



CINEMATIC SHADES



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN170710



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CINEMATIC SHADES - POWERFUL AND EMOTIVE SOUND DESIGN

Cinematic Shades is an evocative and visceral collection of sounds designed for composers and modern producers who need unique and powerful emotive elements for their productions. Arranged in 7 categories, Cinematic Shades delivers a curated selection of 130 atmospheres, pads, textures, melodies, sequences, basses and cinematic elements with pre-mapped macros that provide creative modulation options and easy automation control.

A joint collaboration from sound designers Richard Gale and Carlo de Gregorio, Cinematic Shades dives deep into the dark and experimental side of music and sound culminating from over 15 years of sound design experience. Ranging from brooding and ethereal to brazen avant-garde glitch, patches can easily be morphed and performed to suit numerous uses. Create unyielding tension, thunderous releases and rich, expansive sound environments with numerous playable instruments and modern cinematic textures. Utilizing both acoustic recordings and raw synthesis the sounds of Cinematic Shades come alive with rich dynamics and micro-detail, ready to add depth, impact and evolving atmospheres to your productions.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 2.5GB of Disk Space

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

MADE FOR FALCON

The power and flexibility of Falcon is underscored throughout this collection, making use of numerous synthesis techniques including analog modelling, multi-granular and wavetable, as well as many of the robust effects and modulators. Sounds can all be quickly previewed, edited, layered or performed with nearly limitless variation thanks to Falcon's efficient semi-modular architecture.

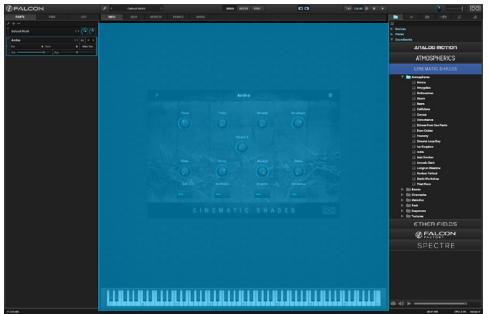
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

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



INTERFACE





MACROS

1

Same as Falcon Factory Content, Cinematic Shades' 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

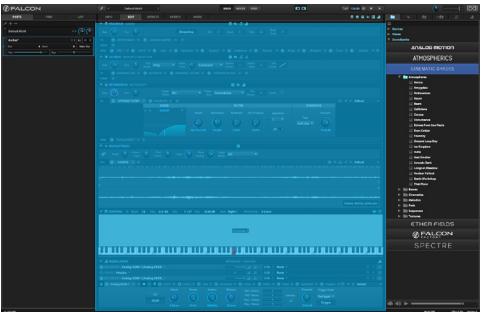
Press the **(I)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

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

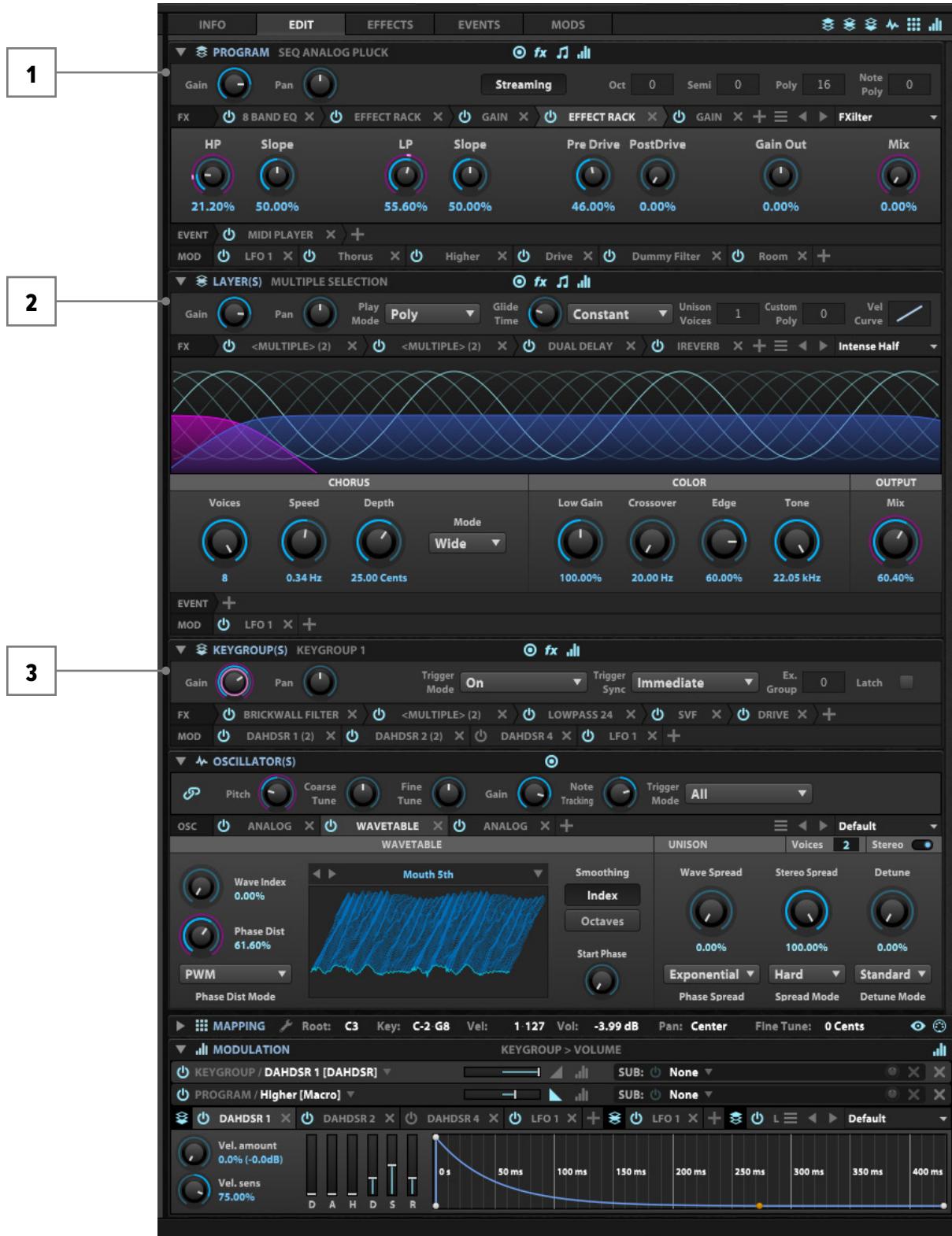
2

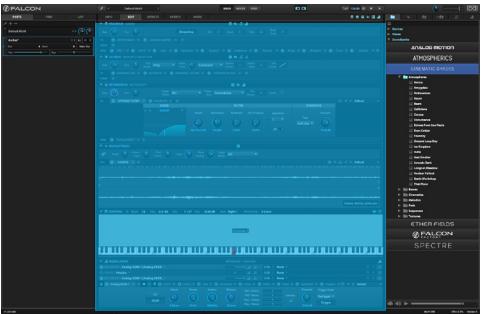
Layers are used to group and modify Keygroups. Here you can add audio effects, MIDI effects and modulations just like the Program level but you also have control of attributes like velocity curve, polyphony modes and unison settings.

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:**Atmospheres:**

Amino
Amygdala
Antineutron
Azure
Beam
Collisions
Corpus
Disturbance
Echoes from Sao Paulo
Even Colder
Foundry
Ground Loop Day
Ice Kingdom
India
Jazz Smoker
Jurassic Dark
Longrun Meadow
Nuclear Fallout
Static Workshop
That Place

Cinematics:

Alien Production Line
Atomic Structure
Axis
Binary Star
Chain Reaction
Death Machine
Fallen Angels
Feedback Storm
Flash Forward
Fragmentation
Half-Life
Horror Strings
Inertia
Shockwave
Subterranean Culture
Transform
Twisted Metal
Unravelling
Whiteout
Zeropoint

Pads:

Bicycle Day
Black Hole
Crystal Bridge
Cyberpunk
Deep Field
Frontiers
Hammers
Hexopod
Impending Doom
Leather Jacket
mTheory
Organizer
Psirens
Rain Maker
Redshift
Saturn
Silver String
The Necromancer
Umbrella
Waterworlds

Textures:

Catacombs
Comb
Dark Night
Debris
Enter The Vortex
Gravity
Ion Storm
Machine Elves
Materia
Multiverse
Planet 9
Procreation
Sky Arc
Solar Sail
Springheeled Jack
The Abyss
Upright
White Walker
Will-o'-the-Wisp
Wired

Basses:

Afterglow
Biter
Circuit Breaker
Cyclon
Dark Matter
Disentegration
Dragontail
Droidslap
Farside
Friction
Heavy Metal
Infusion
Manifold
Metalmorph
Neo
Nerve Cell
Neurotic
Predator
Reese Concerto
Spinning Wheel
Submerged
Symbiosis
Tooth
Ultramodified
Warhorn

Melodics:

Afterlife
Archaos
Bellwerks
Dusty Piano
Electrode
Exoplanet
Fireworks
Floods
Frozen
Glasstail
Hell Strings
Jacob's Ladder
Kotone
Kyoto
Mariposa
Mercury
Moonshine
Neurochemical
Reality Engine
Remnants
Rusty Rhodes
Stairway to Hell
The Box
War
Waterfall

Sequences:

Action
Alien Tribe
Biome
Colosseum
Forbidden Path
Forest Tracers
Fractal Visions
Grand Grain
Harmonic Motion
Lost Highway
Mad Season
Metro
Mysteries
Real Horror Show
Shadow in the Fog
Signals
Stargate
Thrash
Witching Hour
Zildjian





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/uvicscript>

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

SOUND DESIGN

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