



ATMOSPHERICS

SOUNDSCAPES, PADS AND BEYOND



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN170410



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ATMOSPHERICS - SOUNDSCAPES, PADS AND BEYOND

Take a sonic journey through celestial auras, evolving pads and rich, unfolding tonal soundscapes. Instantly fill your productions with mood, texture and atmosphere as you take your listeners through slowly rolling fog banks, dense futuristic landscapes and deeper into elevated states of consciousness. A diverse collection of expertly crafted presets provide a multitude of sound destinations, ready to be plugged in, layered or manipulated in near infinite ways within the powerful Falcon environment. Whether you're looking to fill the void with ominous drones, add a delicate harmonic breeze or simply reinforce your tracks with subtle gravity, Atmospherics delivers rich sonic environments perfect for all modern musical styles.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 500MB of Disk Space

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

MADE FOR FALCON

The depth and sophistication of Falcon can be felt through this premium collection of patches. Employing numerous synthesis techniques including FM, analog modeling and granular, Atmospherics provides rich, dense and evolving multi-part sounds, animated soundscapes, tempo-synced instruments, brooding drones and experimental ambiences. Quickly preview and stack sounds, perform them with macro controls and make them your own with vast effect and modulation options available in Falcon.

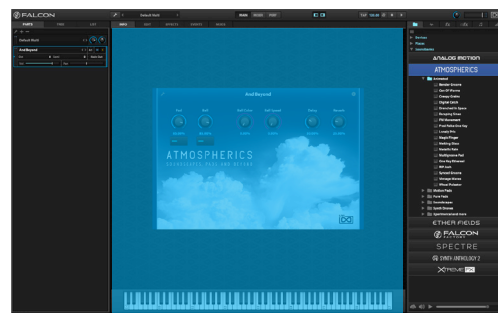
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

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



INTERFACE





MACROS

Same as Falcon Factory Content, Atmospherics' 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](#).



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

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.

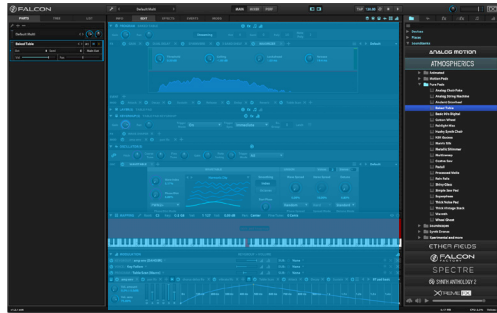
LAYER EDITOR

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.





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:

Animated:

- Bender Groove
- Can Of Worms
- Creepy Grains
- Digital Catch
- Drenched In Space
- Escaping Sines
- FM Movement
- Fred Falke One Key
- Lonely Prix
- Magic Finger
- Melting Glass
- Metallic Rain
- Multigroove Pad
- One Key Ethereal
- RIP Josh
- Synced Groove
- Vintage Waves
- Wheel Pulsator

Motion Pads:

- A Fair Hush
- Ambient Master
- And Beyond
- Anklungs Pad
- Confused Glitches
- Cotton Dream
- Dancing Snippets
- Digi Sparkle
- Digilogue
- Dripper
- Filterwheelz
- Fluid Glass
- Fragile Dreams
- Ghost Players
- Great Barrier Reef
- Hommage to Jarre
- Merry Potter
- Prismic Motions
- String Traveller
- Superdrifter
- The Whistler
- Velo Glitter Swell
- Winterland

Pure Pads:

- Analog Choir Fake
- Analog String Machine
- Ancient Growheel
- Baked Table
- Basic 90's Digital
- Cotton Wheel
- Fairlight Hiss
- Hushy Synth Choir
- K5K Godess
- Matrix Silk
- Metallic Shimmer
- Multisweep
- Ocatve Saw
- Padull
- Processed Mello
- Rain Falls
- Shiny Glass
- Simple Saw Pad
- Superphase
- Thick Noise Pad
- Thick Vintage Stack
- Warmth
- Wheel Ghost

Soundscapes:

- A Moonnight
- BT Ghosts
- Diamond Cave
- Driven Sines
- Ethereal
- Exoplanetial Orbit
- FM On Wheels
- Funny Creeps
- Glibbery When Wet
- Hush Grains
- Lonely Syncer
- Lost Orbiter
- LSD Glowflies
- Metal Morpher
- Occasionally
- Orions Rain
- Pris Waiting
- Public Enlightenment
- Rain On Saturn
- Stutter Move
- Table Jumper
- The Snake
- Unicorns
- Use Wheel
- Wedding Bells
- Wheel Needles
- Wheel Twister w Samples
- Wheel Twister
- Wheelmorphing Ghosts

Synth Drones:

- A Nightscape
- Baby Quasar
- Black Dream
- Carbon 14
- Chaining
- Cirrocumulus
- Frontier
- Glitter On The Snow
- Heat Shimmer
- Last Prayer
- Lead Harsh
- Metallic Afterimage
- Seven Lights
- Sinequanone
- Synthetic illusion
- The Prophet
- Time Slip
- Valley Of Deer

Xperimental and more:

- Busy Bells
- Cats n Bells
- Chime Chiffer
- Crispy Granule
- Decelerator
- Disunited Harmonics
- Fluttering Bells
- Heated Sines
- Ice Chiffer
- Mighty 90s
- No Filter
- Offshore
- Pitchwheel Motion
- Rachel Seduction
- Redux Ion
- Shivering Charmeur
- Skinny Ghost
- Space Crickets
- Splatter FM Pad
- Superdrifter
- Tourette Harmonics
- Wave Saws
- Wizzard Glass





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



UVI TEAM

SOUND DESIGN

- BigTone
- WeatherM
- Alain Etchart
- Damien Vallet
- Kevin Guihaumou

GUI & GRAPHICS

- Anthony Hak
- Nathaniel Reeves

DOCUMENTS

- Nathaniel Reeves
- Garrett DeMartinis
- Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET