



# PLURALITY



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN191020



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# TABLE OF CONTENTS

INTRODUCTION .....4

INTERFACE

    INFO .....6

    EDIT .....7

PRESET LIST .....10

LINKS.....11

CREDITS & SPECIAL THANKS.....12





## 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.

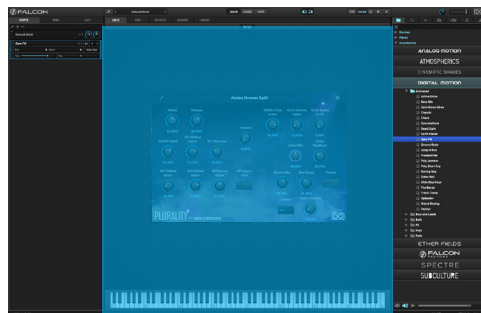
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(Falcon license required. Not compatible with UVI Workstation.)



INTERFACE





## MACROS

Same as Falcon Factory Content, Plurality's patches have been programed 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.

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

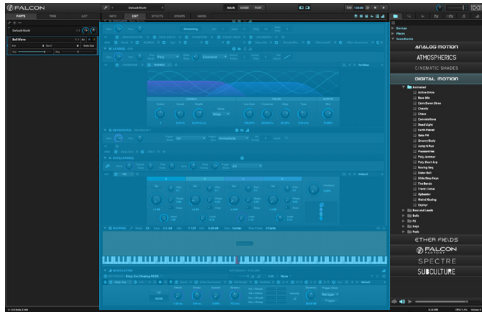
At the bottom of the Info tab, a keyboard is displayed and can be clicked to play the program. The key range of the program is highlighted, with keys outside the key range darkened. If keyswitch layer rules have been created, those keys are highlighted blue. Additionally, key color can be customized using the Script Processor. For more details on keyswitches, please check [Falcon's software manual](#).



## 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.





## 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

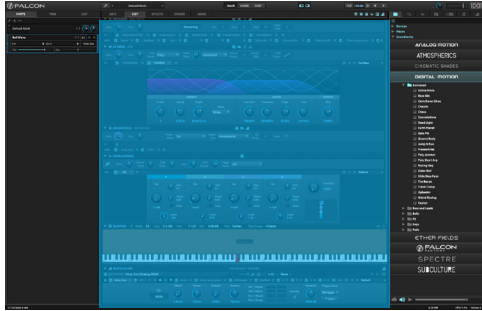
- 3 Keygroups are the ground level of your patch, they can hold any number of oscillators and define which MIDI notes and velocity ranges trigger those oscillators. They also set basic oscillator attributes like pitch and trigger modes. Like the previous ‘folders’, keygroups can contain effects and modulators, 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.

1

2

3





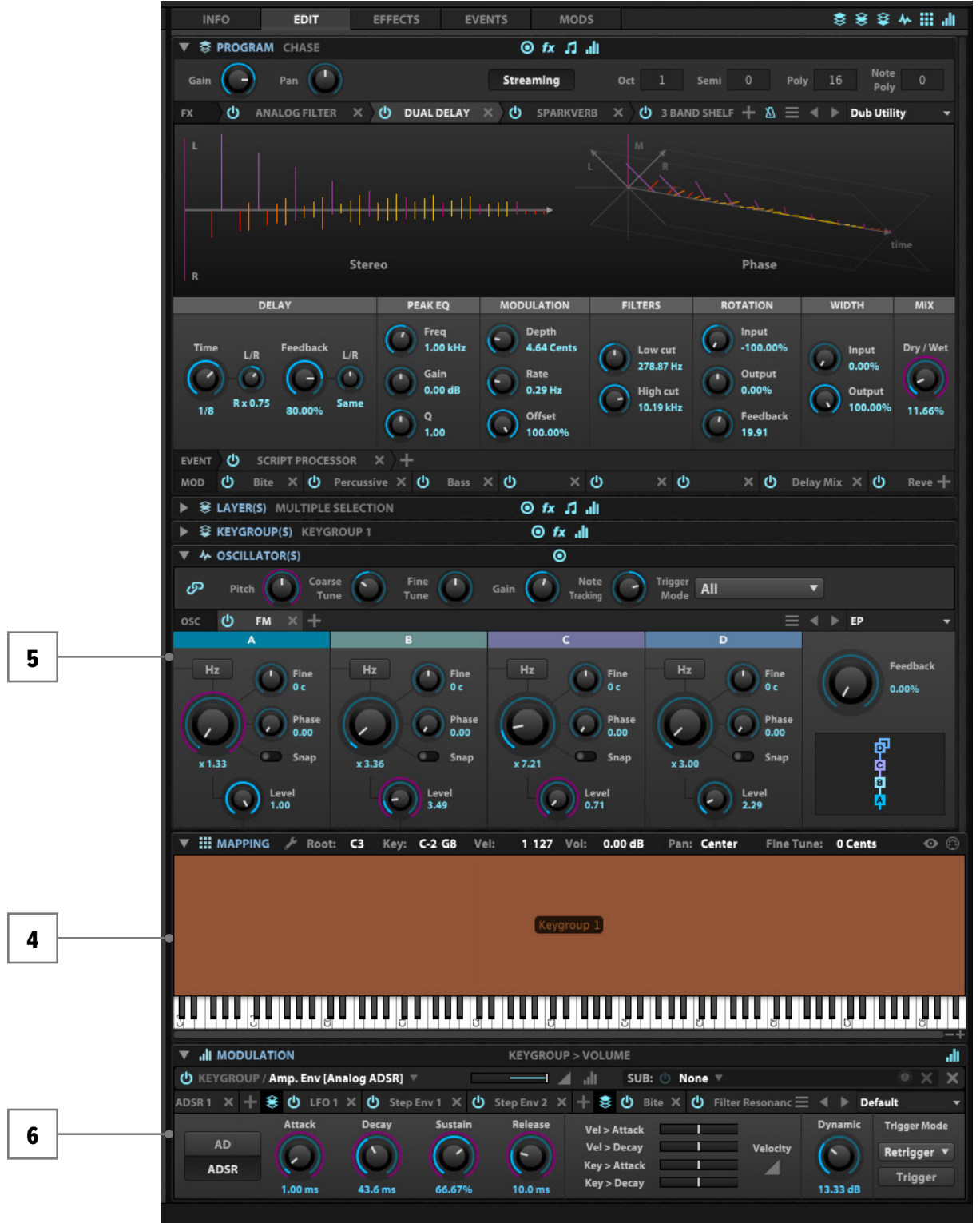
**4** **MAPPING EDITOR**  
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

**5** **OSCILLATOR EDITOR**  
Falcon has many types of oscillators including sample-based and algorithmic. Here you can edit existing oscillators, change them or add new ones.

**6** **MODULATION EDITOR**  
Modulators can be instantiated 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





# 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/uviscript>
- 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)



## UVI TEAM

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