HYPNOTIC DIVE

FALCON EXPANSION

SOUNDBANK USER GUIDE

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MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 220MB of Disk Space

For more information on the installation process, please refer to the document: Soundbank Installation Guide
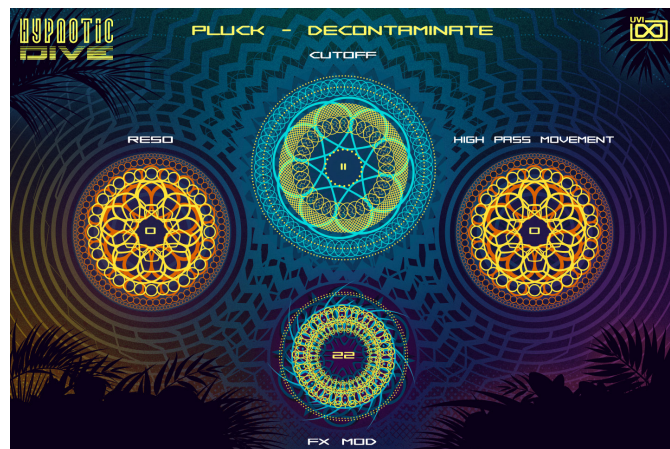
EXPAND FALCON WITH 120 MASTERFULLY-DESIGNED PRESETS

Inspired by the world of psytrance and its manifold subgenres, Hypnotic Dive delivers 120 patches ranging from syncopated arpeggios and basslines to deep atmospheric pads, bread and butter leads and synths, to vibrant plucks, dizzying effects, and tuned sub kicks. Hypnotic Dive gives you everything you need to create captivating and energetic electronic music, from high-octane dance to meditative and transcendent ambient.

Hypnotic Dive leverages the powerful oscillators and modulation system of Falcon to create dynamic, powerful and evolving sounds across a range of timbres, with a high degree of customization and playability. The sounds of Hypnotic Dive are elegantly crafted, instantly inspiring, and suitable for producers and musicians of any background.

Each of the instruments in Hypnotic Dive 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 Hypnotic Dive 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.
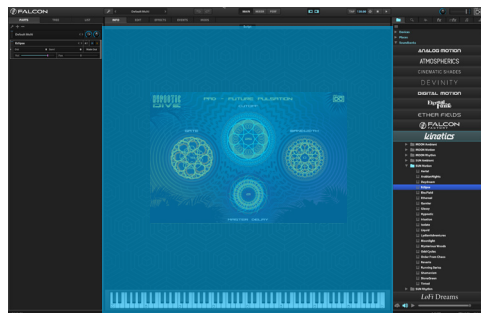
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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 As with Falcon's Falcon Factory Content, these patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Hypnotic Dive 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.

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. If there is a custom key range it will be highlighterd, 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.
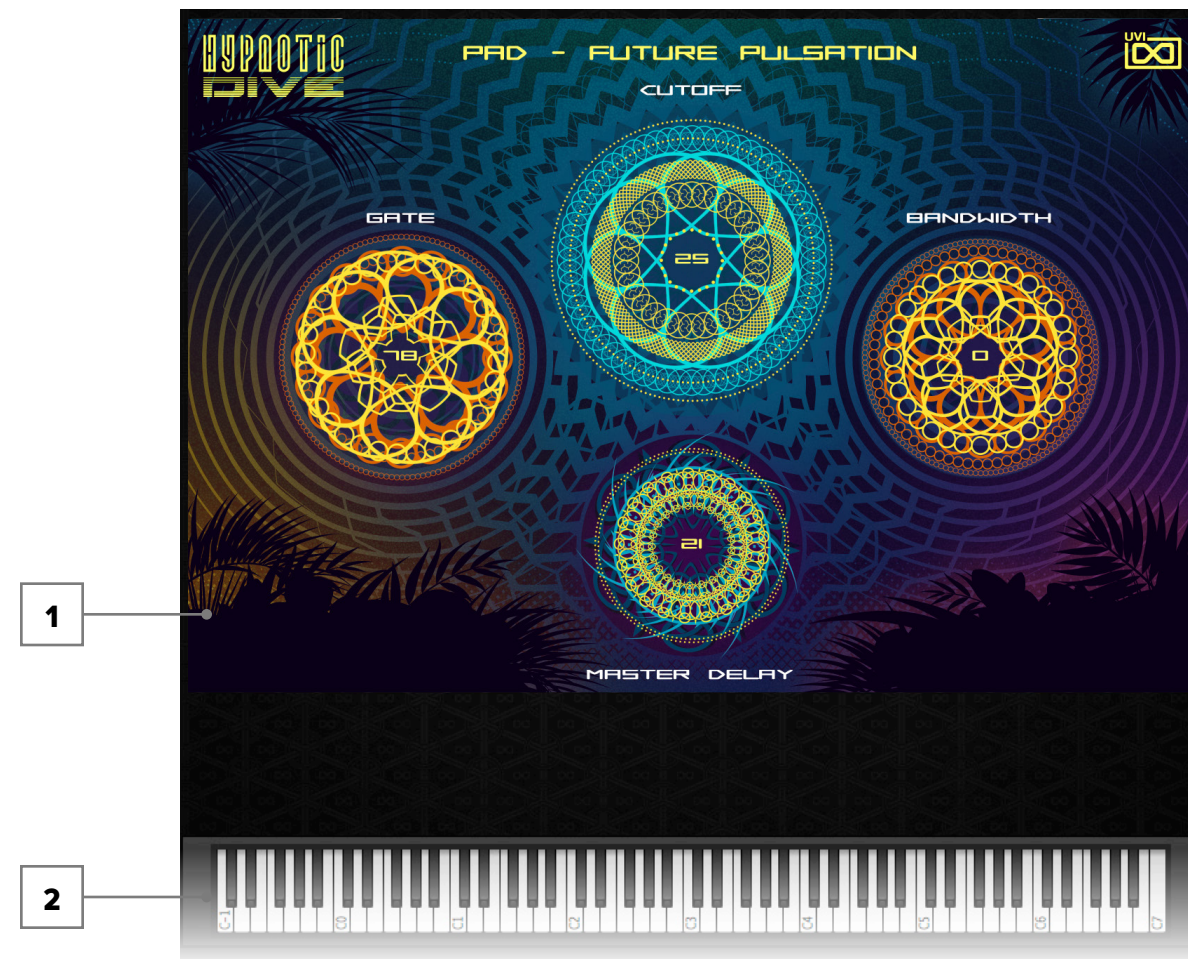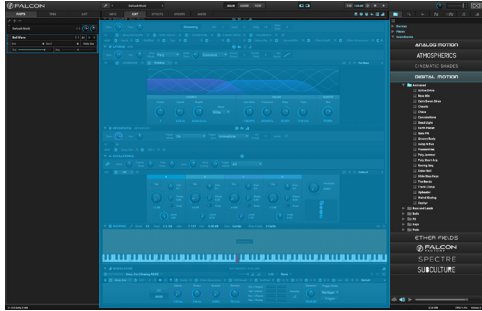
EDIT

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.
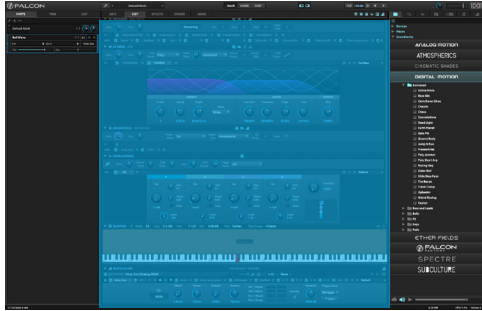
EDIT

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.
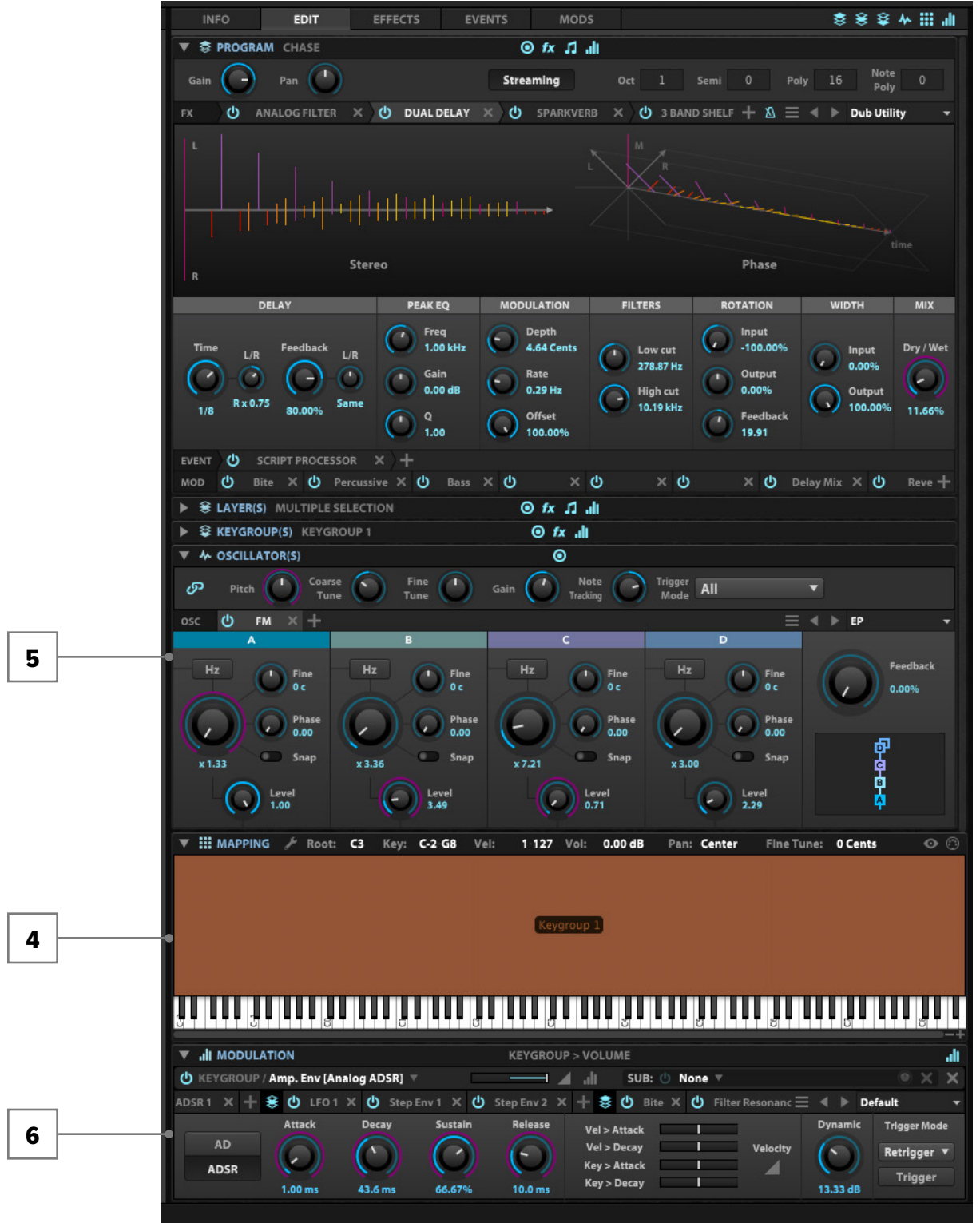
PRESET LIST

PRESET LIST

PRESETS:

Arps & Sequences
Arp - Crowd Pleaser
Arp - Moon Dance
Arp - Tech Sweep
Arp - Wave Function
Seq - 1200ug
Seq - Anjuna Beach
Seq - Astral Ascent
Seq - Back to Earth
Seq - Bubble & Squeek
Seq - Captain Hook
Seq - Comb Tech
Seq - Deranger
Seq - Drainpipe Rat
Seq - Erratic Squelch Machine
Seq - Excitation
Seq - Fishbowl Head
Seq - Flying High
Seq - Hilltop
Seq - Karplus Rhythms
Seq - Melon Twister
Seq - Naughty Screamer
Seq - Phasor Tabla
Seq - Round the Moon
Seq - Strontium Dogs
Seq - Troublemaker Riff
Seq - Warp Mode

Atmospheres & Pads
Atmos - Ambient Analogue Stab
Atmos - Down Under
Atmos - Dripping Walls
Atmos - Gothic Takeoff
Atmos - Phloxy Visions
Atmos - Resonant Uplift
Atmos - Shifting Spaces
Atmos - Slight Nuances
Atmos - Symphonic Awakening
Pad - Epitome
Pad - Lysergic Strum
Pad - Next Generation
Pad - Transcendental
Pad - Ultimate
Vocal Atmos - 3rd Red Eye
Vocal Atmos - Gated Grains
Vocal Atmos - Prophecy

Bass Oneshots
Bass - Dynamo Roller
Bass - Hyper Phase
Bass - Mamy Saw
Bass - mB Saw
Bass - Odi Saw
Bass - Offbeat FM
Bass - On the One
Bass - Portabella Spank
Bass - Primal Slammer
Bass - Tech Squares
Bass - X10 Puncher Saw

Bass Sequences
Bass Seq - Dynamo Roller
Bass Seq - Hyper Phase
Bass Seq - Mamy Saw
Bass Seq - mB Saw
Bass Seq - Odi Saw
Bass Seq - Offbeat FM
Bass Seq - Portabella Spank
Bass Seq - Primal Slammer
Bass Seq - Tech Squares
Bass Seq - X10 Puncher Saw

Effects
FX - Cave Drop
FX - Contort
FX - Cycles Per Second
FX - Dissonant Drone
FX - Downward Trajectory
FX - Flyby
FX - Impact Stabber
FX - Neon Phase
FX - Outback
FX - Panic Alarm
FX - Robot Grain 1
FX - Robot Grain 2
FX - Robot Grain 3
FX - Robot Grain 4
FX - Slam & Build
FX - Soundaholic Slam
FX - Synpact
FX - Warp Speed
FX - Wow Rez Riser

Leads
Lead - Acid Gravel
Lead - Chew
Lead - Clean Raver
Lead - Fizzy Slammer
Lead - Future Truth
Lead - Lazer Phasor
Lead - Neuroscope
Lead - Pickup
Lead - Rave Mechanic
Lead - Silky Spice
Lead - Skazi Stock
Lead - Species Sweeper
Lead - Sync Blood
Lead - Turboencabulator
Lead - Wide Saws

Plucks
Pluck - Analogue Chunky
Pluck - Big Brother
Pluck - Cinematic Cascader
Pluck - Cyber
Pluck - Gothic Stabber
Pluck - Lazer Head
Pluck - Naughty Grain Bells
Pluck - Restructures
Pluck - Throttle It

Synths
Synth - Exponential Tensioner
Synth - Freak Pass
Synth - Frozen Chrome
Synth - Futurist Cinema Sting
Synth - Landscape Build
Synth - Problem Child
Synth - Psy Spring
Synth - Random Stretch
Synth - Shanti
Synth - Shark Tooth
Synth - Slide Shot
Synth - Tech Tone
Synth - Vowely Table

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

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