



# VOKLNM



## SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN200210



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## EXPAND FALCON WITH 127 MASTERFULLY-DESIGNED PRESETS

A powerful collection of sounds ready to add atmosphere, emotive weight, and movement to your music and scores. Using the human voice as its inspiration and basis, Voklm makes use of the powerful sampling and granular oscillators of Falcon to create rich and expressive pads, textures and more.

The sounds of Voklm are deep, detailed, evolving and evocative. A wide range of organic instruments and soundscapes range from undulating granular environments to shimmering pads and more, divided into categories such as arps and sequences, atmospheres, drones, FX transitions, pads and voice instruments.

Each of the sounds in Voklm is designed to be expressive and playable, providing unique controls and macros allowing you to sculpt your sound and create dynamic performances. Dedicated ADSR envelopes, effect macros and more make it quick and easy to perfectly dial-in your sound.

## MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 581MB of Disk Space

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

## MADE FOR FALCON

The Voklm 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.

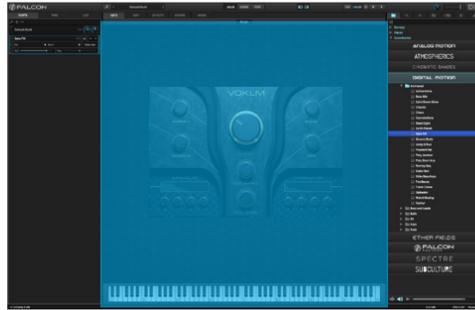
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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, Voklm's patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Voklm 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:

**Atmospheres**

A Minor Breath  
 Air Pump  
 Angelique  
 Apart Geek  
 Beauty Drone  
 Dark Angel  
 Duophonics Wheel  
 Ethereal Awakening  
 Excited Flutters  
 Formant Rhythm  
 Journey Alarm  
 Jumping Lah  
 Long Time  
 Lullaby Shimmer  
 Lung Motion  
 Map in the Sand  
 Neck Stretchy  
 Populi  
 Rock and Hole  
 Sand  
 Sliding Drama  
 Slow Sprinkles  
 Sunset Prayer  
 The Dome  
 Tor Chant  
 Vowel Ice  
 Warm Winter  
 Wheel SeCuban

**Drones**

AbstracTension  
 AnaCloud  
 Awash Grain  
 Awell Voice  
 Binaural  
 Bomber Net  
 Breathscaping  
 Crooner Lung  
 Density  
 Dystopie  
 Enchantress  
 Far Out Eeh  
 Flavours of East  
 Horror Cave  
 Hot Mic  
 Indian Glitch  
 Mantra  
 Mind Control  
 Random Skin  
 Sea Foam  
 Soft VoWheel  
 Spectrally Distant  
 Subturrian C'mon  
 Templular  
 True North  
 Velvet  
 Wonky Platter

**Seq-Arp**

Afternight Tropics  
 Bouncing Vox  
 Breathy Projection  
 Cookie Cutter  
 Downer Repeats  
 Jumping Toy  
 Yeah Taps  
 Zig Zag Root

**Synth Choirs**

Breath Five  
 Dischoird  
 FairTwo X  
 FSOne Lights  
 FSOne Vox 1  
 FSOne Vox 2  
 In Da Box  
 Monk Choirs 1  
 Muted Voice 1  
 Muted Voice 2  
 No Name Vox  
 Sanctuaire  
 Soft Choirs  
 Tender Bend  
 The Big One  
 Toy Story  
 Ultra Soft 1  
 Ultra Soft 2  
 Unfair Child  
 Vocaloud  
 Vox Keys  
 VP 2020  
 Xtron

**Vocal Risers**

Arabian Mood 2 Bar  
 Arabian Mood 4 Bar  
 Awaken 4 Bar  
 Distance Travel 4 Bar  
 Easy Riser 4 Bar  
 Ego Escapes 4 Bar  
 Egyptian Cresc 2 Bar  
 Ethnic Electric 4 Bar  
 Fresh Roots 2 Bar  
 High Dry Riser 2 Bar  
 Jungle Faller 1 Bar  
 Khamaj 2 Bar  
 Khamaj 4 Bar  
 Light Riser 2 Bar  
 Megaphone 4 Bar  
 Modernity Rise 2 Bar  
 Raise the Bar 2 Bar  
 Short Crazy 1 Bar  
 Slight Drip Faller 1 Bar  
 Yeah Up 1 Bar

**Vox Instruments**

Amiralty  
 Asphalte  
 Beauty Ice  
 Chant World  
 Chest Register  
 Clean Singer Keys  
 Deep Ethnic Warm  
 Deeper Sweeper  
 Delayed Spark  
 Electro Vox  
 Face Lift  
 Five For Life  
 Pizzi Vox  
 Pluchoirs  
 Poly Duo  
 Reign Sustain  
 Slow Attack  
 Soft Creatine  
 Space Rise  
 Trap Soul  
 Voice Thing



## 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.uvi.net](http://support.uvi.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)

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UVI SOUNDS & SOFTWARE

UVI.NET