



SAVAGE



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN200210



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EXPAND FALCON WITH 136 MASTERFULLY-DESIGNED PRESETS

Hard-hitting and aggressive, Savage delivers a complete production toolkit of masterfully created and mixed drums, bass, leads, arps and hits for producers working in DnB, Dubstep, Techno and related bass-centric styles.

The sounds of Savage were designed to work together. Sequences, bass, drums, leads, pads, pulses, FX and more get together to help form powerful and cohesive mixes from the start. Over 130 patches in all, ready to instigate and inspire.

Each of the sounds in Savage is designed to be expressive and playable, providing unique controls and macros allowing you to sculpt your sound and create dynamic performances. And as with all Falcon expansions, you have limitless potential to dig beneath the surface to see how they were created and change any aspect of any patch.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 119MB of Disk Space

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

MADE FOR FALCON

The Savage 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, Savage's patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Savage 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](#).





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

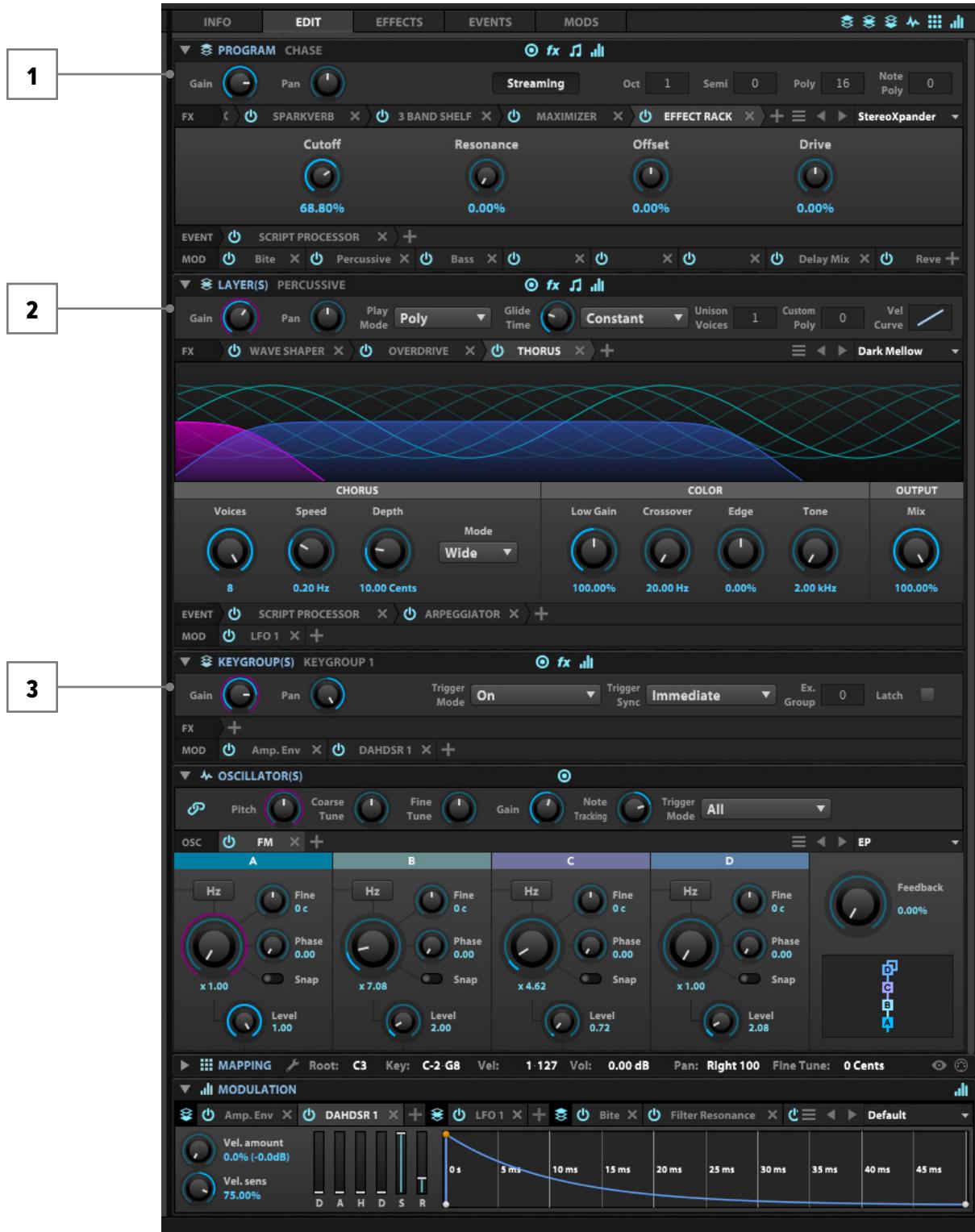
2

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:

Arpeggiated

Arp Reactor 1
Arp Reactor 2
Dirt Legacy
Distorted Motion
Doom Arp
Drama Pulse
FM Motion
Growl Motion
Lead Pattern 1
Lead Pattern 2
Motion Poly
Rhythm Tech 1
Rhythm Tech 2
Rhythm Tech 3

Bass

8bit Bass Pattern 1
8bit Bass Pattern 2
Angry Seq
Bass Modular Motion
Bass Motion
Bassliner Wheel
Deep Bass Pattern
Dirty Bass Wobble
Dirty FM Stab
Downer Fun
Filthy Bass Pattern
FM Bass Pulse 1
FM Bass Pulse 2
Hitech Bass Pattern
Moore Loud Dist Bassline
Sub Pulse
Tech Fat Bass
Thick Bass Pattern

Dist And Co

Agression 1
Agression 2
Human Dirt Loop 1
Human Dirt Loop 2
Real Guitar Arp 1
Real Guitar Arp 2
Real Guitar Motion
Stab Domino

DubNstep

DnB Dub Mayhem
DnB Dubstep 01
DnB Dubstep 02
DnB Dubstep 03
DnB Dubstep 04
DnB Dubstep 05
DnB Dubstep 06
DnB Dubstep 07
DnB Dubstep 08
DnB Dubstep 09
DnB Dubstep 10
DnB Dubstep Extra Fill fx
DnB Melodic
DnB Pattern 1
DnB Pattern 2
DnB Reese Pattern 1
DnB Reese Pattern 2
DnB Reese Pattern 3
DnB Reese
Dubstep Angry Pattern 1
Dubstep Angry Pattern 2
Freak Dubstep Triplet
Freak Dubstep

FX

Chainsaw Dubstep
Chainsaw Master
Cinematic Scary 1
Cinematic Scary 2
Metal Pipe
Noise Transition
Stab Growl
Start the Engines Riser
Wobblar 1
Wobblar 2

Leads

Angry Lead FM
Dirty Lead 1
Dirty Lead 2
Evil Fire
Fatest Lead
Growling Talking
Lead Saw WT
Monster Truck
Never Say Loud
Plucker
Saw Dirty
Stab It
The Hell
Voc Rhythm 1
Voc Rhythm 2

Pads-Drones

Drone Atmo
Film Drone
Growling Foxes
Lunar Nashi
New Era Seq
Pad Chord Ram
Pad Requiem Mono
Pulse Pad
Reaching Outer Space
Shimmer
Soft Cloud
The Chase Motion
Voc Sidechain
Wonder Land

Rhythm Loops

Abstract HH Loop
Abstract Perc Loop
Cinematic HH
Click Techno
Noise Hit and Snare
Noise Hit Rhythm
Noise Hit SideChain
Orch Metal Drums 1
Orch Metal Drums 2
Orchestral Drums 1
Orchestral Drums 2
Orchestral Drums 3
Pulse Hihat
The Chase Percs

Sequences

Absolute 1
Absolute 2
Action Basic
Action Hi Hats
Agressive
Angry HHs
Complextro
Crazy Motion
Distorted Perc
Modular Motion
Orch Seq 1
Orch Seq 2
Productive 1
Productive 2
Productive 3
Shepard 1
Shepard 2
Trance Progression 1
Trance Progression 2
Trance Progression 3



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/uvicscript>

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



CREDITS & SPECIAL THANKS



SOUND DESIGN

Pandocrator

UVI TEAM

GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

DOCUMENTS

Nathaniel Reeves

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET