



ANALOG motion

VINTAGE EXPLORATIONS



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN160223



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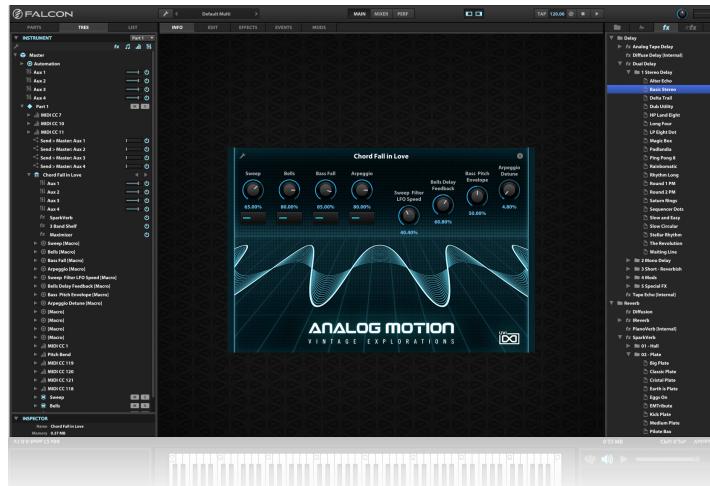
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TABLE OF CONTENTS

INTRODUCTION	4
INTERFACE	
INFO	6
EDIT	7
PRESET LIST	10
LINKS	11
CREDITS & SPECIAL THANKS	12



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 programmed with macros which provide users 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.

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](#).





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

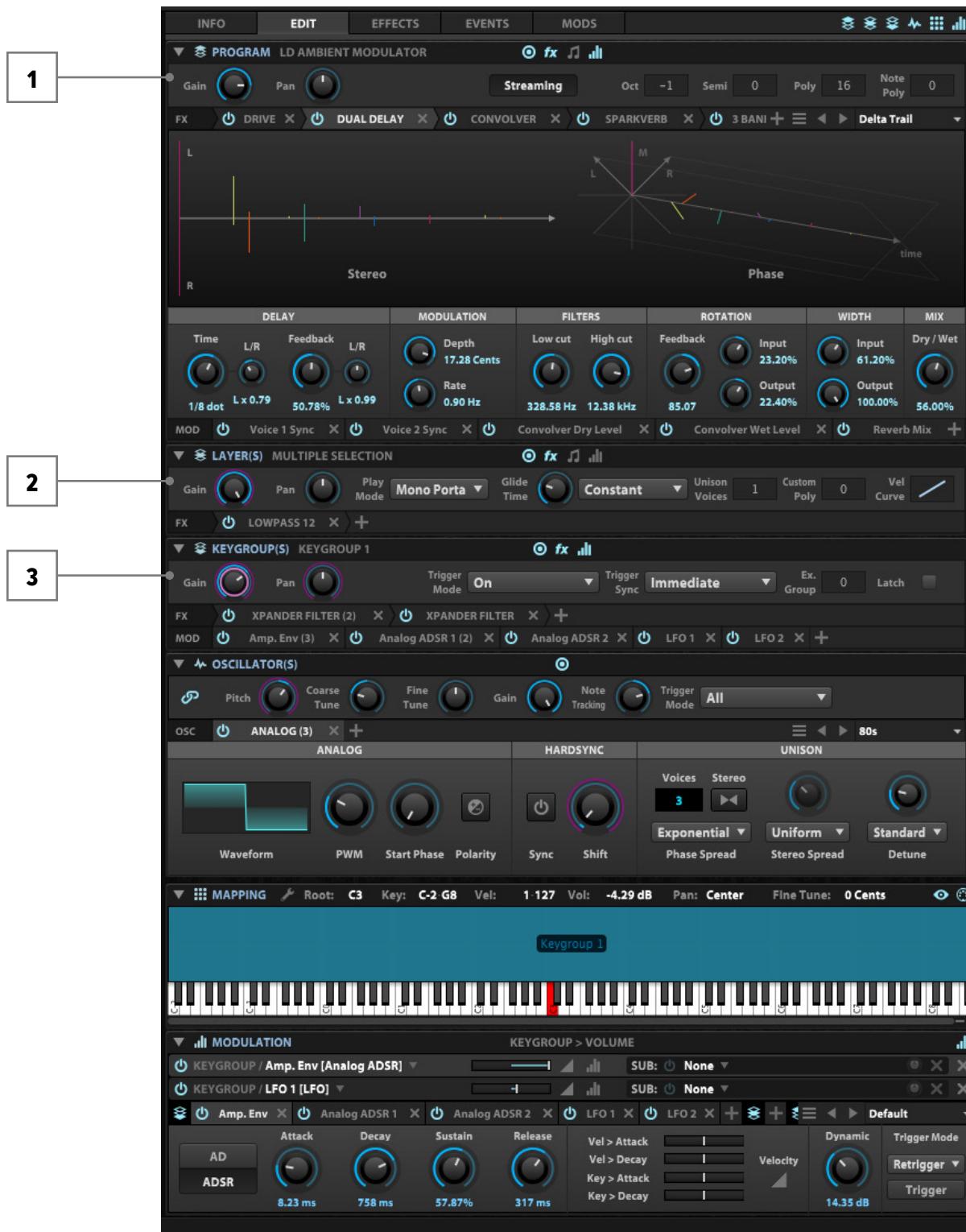
The top-most level of your patch, use the Program editor to make broad changes that effect the overall sound of your patch. For example, try adding audio or MIDI effects, or adjusting volume, pan and pitch.

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.





MAPPING EDITOR

4 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.

OSCILLATOR EDITOR

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

MODULATION EDITOR

6 Modulators can be instanced 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.



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 Shakesys 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
Jupiter Rise
Noise Ramp
Sometimes Pad
Space Bubbles
Speachy 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/uvicscript>

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

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