SPECTRE

ELECTRONIC VISIONS

FALCON EXPANSION

SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN160526

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MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 80MB of Disk Space

For more information on the installation process, please refer to the document: Soundbank Installation Guide

SPECTRE - ELECTRONIC VISION

Spectre presets a quintessential look at precision sound design with deep and manifold synthetic textures, from heart-stopping bass and aggressive leads to hypnotic arps and pulsing rhythmic soundscapes inspired by today's top producers and sound designers. Utilizing Falcon's advanced synthesis, effects and modulation over 140 patches have been crafted to evoke the energy, detail and futuristic stance of modern electronic music.

The incredible sound quality of Falcon can be felt throughout this premium selection of arps, bass, bells, drums, fx, keys, leads, pads, plucked sounds, sequences, and voice patches, perfect for house, techno, hardcore, drum and bass, dubstep, EDM, deep house any many other styles. Quickly preview and layer sounds, perform them with macro controls and make them your own by taking advantage of the limitless editing possibilities on-hand in Falcon.

MADE FOR FALCON

The Spectre 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.
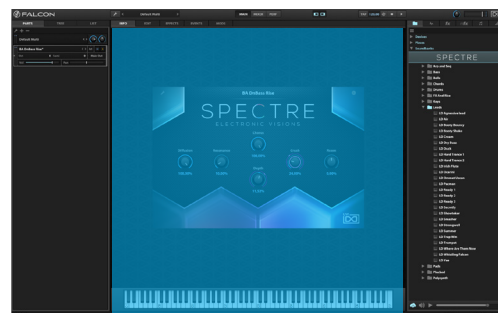
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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, Spectre's patches have been programed 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.
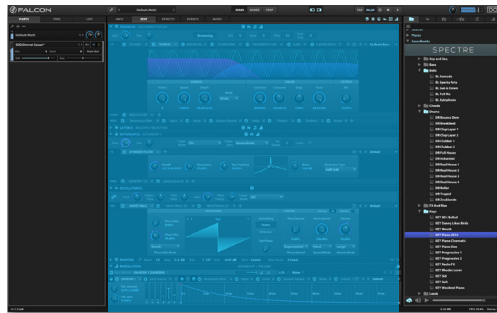
KEYBOARD

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.

6

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.
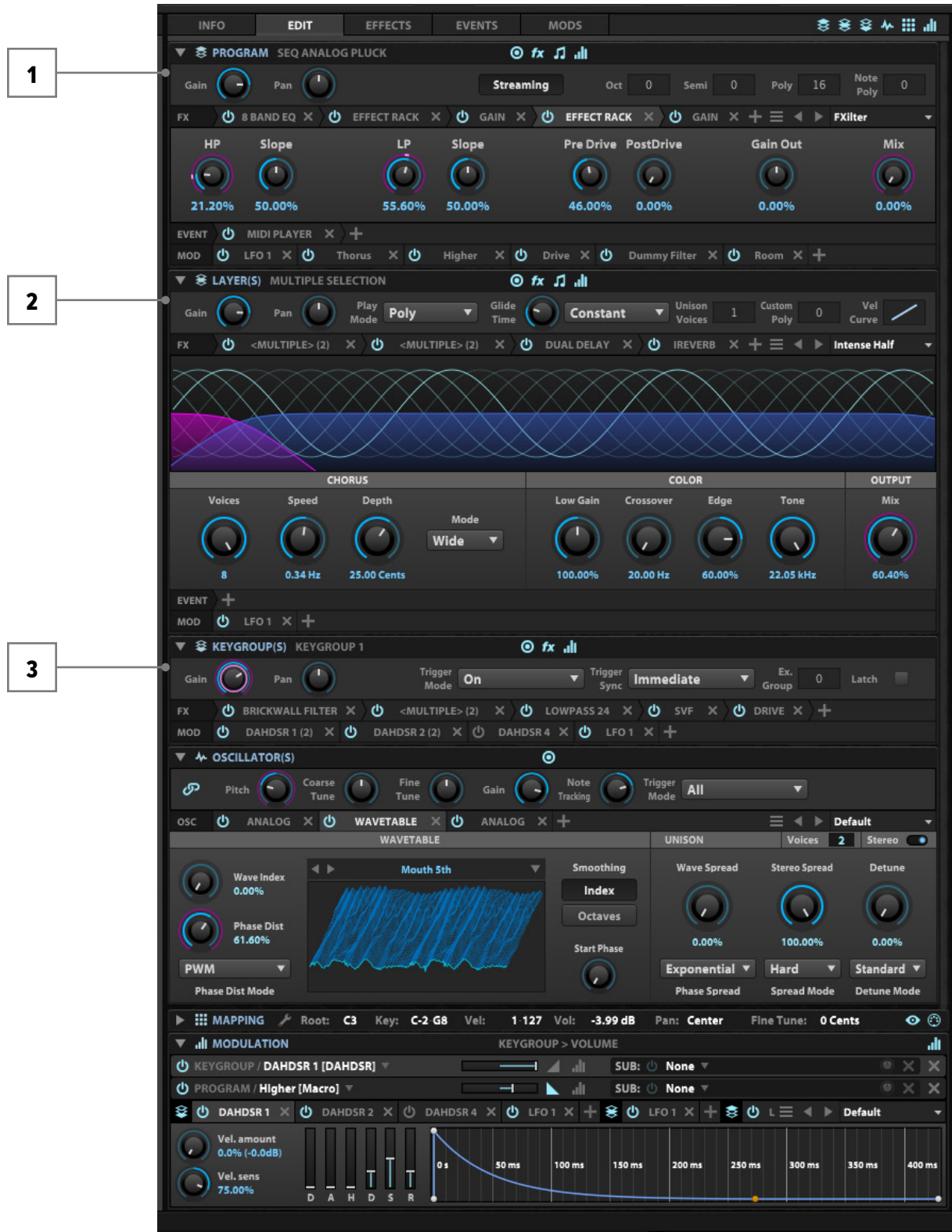
PROGRAM EDITOR

1 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.
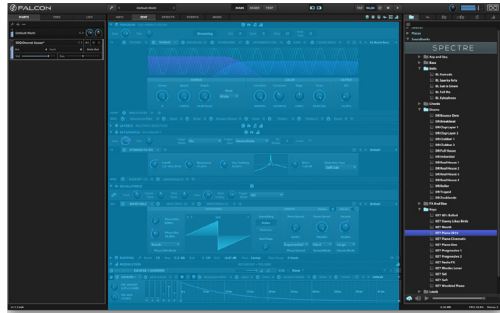
LAYER EDITOR

2 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

3 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.

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.

EDIT

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

PRESET LISTS

PRESETS:

Arp and Seq:
ARP Appeased
ARP Atom
ARP Boson
ARP DnBass Dnbreak
ARP Ping Pong
ARP Suspicious
SEQ Agressive Lead
SEQ Alan Walk 1
SEQ Alan Walk 2
SEQ Analog pluck
SEQ Booty Bouncy
SEQ Burner 1
SEQ Burner 2
SEQ Burner 3
SEQ Cream
SEQ DnBass Frogs
SEQ DnBass Lumbjacker
SEQ DnBass Rise
SEQ Gangsta
SEQ Geckoko
SEQ Groovble
SEQ Kolala 1
SEQ Kolala 2
SEQ Kolala 3
SEQ Ommet Uzcan
SEQ Ready 1
SEQ Ready 2
SEQ Ready 3
SEQ Rhodes Lover
SEQ Smasher
SEQ Soft
SEQ Strongwell
SEQ Summer
SEQ Sun is Down
SEQ Tension
SEQ Where Am I Now
SEQ Where Are Them Now
SEQ Wombassor 1
SEQ Wombassor 2
SEQ Yee

Bass:
BA Analog pluck
BA Atom
BA Bazz
BA Blast
BA Boson
BA Burner 1
BA Burner 2
BA Burner 3
BA Cheerleader
BA Deep Saw
BA Deep Sine
BA DnBass Dnbreak
BA DnBass Frogs
BA DnBass Lumbjacker
BA DnBass Rise
BA Dub Talker
BA Gangsta
BA Geckoko
BA Groovble
BA Growl Shot 1
BA Growl Shot 2
BA Growl Shot 3
BA Hot Metal Growl
BA Inflated
BA Iouaiy
BA Kolala 1
BA Kolala 2
BA Kolala 3
BA Long Sync
BA Nervous
BA OldSkool Stack
BA Phase House
BA Saw Your Face
BA Scary
BA Tujamo Brass
BA Veggynal
BA Wombassor 1
BA Wombassor 2
BA Wooble One
BA Yoy

Bells:
BL Komodo
BL Sparky Arty
BL Sun is Down
BL Tell Me
BL Xylophone

Chords:
CHO Bleep Gm
CHO Complete Cm
CHO Metrosex
CHO Mouth
CHO Tek Cluster

Drums:
DR Bounce Dem
DR Breakbeat
DR Clap Layer 1
DR Clap Layer 2
DR Clubber 1
DR Clubber 2
DR Full House
DR Industrial
DR Real House 1
DR Real House 2
DR Real House 3
DR Real House 4
DR Roller
DR Trapped
DR Zouklando

FX And Rise:
FX Drum Fills
FX Fireworks
FX Grand Corbeau
FX Gyrofare
FX Hey
FX Noise Ramp
FX Pacman
FX Rizor 1
FX Rizor 2
FX Rizor 3
FX Square Rizor
FX Tabla Finger
FX Timpani 1
FX Timpani 2
FX Zombreath

Keys:
KEY 80's Ballad
KEY Danny Likes Birds
KEY Mouth
KEY Piano 2k16
KEY Piano Cinematic
KEY Piano One
KEY Progressive 1
KEY Progressive 2
KEY Radio FG
KEY Rhodes Lover
KEY Sid
KEY Soft
KEY Woobled Piano

Leads:
LD Agressive lead
LD Air
LD Booty Bouncy
LD Booty Shake
LD Cream
LD Dry Buzz
LD Duck
LD Hard Trance 1
LD Hard Trance 2
LD Irish Flute
LD Ocarini
LD Ommet Uzcan
LD Pacman
LD Ready 1
LD Ready 2
LD Ready 3
LD Secretly
LD Showteker
LD Smasher
LD Strongwell
LD Summer
LD Trap Win
LD Trumpet
LD Where Are Them Now
LD Whistling Falcon
LD Yee

Pads:
PAD Supermode
PAD Violon
VO Amiga Aahs

Plucked:
PLK Alan Walk 1
PLK Alan Walk 2
PLK Bleep Gm
PLK Classic
PLK Corn
PLK Cute
PLK Dream Pluck
PLK Gangsta
PLK Ping Pong
PLK Rainy
PLK Suspicious
PLK Tabla Finger
PLK Tension
PLK Tiesto Banjo
PLK Venus
PLK Where Am I Now

Polysynth:
PL Booty Bouncy
PL Burner 1
PL Burner 3
PL Complete Cm
PL Cream
PL DnBass Dnbreak
PL Geckoko
PLY Agressive lead
PLY Ommet Uzcan
PLY Ready 3
PLY Strongwell
PLY Summer

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

Louis Couka

Sien Sounds

Alain Etchart

GUI & GRAPHICS

Anthony Hak

DOCUMENTS

Nathaniel Reeves

Kai Tomita

UVI SOUNDS & SOFTWARE

UVI.NET