Y H U J K play an octave, Z and X shift the octave.

Tips by genre

Bass

Round Sub (mono with glide), *Acid Line* (resonant Ladder), *Wide Reese* (unison).

Lead

Glass Lead with delayed vibrato, *Sync Scream*.

Pads

Silk Choir: vowels that move; add Reverb mix.

Keys

FM Bell, *Soft Organ* (opens with the mod wheel).

CPU

Quality Eco and fewer unison voices when you stack many instances.

CPU and latency

Latency

0 samples.

Quality

Eco (1x), High (2x, default) or Studio (4x). Tables are band-limited at every quality; filter drive uses second-order anti-aliasing.

CPU

Typical patch: about 1 to 1.4 % of one core with one voice, 6 to 9 % with eight.

MIDI

Sustain, sostenuto and soft pedals, aftertouch, mod wheel. MIDI learn from the status line.

CPU: one stereo instance at 48 kHz, 512-sample blocks, on a test signal, as a percent of one core of a recent desktop CPU. Indicative only: your system will differ.

Version and changes

This manual describes **utsuri 0.6.7**. Updates never change how a saved session sounds: when the sound changes, it arrives as a new option or only in new instances.

Latest builds

0.6.7 2026-10-24 ["Its own product now: its licence, the Beat Kit's (KIZAMI, KITTO, TATAKIT, FUZZO, ASCENT) or ZOKKU All's unlocks it; old beta trials keep working. Sound and saved sessions unchanged."]

0.6.6 2026-10-24 ['Activate online and Activate offline in the licence sheet activate ZOKKU All; a saved session stays byte for byte the same after it is reopened.']

0.6.5 2026-10-24 ['A ZOKKU All licence unlocks it too; the free trial is the ZOKKU All one: 7 days, one trial for all eleven.']

Before

0.6 New name, utsuri (before: ORIGIN). Interface fully in English.

Common to every plugin: windows, presets, keyboard and typed values.

