



# ETHER FIELDS

BY SIMON STOCKHAUSEN



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN170125



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#### ETHER FIELDS - SOUNDS BY SIMON STOCKHAUSEN

Ether Fields concentrates the energy of the cosmos through deep and atmospheric pads, lush and evolving soundscapes and haunting tones expertly realized by one the world's most preeminent minds of sound design, Simon Stockhausen. Journey through space-time with Simon as your guide, experience waves of sound rise and fall around you, physicality begin to fade away and the light of heaven's stars bend to reveal their ancient mysteries. Utilizing the advanced synthesis, effects and modulation capabilities of Falcon, Ether Fields delivers 100 premier patches designed to channel the timeless energy of myth and consciousness.

#### MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 1.3GB of Disk Space

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

#### MADE FOR FALCON

The incredible sound quality of Falcon can be felt throughout this premium selection of bells, granular and hybrid soundscapes, pads, patterned sound, synths and wavetables, perfect for ambient, electro, idm, new age, soundtracks and 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.

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, Ether Fields' 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

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.





### 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

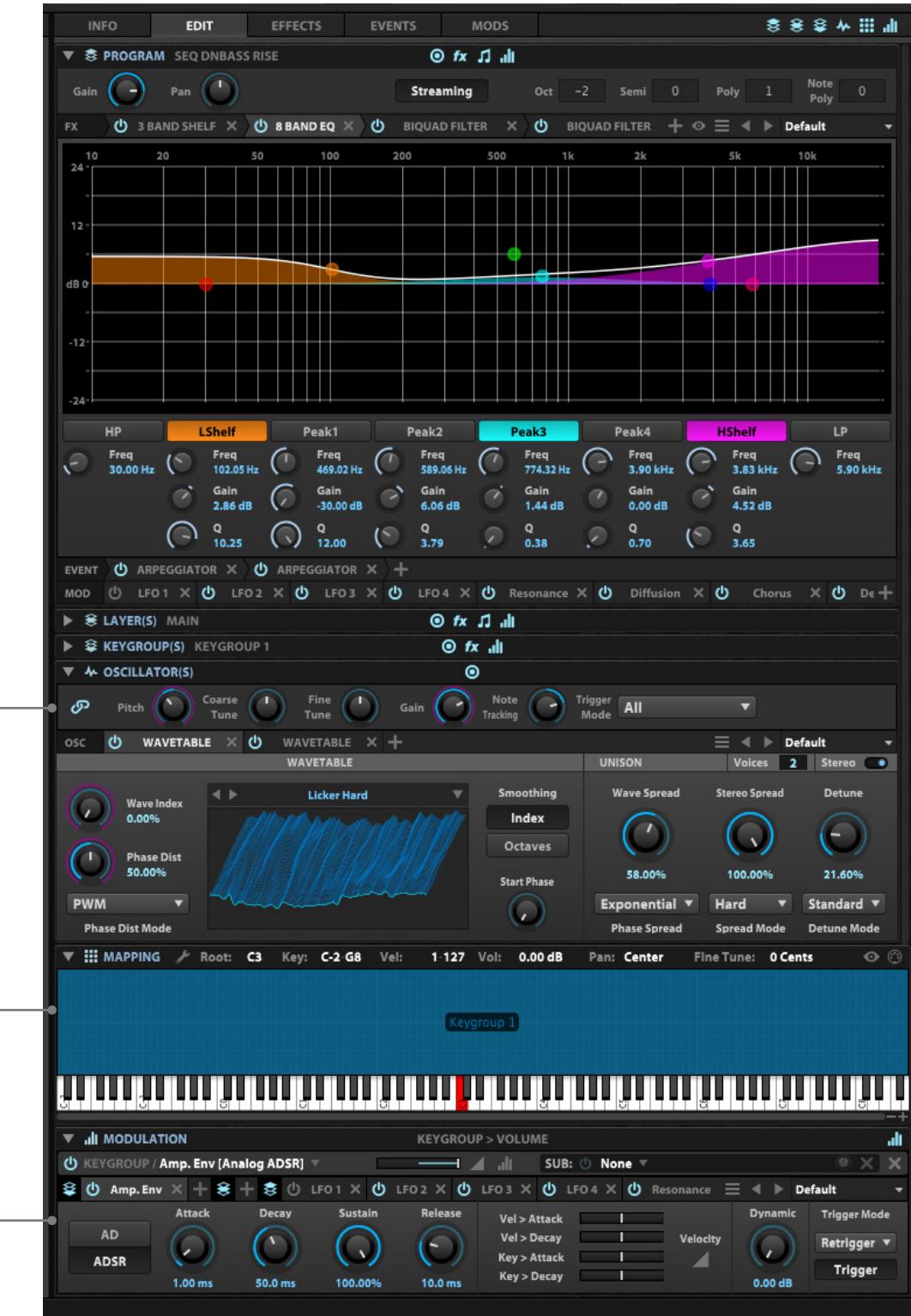
5

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:****Bells - Plucks:**

Angkelung Pluck  
Bali Plucker  
Cave Bells  
Cloche Esperer Split  
Crystal Chords  
FM Carillon  
FM Harp  
FM Metallophone  
FM Purity Pluck  
Glass And Stone  
Hybrid Plucker  
Micro Angles  
Reso Sphere  
Ship Bell  
Summer Sky  
Tibetan Bells Split  
Triangle Synth  
Warped Vibra

**Granular:**

Ethereal Dome Split  
Glassy Voice Pad  
Haunted Lady Split  
Kryptonite  
Lydian Voices Split  
Nylon Curtain  
Space Choir Split  
Spectral Vox Morph  
Vocal Glass Split  
Vocal Grain Planet  
Vocal String Field Split

**Hybrid:**

Cine Guitar Pad  
Dorian Scape  
Mixolydian Waters

**Pads:**

Calm Morning  
Dark Mountain Pad  
Embracer Pad  
Epic Model Strings  
Gentle FM Pad  
Gentle Garden  
Orbit Pad  
Pads for Tales  
Queens Throne  
Smoothie KS  
Vanilla Cream

**Sequencer:**

Ambient ChordQuencer  
CoolQuencer  
Filter Machine  
Flutter Synth  
Fusion Loops  
Minimal Major Maze  
MonoPoly Drive  
Reso Grooves  
Sad City  
Space Quencer Split  
Syncop Dancer  
Tetra Quencer  
Tribal Triplets  
Triplet Runner  
Vocoder Dance

**Soundscapes:**

Chime Clouds Split  
Double Drones Split  
Endless Penta Mill Split  
Ethereal Chime Trails  
Ethereal Resonances  
Frozen Mystery Split  
Gold Rush  
Gong Scanner Trio  
Nature Scapes Split  
New Age Rocket  
Penta Brass Clouds Split  
Resonant Darkness  
Spooky Minority Split  
Thai Gong Dome  
Unicorn Scape Split

**Synths:**

Annas Stack Lead  
Counter Syncer  
Edgy Funk Keys  
Electric Violin Lead  
Flipper  
FM 90 Bass  
FM Glass  
Formantica  
Garland  
Horizon Synth  
Night Swirler  
Slow Descender  
Strato Sweller  
Sweeper Keeper Split  
Synced Hypnosis  
Tremolo Cloud

**Wavetable:**

Digi Sweeper  
Formant Mountain  
Mean Machine  
Meditation Vox  
Monastery Vox  
Motion Tunnel  
Orion Drone  
SciFi Morpher  
Table Quartet  
Transformer Mill  
Vocal Lead Synth



## LINKS

### UVI

Home ..... [uvi.net](http://uvi.net)

UVI Portal ..... [uvi.net/uvi-portal](http://uvi.net/uvi-portal)

Your Product Area ..... [uvi.net/my-products](http://uvi.net/my-products)

FAQ ..... [uvi.net/faq](http://uvi.net/faq)

Tutorial and Demo Videos ..... [youtube.com](http://youtube.com)

Support ..... [uvi.net/contact-support](http://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](http://ilok.com)

iLokLicenseManager ..... [ilok.com/ilm.html](http://ilok.com/ilm.html)

FAQ ..... [ilok.com/supportfaq](http://ilok.com/supportfaq)

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