



TITANIUM



FALCON
EXPANSION

SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN191010



END USER LICENSE AGREEMENT [EULA]

Use of this product is subject to the acceptance of our End User License Agreement, available [here](#).

©2022 UVI. All rights reserved.

All trademarks are the property of their respective owners.





TABLE OF CONTENTS

| | |
|--------------------------------|----|
| INTRODUCTION | 4 |
| INTERFACE | |
| INFO | 6 |
| EDIT | 7 |
| PRESET LIST | 10 |
| LINKS | 11 |
| CREDITS & SPECIAL THANKS | 12 |





EXPAND FALCON WITH 200 MASTERFULLY-DESIGNED PRESETS

A new generation of sound designers weave a hard-hitting vision of electronic music, digging deep into the inner-workings of Falcon to craft a powerful and aggressive sonic arsenal ready to fuel the fire on your next production. 200 patches deliver earth-shaking bass, ripping leads, lush pads and wild rhythmic arps full of modern inspiration and innovative sound design. Perfect to push your genre productions into new territory or add a powerful modern touch to your music.

The incredible sound quality of Falcon can be felt throughout this premium selection of arps, bass, bells, drums, fx, keys, leads, pads, plucked sounds, sequences, and voice patches. Perfect for scoring, house, techno, hardcore, drum and bass, dubstep, EDM, deep house, hip-hop and any modern electronic style. Quickly preview and layer sounds, perform them with macro controls and make them your own by taking advantage of the limitless possibilities within Falcon.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 2.2GB of Disk Space

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

MADE FOR FALCON

The Titanium 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.

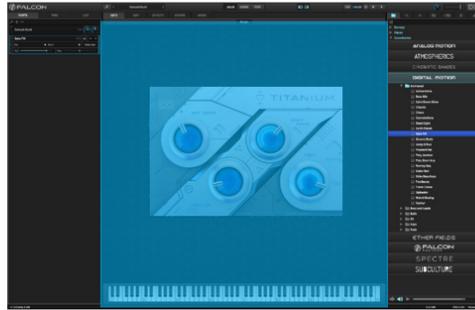
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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.

1

MACROS

Same as Falcon Factory Content, Titanium's patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Titanium 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 panel to hide script panel, 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](#).





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.



EDIT



5

4

6

PRESET LIST



PRESETS:

Arpeggiated

BassThery 1
BassThery 2
BassThery 3
Chilled 7th
Low Analog
Low Stronger
String
VerbChords

Basses

Aggression
Analog Electricity
Angry 1
Angry 2
Atonal Burst
Big Bobble Brass
Braam Atonal Burst 1
Braam Atonal Burst 2
Braam
Circus
Conscious
Dark Punch
Disto
FM Classic Simple
FM Classic
FM Screech 1
FM Screech 2
Gorilla 1
Gorilla 2
Grand Growl
Grand Mover
GrittyPunch
Harmonics 808
Hybrid Sub
Just
Look Into
Low Bomb
M808
Nasty
Noiser
Party Screech
Party
Plank
Punch Sub
Raw Keys
Semi Acoustic
Short Wub
Solitude

Squeeze
Trombone
Wavemotion
Wooden

Drums

4K
Guitar Drums
Hats
Kick
Retro Toms
Snare

Effects

Biz
Boom
Classic Noise
Drop
Low Cinematic Boom
Noise Stinger
Riser
Tonal Exhaust
Up Lift Me

Keys

Celesta FM 1
Celesta FM 2
Dark Trap Carillon
Dreams
Ethnic Flutters and Wows 1
Ethnic Flutters and Wows 2
Finnish Medley
FM Passion
Modified Steel Drums
Points
Sine Magic
Soft Bells
Soulful Soft
Spike Carillon
Synth Xylo 1
Synth Xylo 2
Tiny Ethnic
Wood Chill

Leads

Acid Slide
Brassy
Delay
Disto Flute

Festival 1
Festival 2
FiddleBassics 1
FiddleBassics 2
Finnish 1
Finnish 2
Flute
Future Metallic
High or Low
Hip
InSolid
Inverter 1
Inverter 2
Join
Kharma Slik
Lamenting Arabic 1
Lamenting Arabic 2
Low Brass 1
Low Brass 2
Mor
Nasty
Noble 1
Noble 2
Omen
Oriental 1
Oriental 2
Pluck Flute
Punch
Retro Guitar
Room
Run
Salute
Scotland Lead 1
Scotland Lead 2
Shy
Silk Saw
Simple Voice
Sliding Vocalism
Synth Flute
Tramp
Triangles Are Cool
Tropicaly
Trumpet

Pads

8th
16th
Children's Choir
Chill Retro

Eighter
FM Passion
HexaChord
Introduce
Like That
LoFi Chords
NoiSaws
Omega Saws
Omega Squares
OpenClose
Play Me Low
Provence
Remember
Saw Key
Short Touch
Sky
Smooth Solid
Soft Arp
Something
String Tears 1
String Tears 2
Super Not Saw 1 (Play Chords)
Super Not Saw 2
Triplet Solid
Verse PadPluck
XyloGlassy

Plucks

Calm Chords
Chilled Tropics
Delayed Feels
Go To 1
Go To 2
Higher
Journey
Leading
Luminous
Marimba 1
Marimba 2
Minor
Soft Tropics
Spikey Summer 1
Spikey Summer 2
Sunset
Synthetic Trip
SynthPiano
Tiny Legato
Tiny
Trail

Trap Dark Guitar 1
Trap Dark Guitar 2
Trap Harp
TropiKalimba Synthetic
TropiKalimba

Voices

Arabic Rhythm
Chop Lead 1
Chop Lead 2
Cuba 1
Cuba 2
East
Indie 1
Indie 2
Legato 1
Legato 2
Meltin Pot Clean
Meltin Pot
Trap Glider
Trap Lead



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

Vincenzo Bellanova

GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

DOCUMENTS

Nathaniel Reeves

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET