



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





MACROS

Same as Falcon Factory Content, Ether Fields' 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

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](#).



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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.



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

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

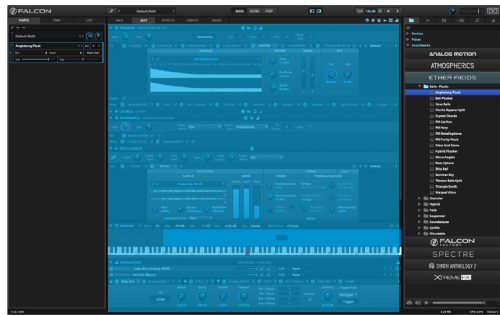
3 Keygroups are the ground level of your patch, they can hold any number of oscillators and define which MIDI notes and velocity ranges trigger those oscillators. They also set basic oscillator attributes like pitch and trigger modes. Like the previous ‘folders’, keygroups can contain effects and modulators, 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.

1

2

3





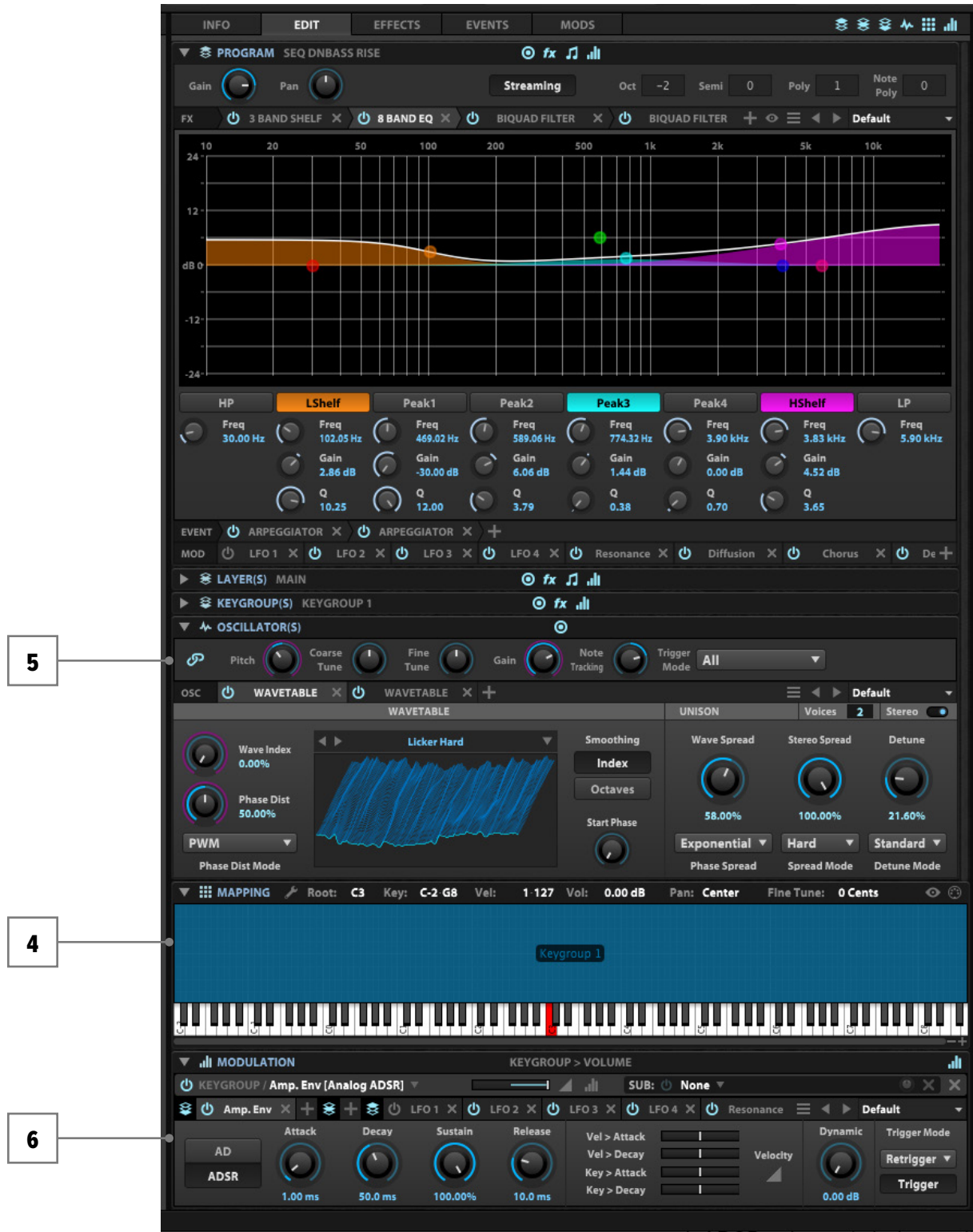
4 **MAPPING EDITOR**
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

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.



EDIT



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
- Monestry Vox
- Motion Tunnel
- Orion Drone
- SciFi Morpher
- Table Quartet
- Transformer Mill
- Vocal Lead Synth





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

- UVIsript <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



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UVI SOUNDS & SOFTWARE

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