UVI

LoFi Dreams

FALCON EXPANSION

SOUNDBANK USER GUIDE

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MINIMUM SYSTEM REQUIREMENTS
- Latest version of Falcon
- 4.31GB of Disk Space

For more information on the installation process, please refer to the document: Soundbank Installation Guide
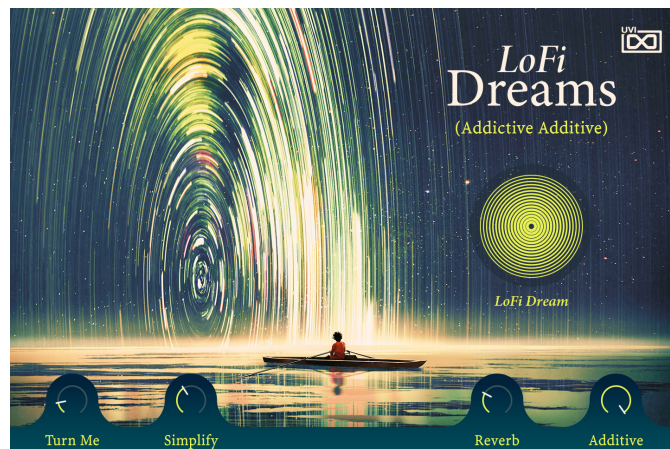
EXPAND FALCON WITH 200 MASTERFULLY-DESIGNED PRESETS

A boutique collection of stylized instruments, drums and textures perfectly suited for the more chill and introspective sides of hip-hop, lo-fi, and downtempo music production. Covering all the hallmark sounds and taking it further, LoFi Dreams delivers smooth acoustic pianos, soulful guitars, vibey keys, charactered drums, lo-fi textures and more.

Inspired by the sounds of early '00s lo-fi chill and hip-hop, LoFi Dreams offers a wide range of expressive instruments delivering both classic and modern aesthetics. Paired with the extensive sound-shaping capabilities of Falcon, musical inspiration awaits for producers and musicians of any background.

Each of the instruments in LoFi Dreams is designed to be expressive and playable, providing helpful controls and macros allowing you to sculpt your sound and create dynamic, expressive performances. As with all Falcon expansions, you have the ability to dig beneath the surface into each sounds patch structure, to manipulate and reshape it in any way you see fit.

MADE FOR FALCON

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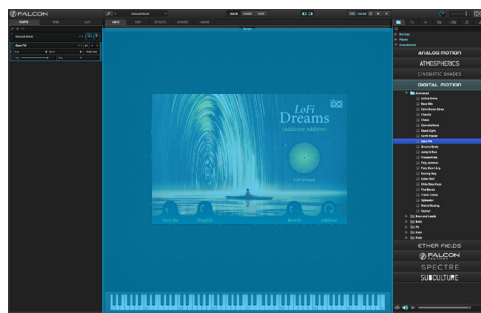
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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, LoFi Dreams's patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. LoFi Dreams 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.
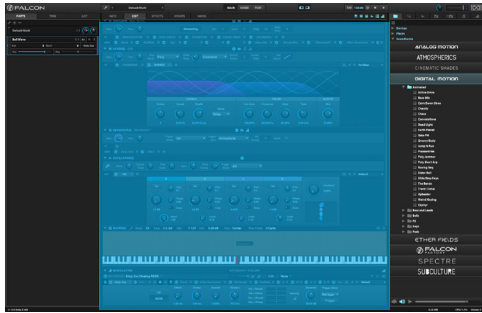
KEYBOARD

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.

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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.
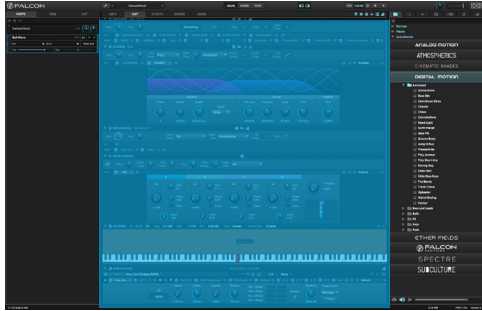
KEYGROUP EDITOR

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.

EDIT

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.

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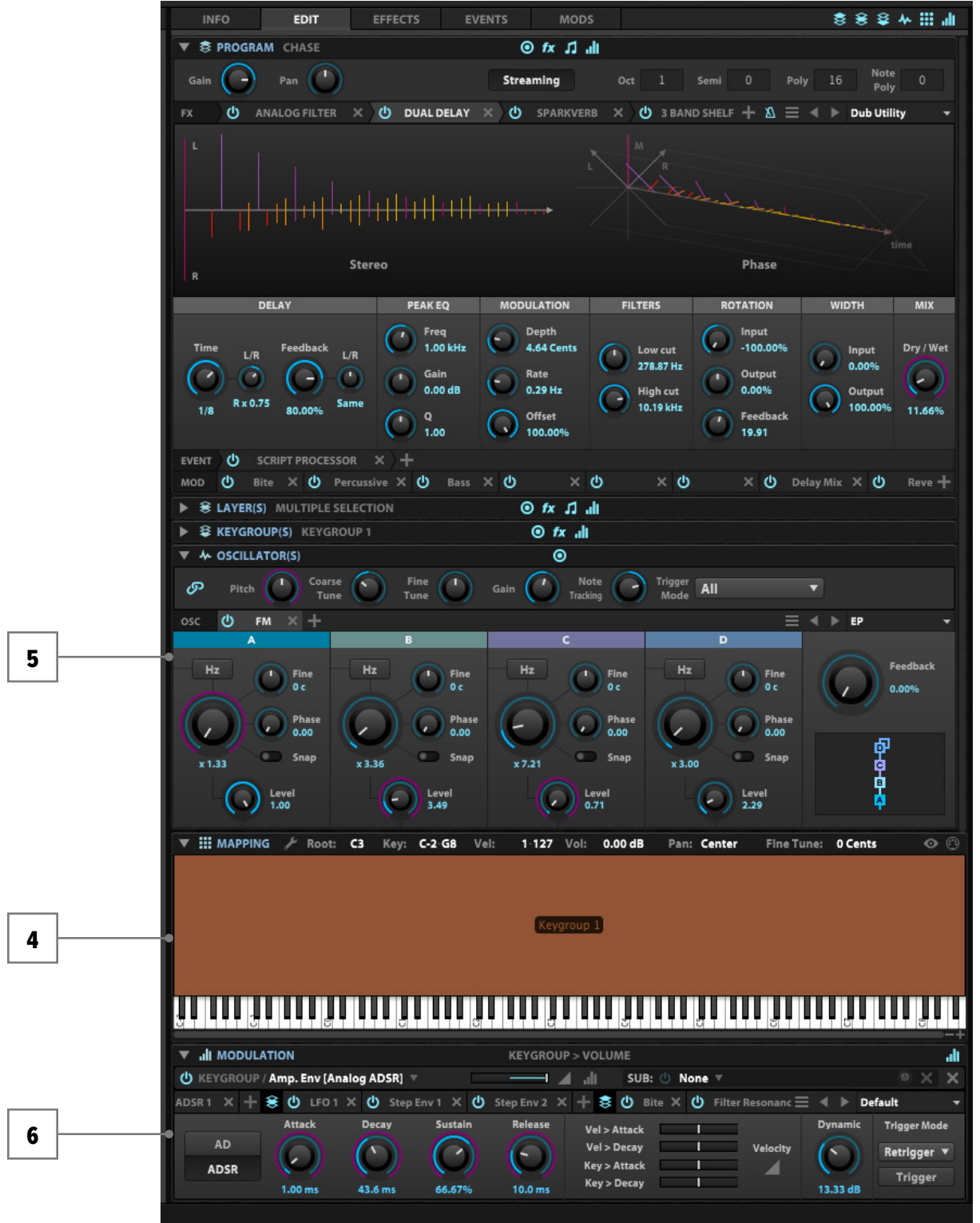
PRESET LIST

PRESET LIST

PRESETS:

Acoustic Pianos
Forgotten Piano
Nordic Piano
Old Grand Piano
Piano Memories
Tape Piano
The Mellow Piano

Animated
Arp Cloud
Baba 1
Baba 2
Cosmic PWMs
Hyrule Boosted
Hyrule
Sine Concert 1
Sine Concert 2

Bass
Addisub
Additional
Arp Noise 1
Arp Noise 2
Bounce
Bow
Ciao
Detune Sub
DigiDouble 1
DigiDouble 2
DigiRetro
Double Bass
Final
Formant Sub
Gameboy
Gaming
Lowender
Mantine
Mountain
Murphy 1
Murphy 2
Nasty
Nitty Gritty
Noise
Pipes
Pulsefy
Pyramid
Reese Sub
Retro Strong 1
Retro Strong 2
Retrograde
Ruintendo
Saw Reese
Soft Bits
Sub Limen
Subjectum

Drums
11kHz
Foley Kit
Jazz Kit
LoFi
Mixed Kit
Re Kit

Guitars
Clean Soft Guitar 1
Clean Soft Guitar 2
Ethnic Dreams
Garden
Lazy
Lonely Bowed Electric

Keys
Addictive Additive
Additive Chill
Celestialis
Chillhop Sine Piano 1
Chillhop Sine Piano 2
Chordalis
Electrics
FM Keys
Glass Celestialis
Keysuite
Laminae
Limbo
Play Chords I Will Strum
Play Short 7th Chords
Racoon 1
Racoon 2
RuinPiano
Sine Seas
Sweet Dreams
Sweet Soft
Tape Metal
The Electric Piano Smokey
The Electric Piano
Tines 1
Tines 2
Toy Xylo
Use
Vibes
Wonder EP

Leads
8bit Homesick 1
8bit Homesick 2
Ambience Voice
Amor de Lonh
Autumn
Bamboo Solo
Breeze
Calm 1
Calm 2
Chirp
Distant Voice
DX
Flutes
Harbour
Heard
Hike
Melancholic Horn
Memories Motion
Minion
Ocarina 64
Poly Yo Shi 1
Poly Yo Shi 2
PolyFlood 1
PolyFlood 2
Reflection Flute
Set
Smart Lead
Smooth
Sunshine Flute
Sweetheart Flute
Tinish
Title
Trumpet
XIII
XIV
XV

Pads
Chillin
Cloud Pads
CreamSea
Drift
Elegy
Enchant
Fluffy
Ignis
Just A Single Sine
Laputa 1
Laputa 2
Lavender
MeinHerzBrennt
Mikonos
Organelle
Pathways
Quartal Sines
Rain
Rest
Rhubharb 1
Rhubharb 2
Scatter
Sentiment 1
Sentiment 2
SineSauce
Sloppy
Tibet 1
Tibet 2
Underwater Feeling
Upper

Plucked
Alpine Zither
Anywhere
Carillon 1
Carillon 2
Castle
Clouds
Complex
CreamSpace
Delayed ADSRs
Dreams
Dungeon
Forest
Glass Morphy 1
Glass Morphy 2
Harp
Kalimba
Lost Zither
Mana 1
Mana 2
Mbira
MeditationDrums
Memoir Guitar
Play Chords I Will Strum
Sanctuary
Sanza
School
Sleep
Snowflake 1
Snowflake 2
SynthCarillon
Xylo Glass 1
Xylo Glass 2

Synths
Analog Noise
Clouds
Kiss
Loop Saw
Movement Saws
On
Opening
Red 1
Red 2
Textures
Ambiences
Noises

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/uviscript

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

SOUND DESIGN

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UVI TEAM

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Nathaniel Reeves

DOCUMENTS

Nathaniel Reeves

Kai Tomita

UVI SOUNDS & SOFTWARE