



# ATMOSPHERICS

## SOUNDSCAPES, PADS AND BEYOND



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN170410



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#### ATMOSPHERICS - SCENES, 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





## 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, Atmospherics' 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

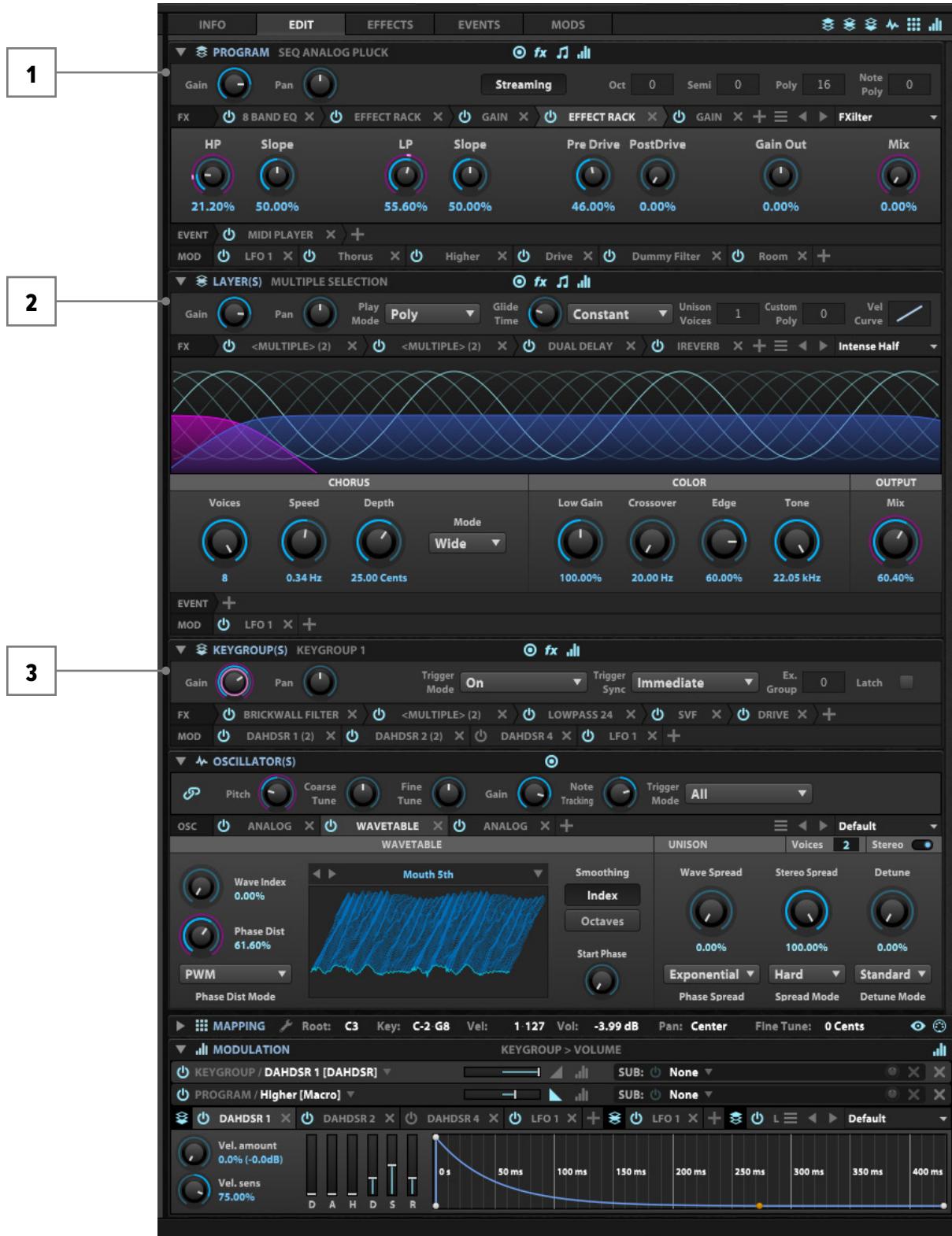
2

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

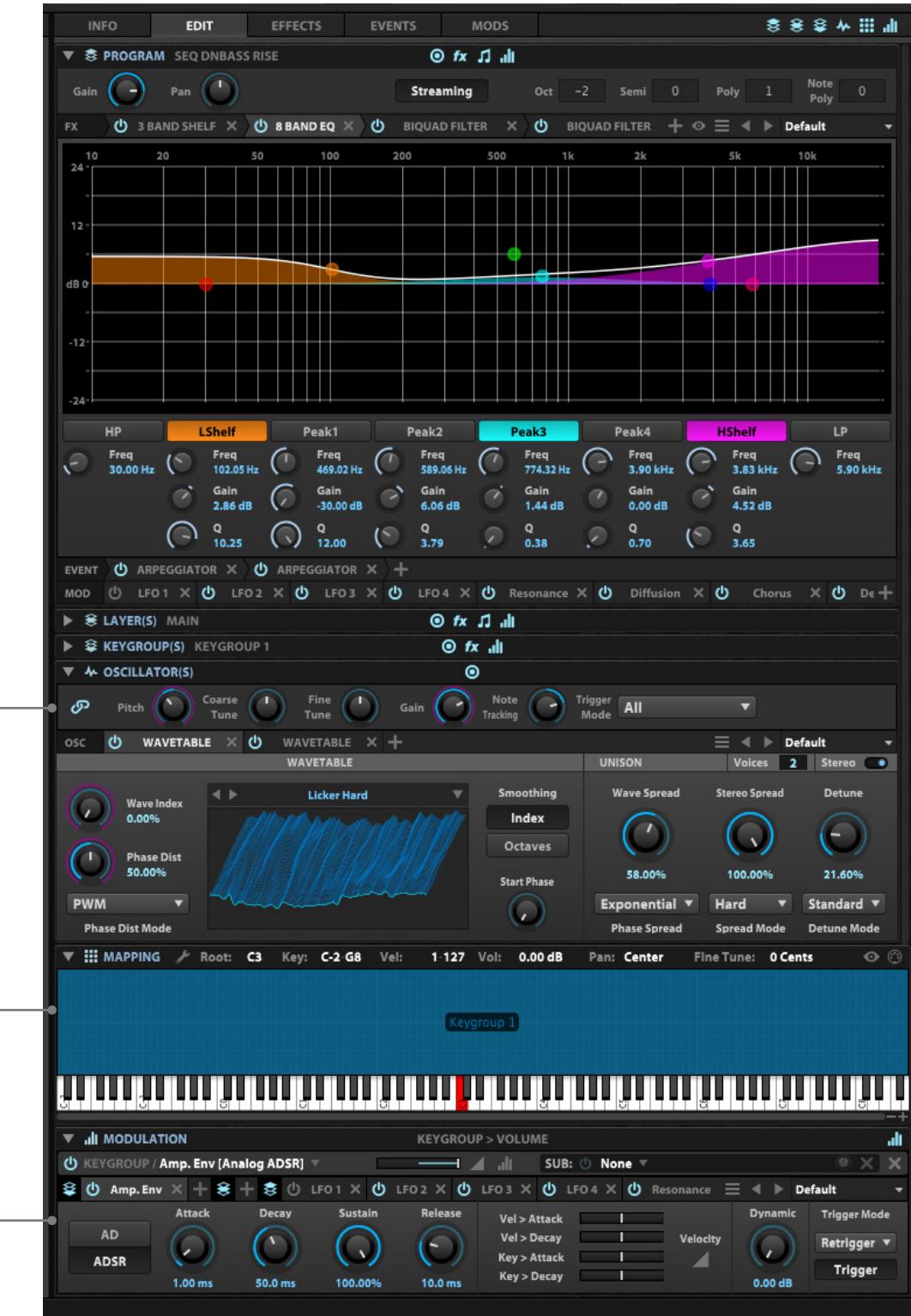
5

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:****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

**Pure Pads:**

Analog Choir Fake  
Analog String Machine  
Ancient Growheel  
Baked Table  
Basic 90's Digital  
Cotton Wheel  
Fairlight Hiss  
Husky Synth Choir  
K5K Goddess  
Matrix Silk  
Metallic Shimmer  
Multisweep  
Ocative 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  
Exoplanetary 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

**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  
Prismatic Motions  
String Traveller  
Superdrifter  
The Whistler  
Velo Glitter Swell  
Winterland

**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](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)

## SOUND DESIGN

BigTone

WeatherM

Alain Etchart

Damien Vallet

Kevin Guihaumou

UVI TEAM

## GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

## DOCUMENTS

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UVI SOUNDS & SOFTWARE

UVI.NET