UVI

D E V I N I T Y

by R I C H A R D D E V I N E

FALCON EXPANSION

SOUNDBANK USER GUIDE

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MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 16MB of Disk Space

For more information on the installation process, please refer to the document: Soundbank Installation Guide
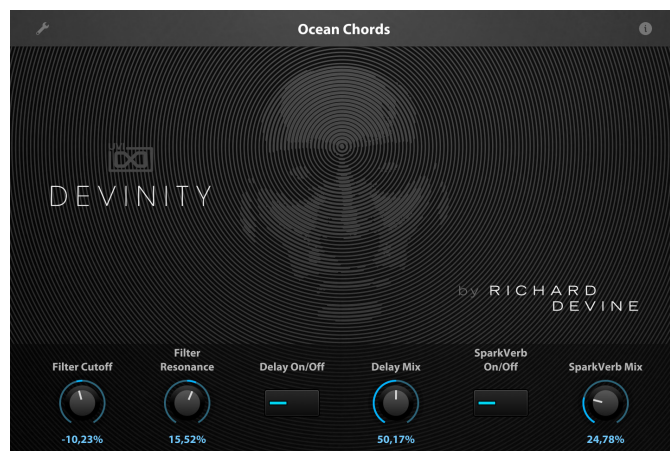
EXPAND FALCON WITH 120 MASTERFULLY-DESIGNED PRESETS

Devinity is a deep-dive into Falcon with renowned Atlanta-based electronic musician and sound designer Richard Devine. One of the industry's most cherished and recognizable figures, Richard has a profound love for sound and technology, writing and performing his own music and being called upon to design sound for many of the world's most successful companies.

In Devinity, Richard shares 120 patches detailing his exploration of Falcon, showing off his unique style and approach to sound design.

MADE FOR FALCON

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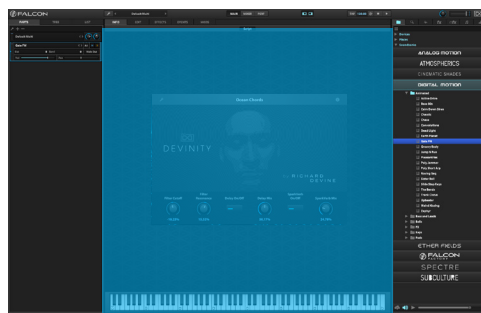
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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.

MACROS

1 Same as Falcon Factory Content, Devinity's patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. Devinity also has a custom front panel which is made with Falcon's script feature. 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 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.
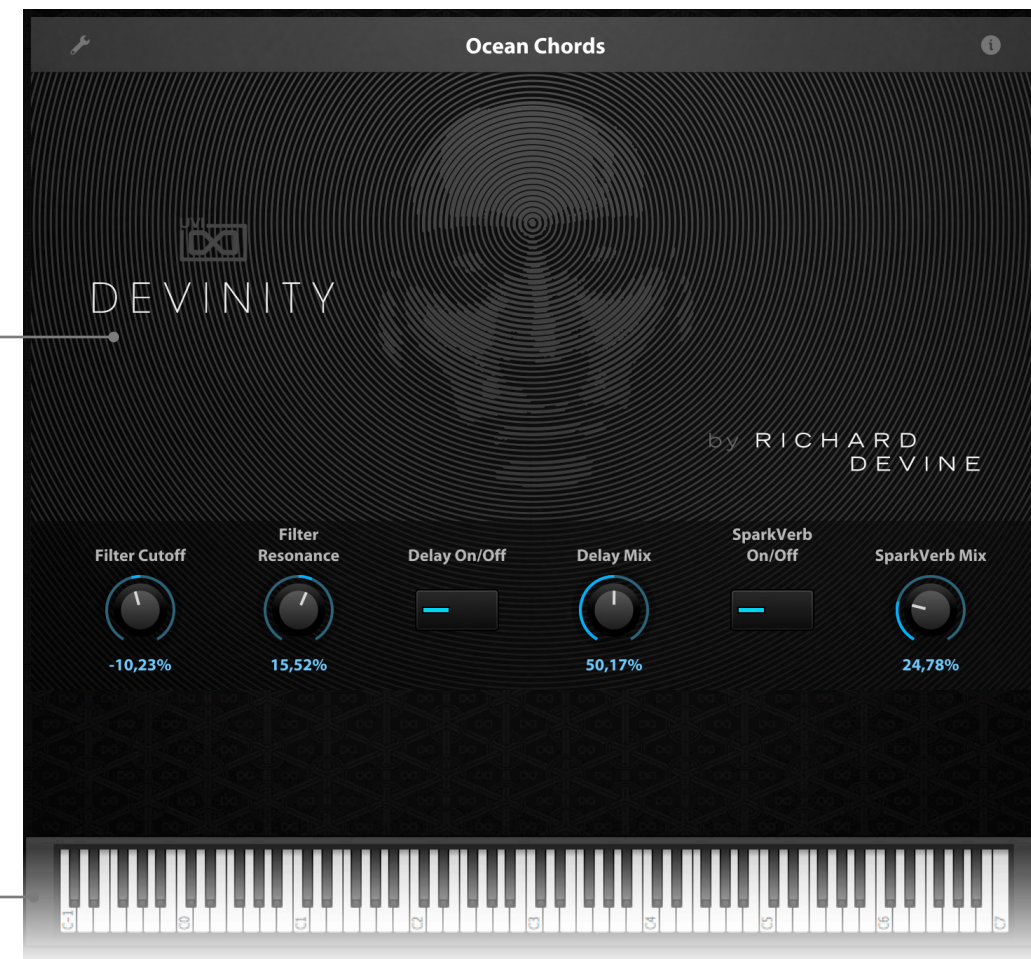
PROGRAM INFORMATION

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.
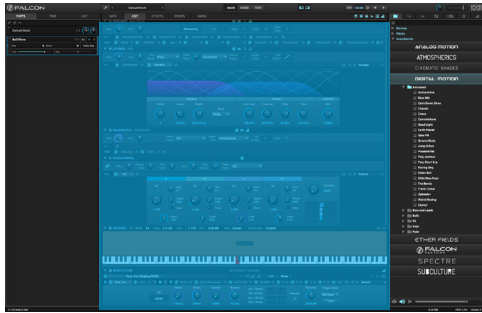
KEYBOARD

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.

Ocean Chords

1

DEVINITY

by RICHARD DEVINE

Filter Cutoff | Filter Resonance | Delay On/Off | Delay Mix | SparkVerb On/Off | SparkVerb Mix

-10,23% | 15,52% | | 50,17% | | 24,78%

2

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.
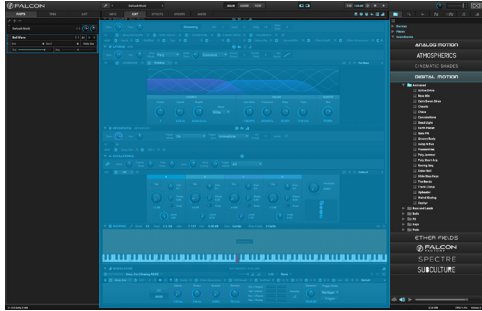
MAPPING EDITOR

**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.
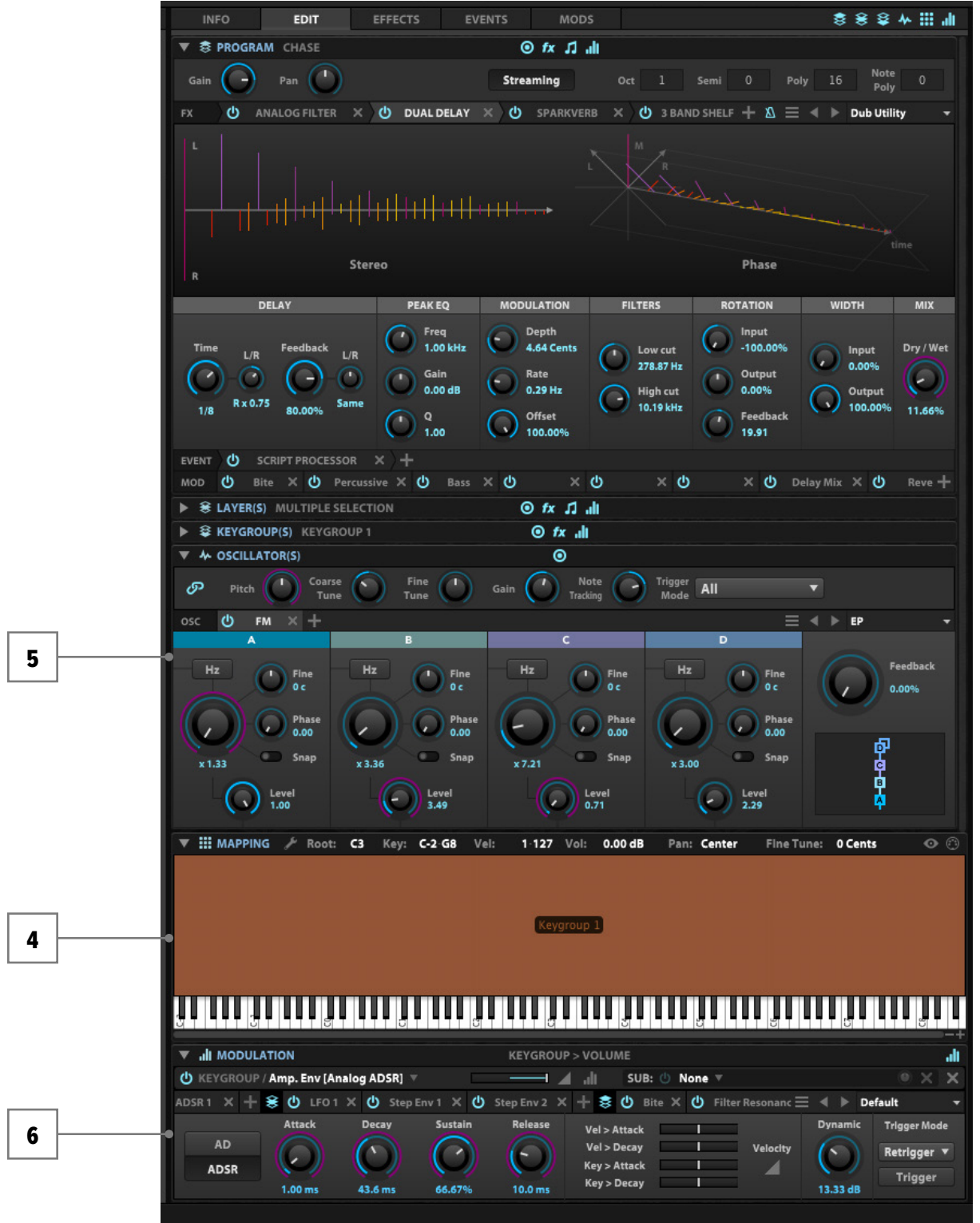
PRESET LIST

PRESETS:

Animated
- Bleepy Pad.uvip
- Blinking Lights.uvip
- Complex Web.uvip
- Delicate Dance.uvip
- Dream Time.uvip
- Drift & Pulse.uvip
- Emeralds.uvip
- Heaven's Gate.uvip
- Mountain Song.uvip
- Noise Picks.uvip
- Orbit Sequence.uvip
- Phase Pad.uvip
- Rez Pulser.uvip
- Sparkle Stars.uvip
- Spinning Spaces.uvip
- Stargazer.uvip
- Substrata.uvip
- Universe Pulses.uvip

Arpeggiated
- Abstract Lead.uvip
- Arps of Heaven.uvip
- Artikt Acid.uvip
- Cascade Arp.uvip
- Floating.uvip
- Random Flux.uvip
- Runner Bass.uvip
- Star Arp.uvip

Bass
- Bass Interia.uvip
- Bronze Bass.uvip
- Comber Bass.uvip
- Flutter Bass.uvip
- Liquid Bassline.uvip
- Plate Bass.uvip
- Pogo Bass.uvip
- Razor Bass.uvip
- Reptilian Bass.uvip
- Tack Bass.uvip
- Talking Bass.uvip
- Tumbler Bass.uvip
- Wave MorpherBass.uvip

Bells
- Chimes FM.uvip
- Clear Bells.uvip
- Noise Bell.uvip
- Piano Tines.uvip

Chords
- Berlin Chords.uvip
- Chord Heaven.uvip
- Ocean Chords.uvip
- Old Film.uvip
- Summer Chords.uvip
- Xlyo FM.uvip

FX
- Acid Rain.uvip
- Black Waters.uvip
- Glitter.uvip
- Harmonic Riser.uvip
- Haunting Drone.uvip
- PhyMod Hats.uvip
- Shooting Star.uvip
- Slow Risers Pad.uvip
- Space Travel.uvip
- Strange Place.uvip
- Tension Builder.uvip
- Wavetable Rain.uvip
- With Ghosts.uvip
- Worm Percs.uvip

Modular Madness
- Bass Errors.uvip
- Bell Helix.uvip
- Broken Echo.uvip
- Broken Glass.uvip
- Computer Thinking.uvip
- Cubic Beats.uvip
- Data Streams .uvip
- Etallic FM.uvip
- FM Blaster FX.uvip
- FM Clanks.uvip
- FM Gardens.uvip
- Gems SFX.uvip
- Glass Sprinkles.uvip
- Glimmer Pad.uvip
- Mad FM.uvip
- Morph-BP.uvip
- Multi Env FM.uvip
- Particle Fields.uvip
- Passage to Zion.uvip
- Plink Plonks.uvip
- PulseMod Pad.uvip
- Spectral FM.uvip
- Stekkar Beats.uvip
- Zap Crusher.uvip

Pads
- Bandpass Space.uvip
- Crystal Pad.uvip
- Harmonic Pad.uvip
- High Pulse Pad.uvip
- Island Pads.uvip
- Merrian Divide.uvip
- Noise Pads.uvip
- Slow Moss.uvip
- SoftLite Vowels.uvip
- Sperical Pad.uvip
- Tundra.uvip
- Winter Pad.uvip

Percussive Sequences
- ArcType.uvip
- Circa Seq.uvip
- Drum Core.uvip
- FM Perc Set.uvip
- FunkDR.uvip
- Hop Scotch.uvip
- IDM Beat.uvip

Plucks - Leads
- Air Plucks.uvip
- Dusk Tines .uvip
- Glade Percs.uvip
- Golden Pluck.uvip
- Guitar Like.uvip
- Harmony Plucks.uvip
- Ice Pick Lead.uvip
- Oregon Trail.uvip
- Pearly Falls.uvip
- Ping Space.uvip
- Pluck Sphere.uvip
- Poly Time.uvip
- S&H Lead.uvip
- Warm Plucks.uvip

LINKS

UVI

Home . . . . uvi.net

UVI Portal . . . . uvi.net/uvi-portal

Your Product Area . . . . uvi.net/my-products

Support . . . . support.vi.net

Tutorial and Demo Videos . . . . youtube.com

Contact 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

Richard Devine

GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

DOCUMENTS

Nathaniel Reeves

Kai Tomita

UVI

UVI SOUNDS & SOFTWARE