

# PLURALITY



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN191020



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#### EXPAND FALCON WITH 105 MASTERFULLY-DESIGNED PRESETS

From the mind and ears of Simon Stockhausen comes Plurality, an essential collection of sounds for Falcon continuing the cinematic sonic explorations of Ether Fields. Created by one of the world's most eminent minds in sound design, Plurality is a masterwork of deep and atmospheric pads, lush ambient soundscapes, haunting strings, flutes, tonal percussions, rich electronic arps, keys, and more. 105 sounds are included, perfect for adding depth, mystery and movement to your production.

Each of the sounds in Plurality is designed to be expressive and playable, providing unique controls and macros allowing you to sculpt your sound and create dynamic performances. Envelopes, filter and effect macros and more make it quick and easy to perfectly dial-in your sound by focusing on the essential controls.

#### MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 1.3GB of Disk Space

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

#### MADE FOR FALCON

The Plurality 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





## MACROS

Same as Falcon Factory Content, Plurality's patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Plurality 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.



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.

## 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

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

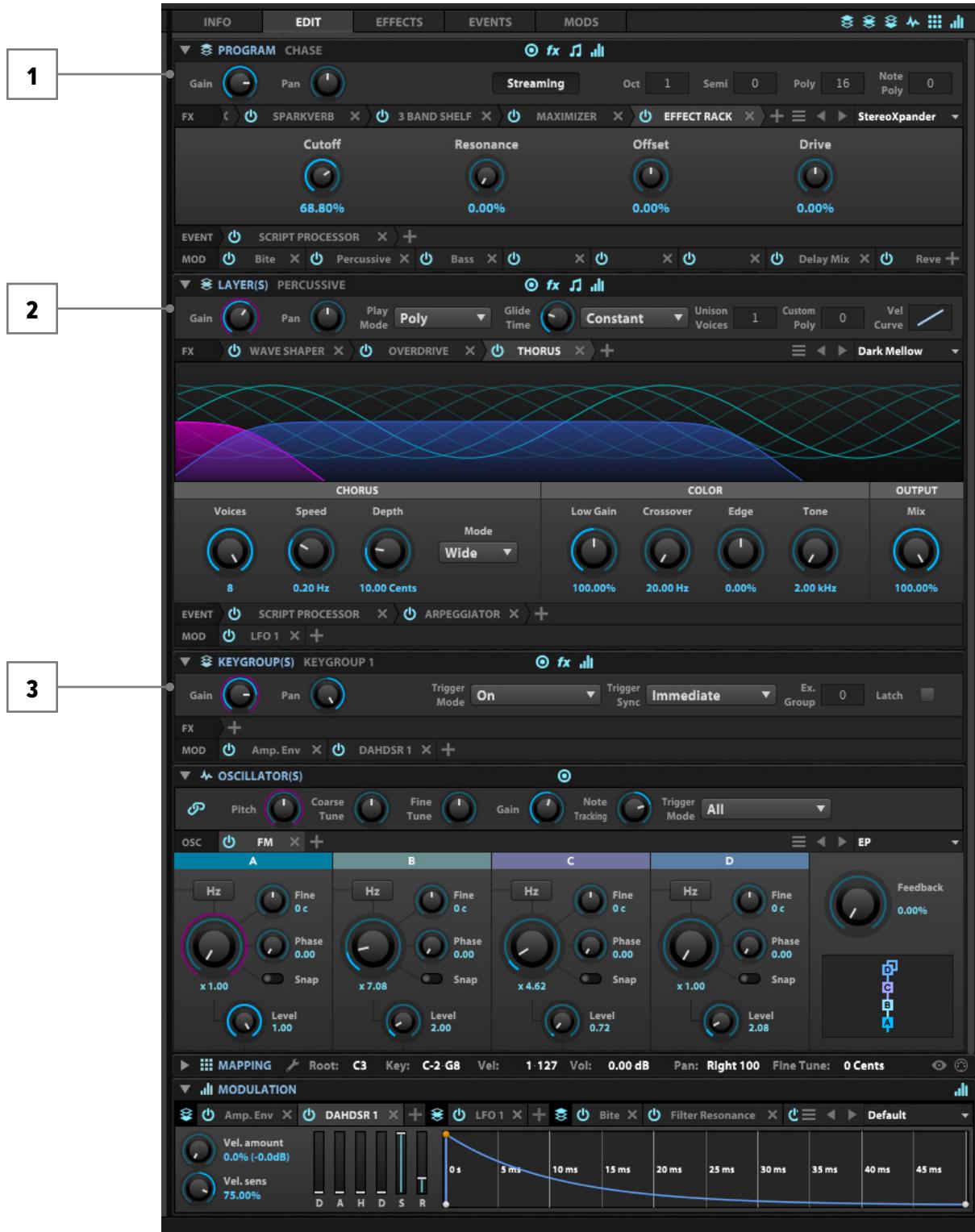
2

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 LIST



**PRESETS:****Flutes**

Aiolos Drones Split  
Clay Flute Chord Trill Split  
Clay Flute Grain Loop  
Clay Flute Lead Unison  
Clay Flute Pad RR4  
Clay Flute Pad XT  
Clay Flute Synced Tremolo  
Clay Flute Trills Granular Split  
Flute Phrases Granular Split Legato  
Flute Phrases Split  
Flutter Flutes  
Giant Flutes Split  
Spectral Shepherd Split  
Weeping Flute Pad

**Glass Harp**

Frozen Glass  
Glass Ghosts  
Glass Harp Articulation Mix  
Glass Harp Granular Arp Maj7  
Glass Harp Major Cloud  
Glass Harp Meets Synth  
Glass Harp RR4  
Glass Mallet Loops High CPU  
Glass Mallet Loops Low CPU  
Glass Mallets FM  
Glass Meditation  
Glass Melancholy  
Glass Paradise  
Glissando Clouds  
Transparent Pulsation

**Hybrid**

Bright Morning Split  
Evil Combs  
Granite  
Incense Harmonics  
SweepQuencer  
Table Drops

**Pads**

Accordion Pad  
Flautato Warmth  
Hybrid Cello Pad  
Hypnotic Pad  
Mellow Chord  
Octaeder  
Pad Enlightenment  
Penta Sunrise Split  
Synth Expression

**Percussion**

Bowldrum Granular  
Grains Of Stone  
Granular Penta Tubes  
Litho Glass FM Mallet Mix  
Litho Quencer  
Lithophone Chromatic Tempered  
Lithophone Glissandos Split  
Lithophone Granular Glissandos  
Lithophone Loops High CPU  
Lithophone Loops Low CPU  
Lithophone Repetitions Granular  
Lithophone Repetitions Sampling  
Lithophone RR4 4Vel 9 Pitches  
Octave Tube Sequence Split  
Penta Tubes Granular Gliss Split  
Sky Bells

**Soundscapes**

Blossom Chimes Split  
Glory Grains  
Lydian Lady  
Nepal Valley  
Purity Stream  
Pythagoras Descends  
StoneVerse  
Surreal Bamboo

**String Instruments**

Beijing Morning  
Granular Strum Stick E-Bow  
Lyre E-Bow 01  
Lyre E-Bow 02  
Lyre E-Bow Darkness Split  
Lyre RR5 3VEL Art Switch  
Lyre Spider  
Lyre Synth  
Ostinato Zither  
Physical Stick  
Rotating Stick  
Twang String  
Zither Cosmos  
Zither Distinatos XT  
Zither Distinatos  
Zither E-Bow Scapes Split  
Zither Meets PM  
Zither Resonances  
Zither Sad Seq  
Zither Synth  
Zither Unison

**Wavetable**

Crystal Synth  
Formantia  
Frank Machine  
Glass Mandala  
Glistener  
Lyre Stab Synth  
Lyre Table  
Metropolis  
Rampage  
Spectral Organ  
Stone Table  
Submerger  
Sweeper Drones Split  
Table Koto  
World Clock  
Zither Stab



## LINKS

### UVI

Home ..... [uvi.net](http://uvi.net)

UVI Portal ..... [uvi.net/uvi-portal](http://uvi.net/uvi-portal)

Your Product Area ..... [uvi.net/my-products](http://uvi.net/my-products)

Support ..... [support.vi.net](http://support.vi.net)

Tutorial and Demo Videos ..... [youtube.com](http://youtube.com)

Contact Support ..... [uvi.net/contact-support](http://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](http://ilok.com)

iLokLicenseManager ..... [ilok.com/ilm.html](http://ilok.com/ilm.html)

FAQ ..... [ilok.com/supportfaq](http://ilok.com/supportfaq)

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