pulsar

FUTURISTIC ELECTRONIC SOUNDS

FALCON EXPANSION

SOUNDBANK USER GUIDE

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MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 1GB of Disk Space

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

EXPAND FALCON WITH 143 MASTERFULLY-DESIGNED PRESETS

A deep and futuristic collection of sounds perfect for modern electronic producers, composers and sound designers - Pulsar delivers powerful bass, electrifying leads, sunken and winding atmospheres, otherworldly pads, effects and more.

Designed and developed by Richard Gale and Carlo de Gregorio, the sounds of Pulsar are rich, detailed and unabashedly modern with electronic timbres ranging from flowing analog-inspired tones to immersive granular soundscapes. Pulsar delivers powerful fundamentals and charactered sounds in categories including atmospheres, bass, effects, leads, pads, plucks, sequences and arps.

MADE FOR FALCON

The Pulsar expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 16 oscillators, over 90 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.
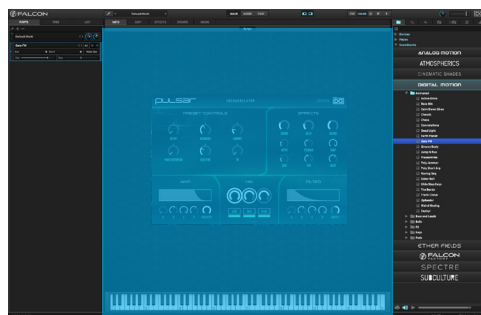
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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, Pulsar'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.
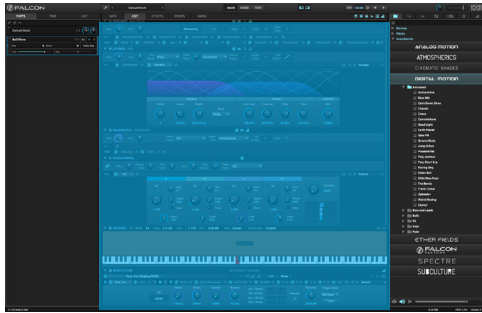
KEYBOARD

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.

6

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.
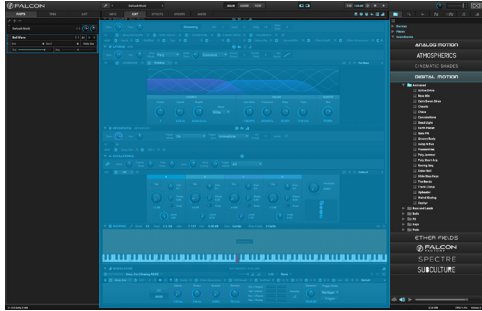
KEYGROUP EDITOR

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.
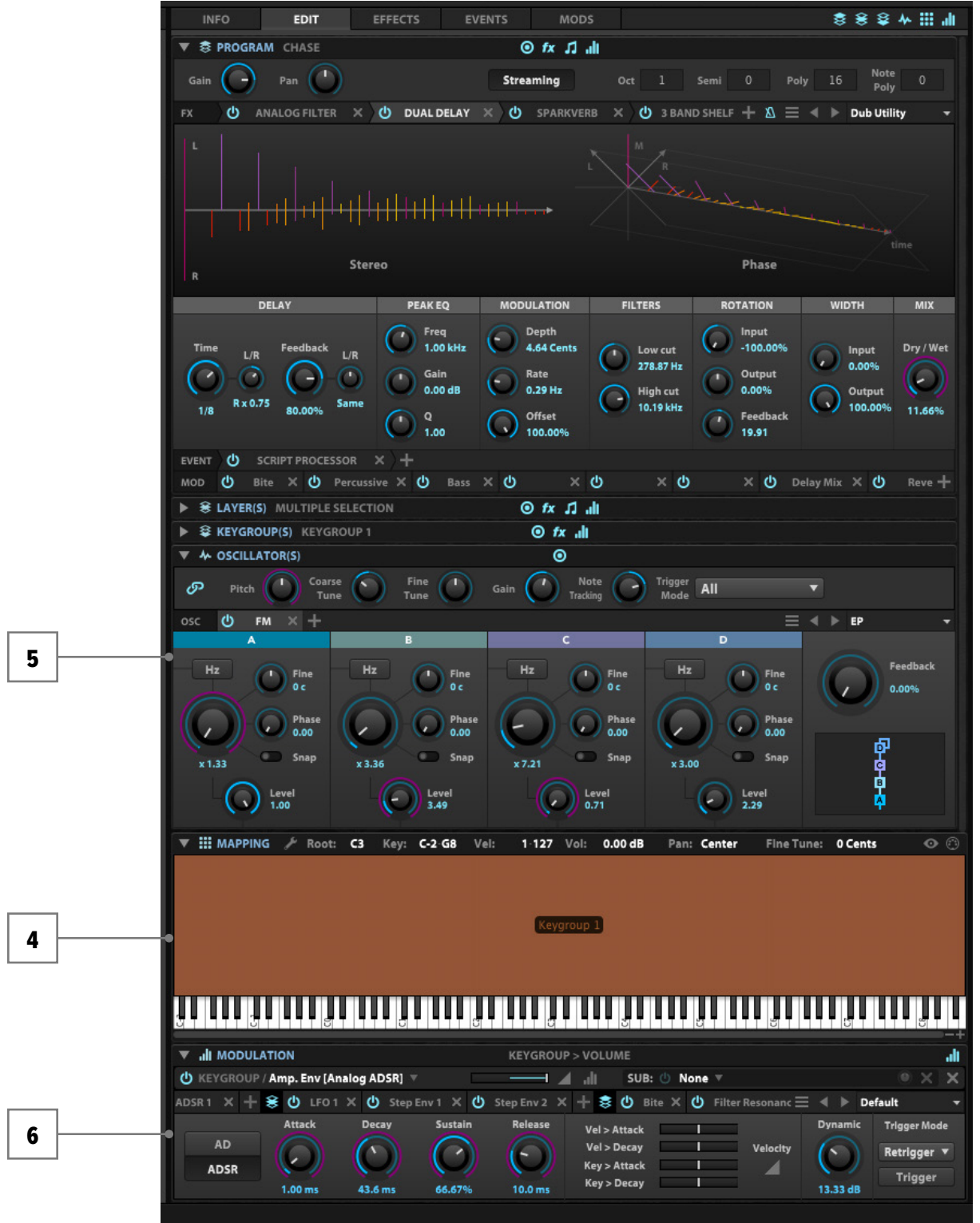
PRESET LIST

PRESETS:

Arpeggiated
Amadeus.uvip
Back & Forth.uvip
Corrosion.uvip
Douady.uvip
Hawking.uvip
Holomorph.uvip
Maphive.uvip
Sierpinski.uvip
Spirals.uvip
Teardrops.uvip
Tokyo.uvip

Atmospheres
Akasha.uvip
Backwaters.uvip
Bugs.uvip
Circuit Vibration.uvip
Concertina.uvip
Cyberspace.uvip
Drone Swarms.uvip
Exhale.uvip
Ghostwood.uvip
Haute Tension.uvip
Higher Vibrations.uvip
Mandala.uvip
Mandlebrot.uvip
O-Mega.uvip
Paradise.uvip
Sigma.uvip
Space Station.uvip
Spectral Mallet.uvip
Unknown Again.uvip
Woodland.uvip

Basses
Caffeine.uvip
Chaser.uvip
Deep Bass 9.uvip
Flipmode.uvip
Fuzz Factory.uvip
Gentle Giant.uvip
Glurple.uvip
Kick Sub.uvip
Moonshot.uvip
Neuron.uvip
Optimus.uvip
Paranoid Penguin.uvip
Raz3r.uvip
Rebound.uvip
Scraper.uvip
Spike.uvip
Stacked.uvip
Subsonix.uvip
Tides.uvip
Warped.uvip

Effects
Aurora.uvip
Disturbance.uvip
Down The Tubes.uvip
Drift.uvip
Eating Static.uvip
Falling Springs.uvip
Fibonacci Droplets.uvip
Fire Sale.uvip
Fragments.uvip
Kortal.uvip
Labyrinth Zone.uvip
Malfunction Oxide.uvip
Morphonic.uvip
Orbit.uvip
Overload.uvip
Portal.uvip
Rising Blips.uvip
Squelcher.uvip
Sub Reflections.uvip
Vowela.uvip

Leads
Autumn Rust.uvip
Breathe.uvip
Controlled Bubbles.uvip
Decode.uvip
Digiphase.uvip
Drifter.uvip
Force Field.uvip
Fractured.uvip
Impulse.uvip
Incunabulator.uvip
Korc.uvip
Multishapes.uvip
Propulsion.uvip
Psyberphunk.uvip
Pulsar.uvip
Resistance.uvip
Silk Road.uvip
Slamming Minor.uvip
Strobe.uvip
Titan.uvip
Variable Swell.uvip

Pads
Brainwaves.uvip
Champagne.uvip
Contour.uvip
Cosmic Elevator.uvip
Digital Church.uvip
Dusty Vinyl.uvip
Horizons.uvip
In The Strings.uvip
Interference.uvip
Kepler.uvip
Lore.uvip
Magnetic.uvip
Nebula.uvip
Offset Centre.uvip
Phase Locked.uvip
Planet Alpha.uvip
Reverse Piano.uvip
Spectral Menace.uvip
Unstable Exponent.uvip
Utopia.uvip

Plucks
Constellation.uvip
Elysian.uvip
Ether.uvip
Grain Scatter.uvip
Illusion.uvip
Immersion.uvip
Korax.uvip
Lighthouse.uvip
Lucid Dreams.uvip
Minorith.uvip
Music Box.uvip
Organical.uvip
Popcorn.uvip
Rattler.uvip
Resonator.uvip
Sewer Rats.uvip
Sonar.uvip
Tench.uvip
The Fragile.uvip
Tranquility.uvip

Sequences
Brain Systems.uvip
Future.uvip
Haarp.uvip
Khombs.uvip
Modular Acid.uvip
Romancer.uvip
Sparkles.uvip
Spirals at Dawn.uvip
Squeller.uvip
Stardusting.uvip
Swan Song.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 Gale

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GUI & GRAPHICS

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DOCUMENTS

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Kai Tomita

UVI SOUNDS & SOFTWARE