



# ***SAVAGE***



**SOUNDBANK USER GUIDE**

SOFTWARE VERSION 1.0  
EN200210



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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 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.

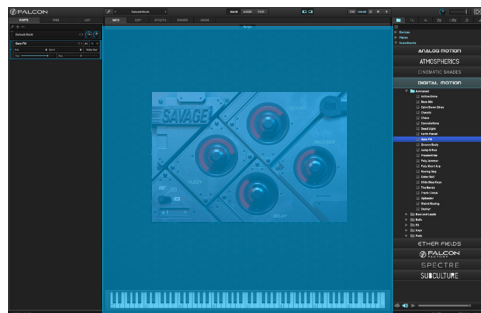
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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.

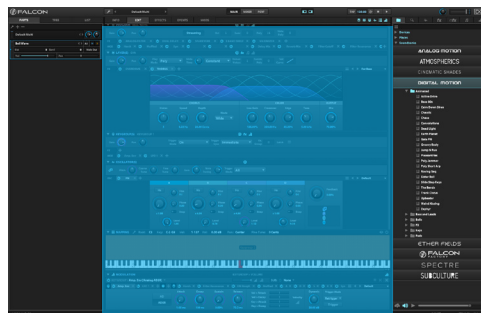
### KEYBOARD

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](#).







## 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

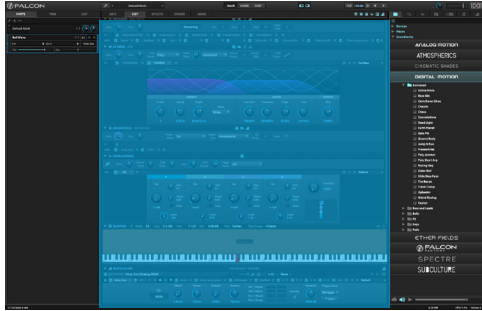
- 3 Keygroups are the ground level of your patch, they can hold any number of oscillators and define which MIDI notes and velocity ranges trigger those oscillators. They also set basic oscillator attributes like pitch and trigger modes. Like the previous 'folders', keygroups can contain effects and modulators,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

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](#).





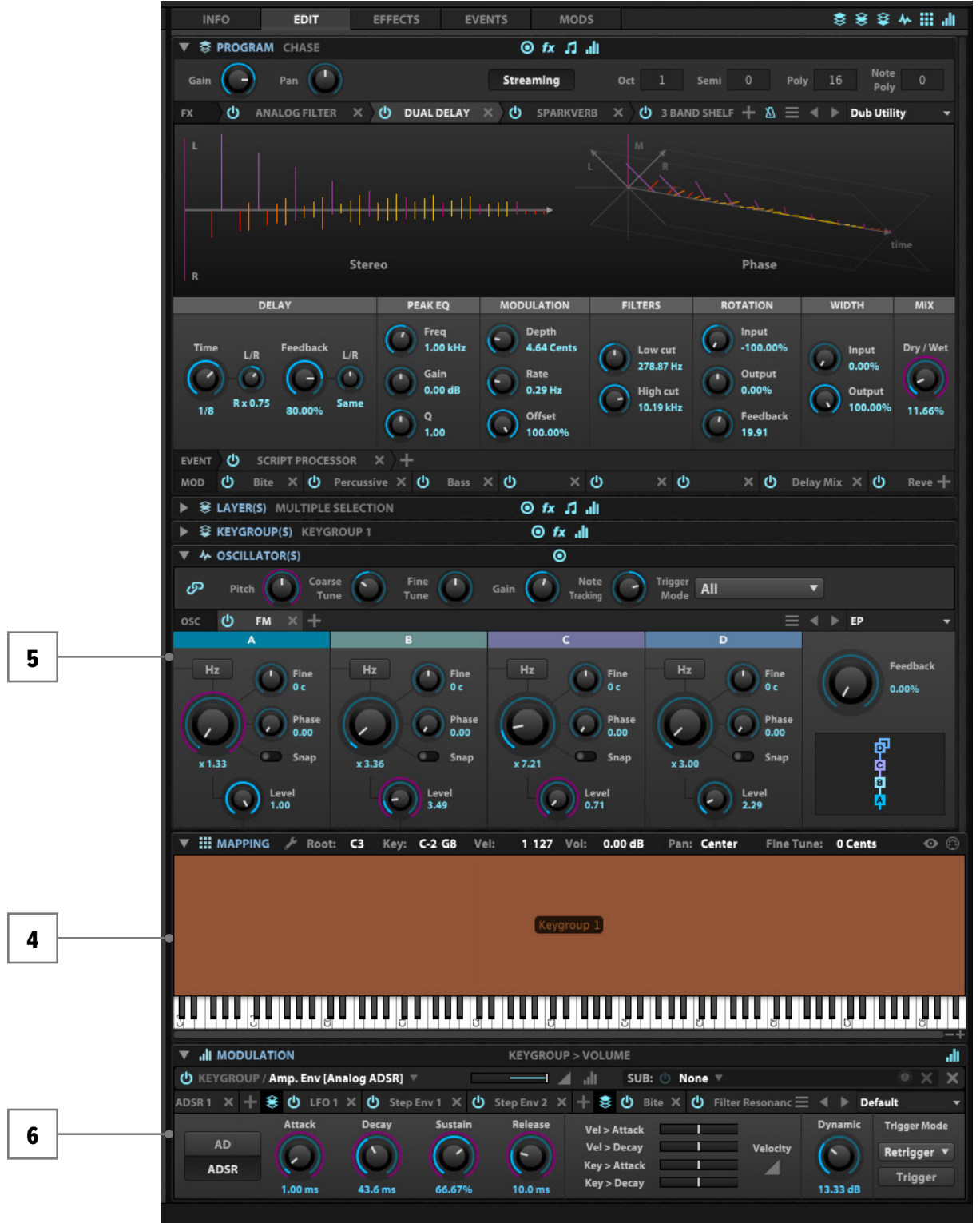
**4** **MAPPING EDITOR**  
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

**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:

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](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

## SOUND DESIGN

Pandocrator

## GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

## DOCUMENTS

Nathaniel Reeves

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET