



ANALOG MOTION

V I N T A G E E X P L O R A T I O N S



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN160223



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ANALOG MOTION - VINTAGE EXPLORATIONS

Utilizing Falcon's deep synthesis and modulation capabilities, the Analog Motion expansion delivers rich and dynamic electronic timbres evocative of the golden age of analog synthesis. Analog Motion was inspired by the vanguards of synth-driven pop music and classic genre film scores of the '80s, such as John Carpenter, Vangelis, Giorgio Moroder, Tangerine Dream and Thomas Dolby.

Drawing from these influences, Analog Motion provides Falcon users with a wide variety of patch types, including single-key soundscapes, arpeggiated sequences, traditional polyphonic synth sounds, rhythmic textures and more. This expansion pack of over 120 presets is ideal as either professional grade analog-inspired synth patches ready for immediate use, or as inspirational starting points for adventurous producers eager to tap into Falcon's full potential as a sound design platform.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 7.2MB of Disk Space

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

MADE FOR FALCON

The Analog Motion expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 16 oscillators, over 90 effects and a fast and intuitive interface that adeptly handles both basic tasks and deep instrument design. All presets have been programmed with macros which provide the user with easy access to the key parameters of each patch. These may be controlled via MIDI, OSC, host automation and Lua scripting, allowing for easy customization and expressive performance capabilities. Take your experience to the next level with this specially made Falcon expansion pack.

(Falcon license required. Not compatible with UVI Workstation.)



INTERFACE





INFO

The Info tab provides an overview of the selected program, houses macro controls, and provides a location for custom text and images via. the **(i)** view.

MACROS

1 Same as Falcon Factory Content, Analog Motion's patches have been programed with macros which provide users with easy access to the 'key' prameters of each patch. These may be controlled via MIDI, OSC, host automation and Lua scripting, allowing for easy customization and expressive performance capabilities.

To change the layout of the macro controls, press the **EDIT** button in the upper left to switch to Edit Mode. You can freely move controls, double-click a label to rename it, or access additional commands from the right-click contextual menu. For more details on macros, please see [Falcon's software manual](#).

PROGRAM INFORMATION

Press the **(i)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

KEYBOARD

2 At the bottom of the Info tab, a keyboard is displayed and can be clicked to play the program. The key range of the program is highlighted, with keys outside the key range darkened. If keyswitch layer rules have been created, those keys are highlighted blue. Additionally, key color can be customized using the Script Processor. For more details on keyswitches, please check [Falcon's software manual](#).





EDIT

If you want more control over a sound than the macros provide, the EDIT tab gives you full access to all parameters. Here you can make fine adjustments to any aspect of a sound or redesign it in any way you can imagine. Here is a brief overview of the EDIT screen hierarchy, for more information please consult the [Falcon software manual](#).

LAYERS OF A PATCH

Patches in Falcon are created within a fixed hierarchy that can be thought of like layers or folders. At the very top is the Program, inside the Program are Layers, within each Layer are Keygroups, and inside the Keygroups are Oscillators. Audio effects, MIDI effects and modulators can be placed on any level. While patches can be as simple as a single oscillator, the structure of Falcon allows for wildly complex sounds of nearly any variety to be quickly created and edited.

PROGRAM EDITOR

The top-most level of your patch, use the Program editor to make broad changes that effect the overall sound of your patch. For example, try adding audio or MIDI effects, or adjusting volume, pan and pitch.

LAYER EDITOR

Layers are used to group and modify Keygroups. Here you can add audio effects, MIDI effects and modulations just like the Program level, but you also have control of attributes like velocity curve, polyphony modes and unison settings.

KEYGROUP EDITOR

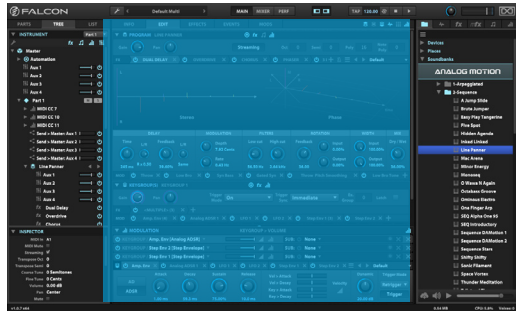
Keygroups are the ground level of your patch, they can hold any number of oscillators and define which MIDI notes and velocity ranges trigger those oscillators. They also set basic oscillator attributes like pitch and trigger modes. Like the previous ‘folders’, keygroups can contain effects and modulators, but there is one significant difference: effects instanced at the keygroup level operate per-voice. This can have fantastic effects, but comes at an additional CPU cost so consider how you use it carefully.

1

2

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EDIT

- 4

MAPPING EDITOR

The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.
- 5

OSCILLATOR EDITOR

Falcon has many types of oscillators including sample-based and algorithmic. Here you can edit existing oscillators, change them or add new ones.
- 6

MODULATION EDITOR

Modulators can be instantiated at any of the levels mentioned above and this particular editor provides a centralized view of all of them - allowing editing of modulator parameters (e.g. LFO speed, ADSR values etc.) along with their assignments. All modulators in a patch are represented by tabs. Once clicked, the modulators' assignments are displayed directly above the tab. Here you can edit how they effect the various parameters they are assigned to in your patch.

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PRESET LISTS





PRESETS:

1-Arpeggiated:

- Analog Cinematic
- Chord Fall in Love
- Crossmod Waves
- Eleventh Hour
- Evening Blue
- First Exploration
- High Energy
- Light Drops
- Multi Wave Arp
- Multiseq
- Night Flight
- Nocturn Escapade
- Park Central Park
- Pluck Pad Arp
- Raise n Resonance
- Red Sky
- Sixteen Step
- Slow Multipattern
- Sparkle Keys
- Spectral EDnergy
- Sunday Morning
- Tropic Digi Wheel
- Ultra Soft Arp Wheel
- Waverunning

2-Sequence:

- A Jump Slide
- Brute Jumper
- Easy Play Tangerine
- Five Spot
- Hidden Agenda
- Inked Linked
- Line Panner
- Mac Arena
- Minor Energy
- Monoseq
- O Wawa N Again
- Octabass Groove
- Ominous Electro
- One Finger Arp
- SEQ Alpha One 95
- SEQ Introductory
- Sequence DAMotion 1
- Sequence DAMotion 2
- Sequence Stars
- Shifty Shifty
- Sonic Filament
- Space Vortex
- Thunder Meditation
- Trilateral Time
- Uber Space Driving
- Underwater Spain
- Upbeat Layers
- Valley People
- Vangel Slow Motion
- Vice Wheel 2000
- Villain
- Waverun Sequence
- X Analog Beat

3-Playable:

- BL Nightshine 1
- BL Nightshine 2
- BR Brassy Rising
- BR Master Kanter
- BR Modson Platinum
- BR Osc Motion 1
- BR Osc Motion 2
- KB Hi N Ken
- KB Road in Space
- KB Shakeys Pluck
- KB Step Keys
- LD Ambient Modulator
- LD Elvish Violon
- LD Lightwaves
- LD Octaved Solo
- LD Soft Light
- LD Sync Fallead
- OR Wheel War Orchestra
- PD Cosmopolis X Pad
- PD Fantasy Ominous
- PD Hi N Ken
- PD Mist Rise
- PD Organic Ambient
- PD Scan Syn
- PD Soft Mover
- PD Table Flyer
- PD Venus Automod
- PL Filter Dirty Step
- PL Glide Rise Seq
- PL Kevin Stack
- PL Marimbanalog
- PL Sci Syn
- PL Spring Five
- PL Sync Fall
- SW Sweep Lag S&H

4-Chords:

- Ange Analog Split
- Autochord Jam
- Creeper Chord
- Fantasy Chord White Keys
- Lag S&H Chord
- PAD Fairy Tail
- Slider Phase
- Suspect Usual

5-FX:

- EDo You Read Me
- Encounters
- FX Alarma
- Heatbeat Galactic
- Jupiton Rise
- Noise Ramp
- Sometimes Pad
- Space Bubbles
- Speechy Froggy
- Thunderbolt
- Uno Mod Mayhem



LINKS

UVI

- Home uvi.net
- UVI Portal uvi.net/uvi-portal
- Your Product Area. uvi.net/my-products
- FAQ. uvi.net/faq
- Tutorial and Demo Videos youtube.com
- Support. uvi.net/contact-support

EXTENDING FALCON

- UVIscript <http://www.uvi.net/uviscript>
- Lua <http://www.lua.org/docs.html>
- OSC. <http://opensoundcontrol.org>
- Scala <http://www.huygens-fokker.org/scala>

ILOK

- Home. ilok.com
- iLokLicenseManager ilok.com/ilm.html
- FAQ. ilok.com/supportfaq



UVI TEAM

SOUND DESIGN

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DOCUMENTS

- Nathaniel Reeves
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UVI SOUNDS & SOFTWARE

UVI.NET