DIGITAL MOTION

F M   E X P L O R A T I O N S

FALCON EXPANSION

SOUNDBANK USER GUIDE

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MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 8MB of Disk Space

For more information on the installation process, please refer to the document: Soundbank Installation Guide
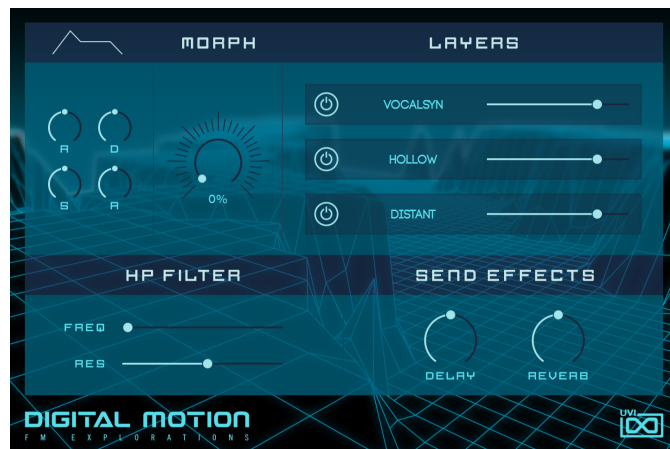
FM EXPLORATIONS

Explore the possibilities of FM synthesis from vintage digital to visionary hybrid tones. Made popular in the '80s, FM synthesis continues to inspire artists and sound designers with it's rich harmonic sounds and other-worldly timbres. Utilized within the modular architecture of Falcon, Digital Motion delivers a focused set of hyper-detailed and expressive FM patches offering vivid, evolving and highly-musical visions.

The sounds of Digital Motion are layered and massive, providing a range of possible tones within each patch. Mix and tweak 3 discrete layers of synthesis, a uniquely prepared "Morph" control providing instant movement and modulation, ADSR amplitude envelope, filter and sends for reverb and delay. Quickly find sounds within useful groupings including bells, pads, keys, organs, leads, basses, atmospheres and FX, then tweak them on the front panel to create variations, or dig deep and transform them into your own unique sonic expressions.

MADE FOR FALCON

The Digital Motion expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 15 oscillators, over 80 effects and a fast and intuitive interface that adeptly handles both basic tasks and deep instrument design. All presets have been programmed with macros which provide the user 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.

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.

Note:Script edting of the Digtial Motion's default pannel is not allowed.

MACROS

1 Same as Falcon Factory Content, Digital Motion's patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. For more than Falcon Factory, Digital Motion has custom front panel which made by Falcon's scriot feture. The parameters are connected with the macros and 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 **Script** button above the pannel, to hide script pannel. Then **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.
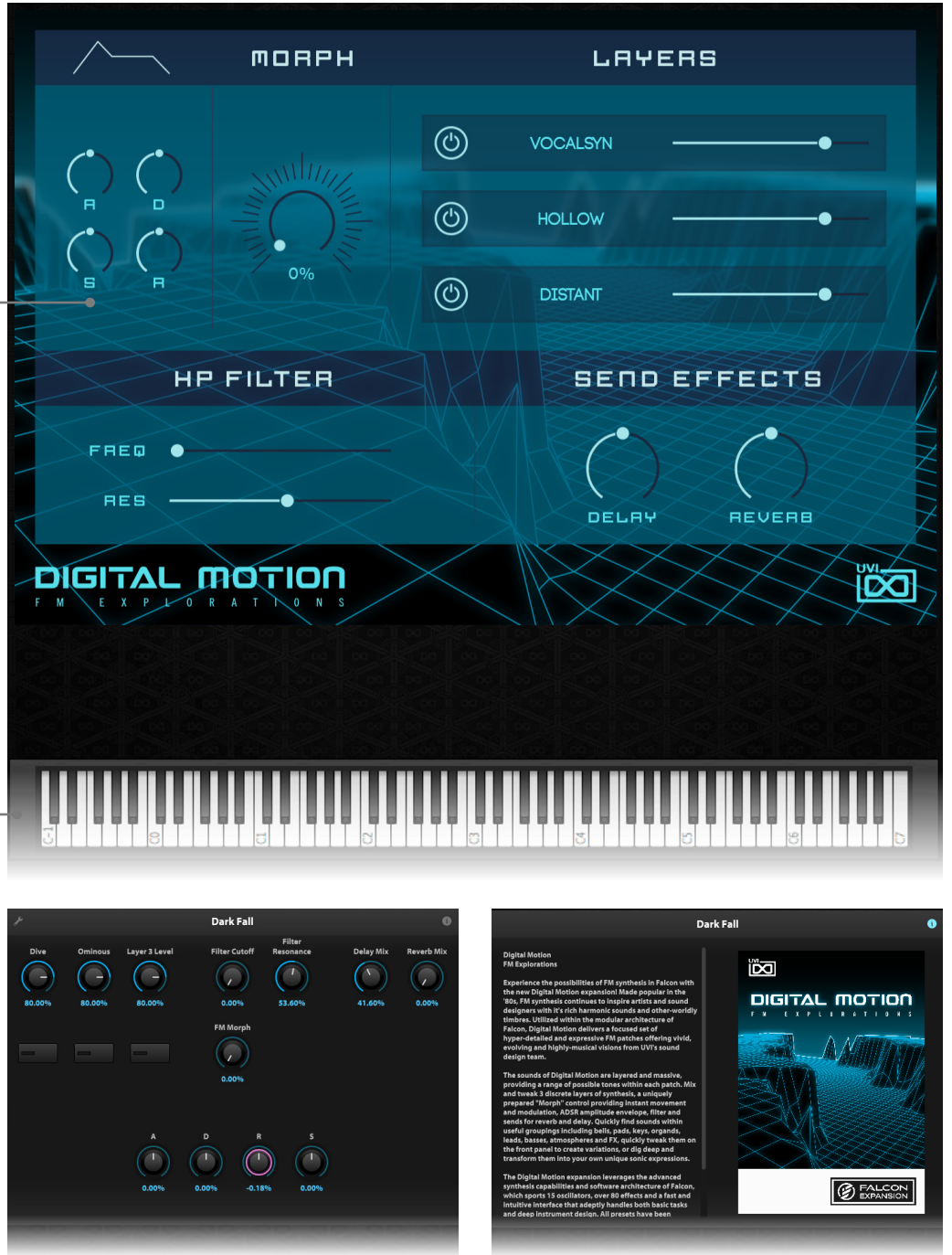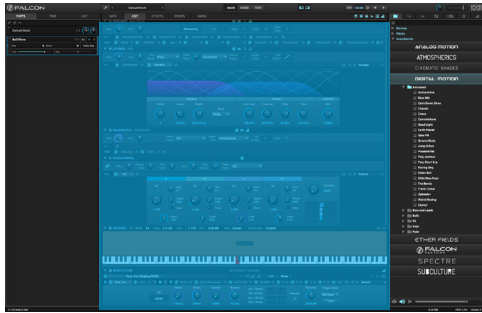
EDIT

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.
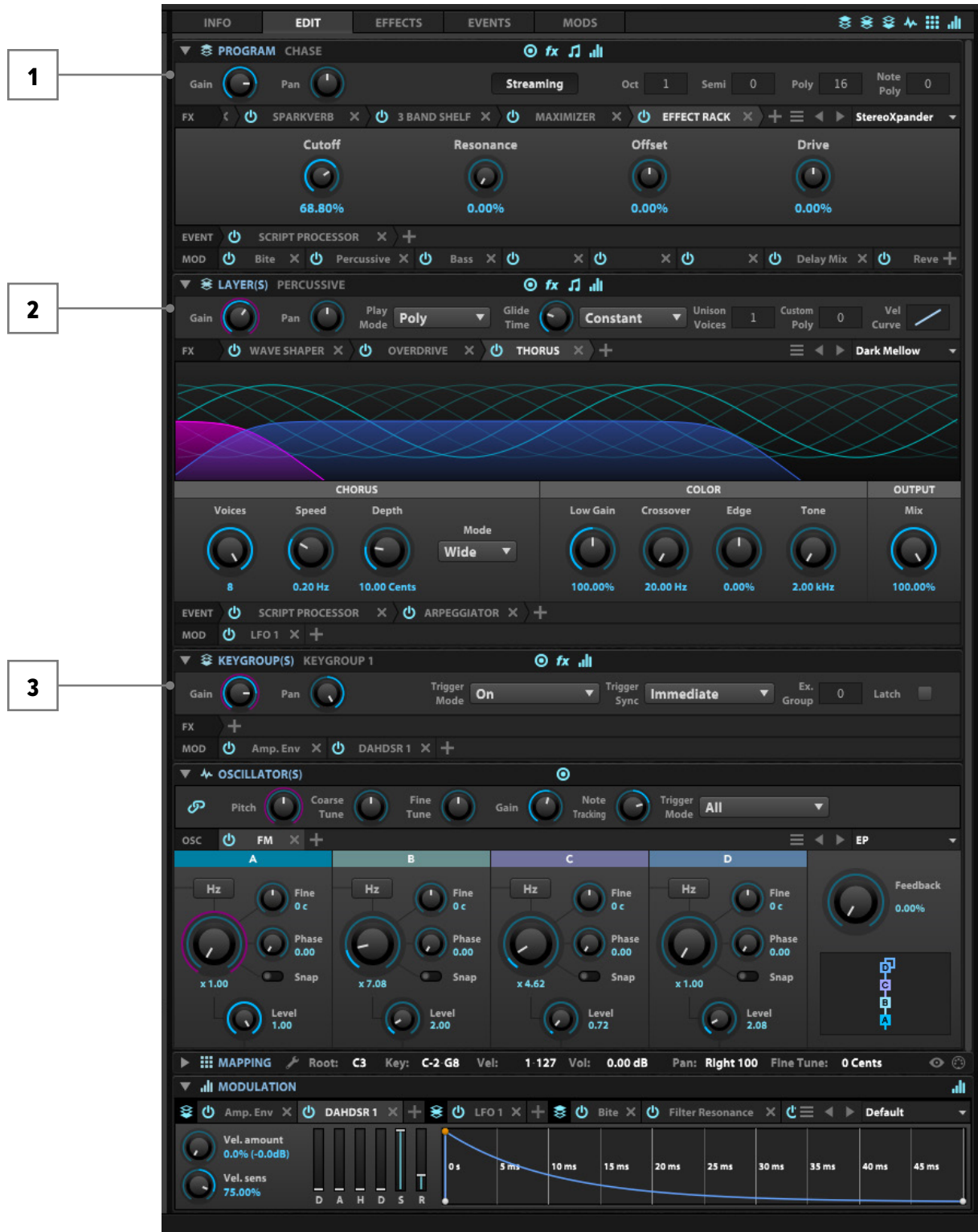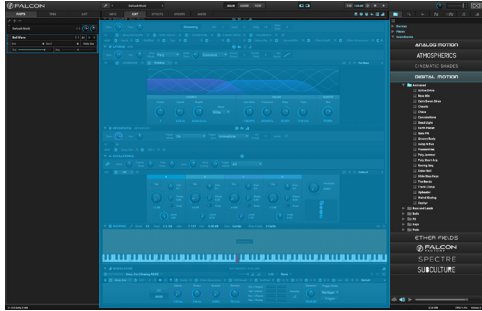
EDIT

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.
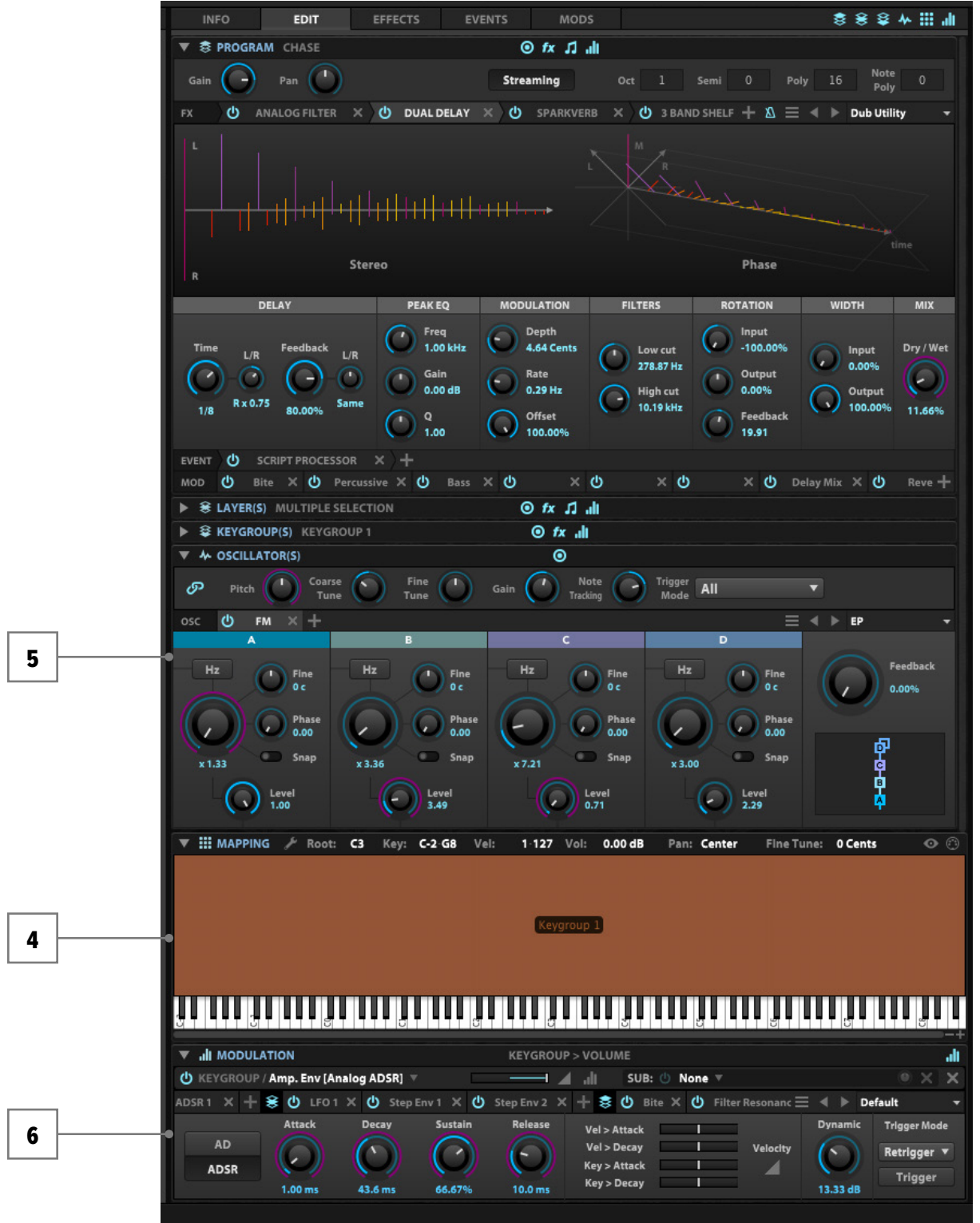
PRESET LISTS

PRESETS:

Animated
Active Drive
Base 80s
Calm Down Siren
Chaotic
Chase
Convolutions
Dead Light
Earth Planet
Gate FM
Groovy Body
Jump N Run
Pleasantries
Poly Jammer
Poly Short Arp
Roving Seq
Sister Bell
Slide Step Keys
The Bends
Trank Circus
Upbeater
Weird Kissing
Zephyr

Bass and Leads
A Robot Slide
Bite Attack
Chubby Bass
Clowner
Dark FM Bass
Doorstop Bass
Finger One
Formant Bass
Growl Sustain
Mean Mono
Mean Wire
Nervous Lead
Octave Slide
Oddmet
Opto
Phase Retro
Silver Slide
Sour Apple
Sync Tab
TriLayer Bass
Wet Chord
Wide Sustain Bass
Wing Bass
Zee Bass

Bells
Andromeda
Bell Wave
Bright Chime
Chimer
Glass Bite
Playmobells
Species
Thin Line
Twilight Bell
Wavy FM

FX
Dark Fall
Floating Chord
Follow Me
Green Gas
Haze FM
Ice Cavern
Met Hit
Pile Bone
Sanitarium
Signals Crossed
The Void

Keys
Add Keys
Amber Dream
Amusement
Anthem
Beauty FM
Byzantine
Chasm Keys
Cloudy Keys
Coin Keys
Cool Keys
Dirt Slide Keys
Driven Chord
Elastix
Emote
Flutter Keys
Java Keys
Memorize
Metalide
Octavized Keys
Quirk
Short And Bright
Solemn Key
Spring Keys FM
Stratus Keys
Super Bright Keys
SynGlass Keys
Velo Hollow
Winter Keys

Pads
Abel Pad FM
Bell Texture
Chrysalis
Citrus Pad
Cold Peace
Cryogenic
Drive Pad
Dusk Pad
Frigid Waters
Greed Fields
Hollow FM
Lavasyn
Midnight Chill
Mirage
Phase Dark
Sky Organ
Slither
Soft Space
Sunray
Tri Pad

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/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

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Ed Ten Eyck

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UVI SOUNDS & SOFTWARE