



# SUBCULTURE

## ORCHESTRAL



**FALCON**  
EXPANSION

## SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN210721



# END USER LICENSE AGREEMENT [EULA]

Use of this product is subject to the acceptance of our End User License Agreement, available [here](#).

©2022 UVI. All rights reserved.

All trademarks are the property of their respective owners.





# TABLE OF CONTENTS

INTRODUCTION .....	4
INTERFACE	
INFO .....	6
EDIT .....	7
PRESET LIST .....	10
LINKS .....	11
CREDITS & SPECIAL THANKS .....	12





## EXPAND FALCON WITH 120 MASTERFULLY-DESIGNED PRESETS

As an experiment we organized a number of specialized ensembles to capture a range of articulations and effects at the lowest octave possible. The recordings that resulted from these sessions express some of the most powerful and emotive sounds we've heard in an orchestral setting. This is the sonic foundation of SubCulture Orchestral.

Fusing the concept and aesthetics of SubCulture with the lowest registers of the orchestra, these incredible recordings were taken to the next level by our sound designers. SubCulture Orchestral delivers 120 unique and inspiring creations; delve into dark cinematic worlds while weaving shadowy string scapes, haunting brass sweeps, roaring taiko rhythms, gritty hits, and more. A perfect companion for anyone looking to add dark and unconventional orchestral sounds to their music, film, or game scores.

Each of the instruments in SubCulture Orchestral 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 sound's patch structure, to manipulate and reshape it in any way you see fit.

## MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 600MB of Disk Space

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

## MADE FOR FALCON

The SubCulture Orchestra 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. SubCulture Orchestra 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.

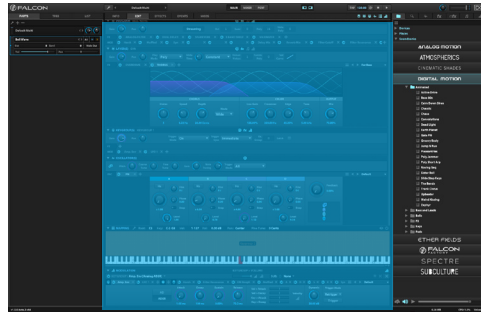
2

### KEYBOARD

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 highlighter, 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.

### 1 PROGRAM EDITOR

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.

### 2 LAYER EDITOR

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.

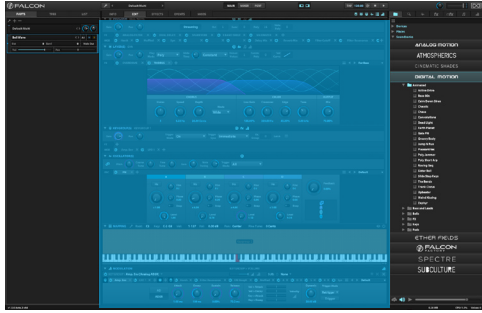
### 3 KEYGROUP EDITOR

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





# PRESET LIST



PRESETS:

Arp

- Arp Chords
- Arp Ocean
- Chords and Notes
- Entropy
- Interference
- Money Layers
- Nightfall
- NoiseFall
- Pluck & Bass 1
- Pluck & Bass 2
- PluriChord 1
- PluriChord 2
- Re-Chordist
- Skin Single
- Skin
- SpaceSeq
- Thick
- Wandering Strings
- Wandering
- Way

Atmospheric

- Abyss Swells
- Atmosphere Atonal
- Babadook
- Bass Piano Panorama
- Count
- Dissonant Bassmaphere
- Diviners Mint
- Drama
- Dystopian Horizon
- Fall
- Lamenting
- Mist
- Oram
- Quake
- Space Ambient Drone Stab
- Spectres
- Voodoo Organ
- WarmItUp
- Wave Cluster
- Woly Mos

Effects

- Box of Bees
- Cluster Ruck
- Factory Machines
- Intoxicated Clown
- Jubilee
- Lunar Gravity
- OuterSpace
- Reconductor
- Slam & Run
- Slaughter Swells
- Witches Forest
- Epic Companion
- Black Hole
- Boston
- Daimon
- Gladiators Arena
- Military Scene
- Miner
- Moby Glitch
- Rescue Team
- Still Wasser
- Tenno

Hit

- Blended Hell
- Brass Low
- Cluster Punch Strings
- Dark Hits
- Double String
- GrHitty
- Industrial Savage
- Load
- Loki
- Mammoth
- Mars
- Menacing
- Murder
- Power Stomp
- Prime Power
- Punctuate
- Shadow Texture
- Sledgehammer
- Statues
- Sub Brass Strings
- The Mobster
- Tower Knight

Motion

- Alarm
- Arsenal
- Granular Tuba
- Gritty Box
- Impact Crater
- Imprint
- In The Dark
- Noise Floor
- Noise Teeth
- Nozya
- Openings
- Screech
- Tensioner
- Two Handed
- Vigilation
- War Cry
- Weird Growl

Natural

- Arrivals
- Century
- Crescendo
- Decrescendo
- InBetween
- Orchestral FX
- Percussional
- Scuttling
- Staccato
- Stomp Hit
- Sustain Velocity
- Sustain Wheel
- Tremolo Velocity
- Tremolo Wheel
- Wheel Cluster 1
- Wheel Cluster 2

Rhythmic

- Accents
- Aggression
- Animated
- Bounds
- Dancing Waves
- Edge of Reason
- Enemy
- Lines
- Lithos
- Low Pulse Rhythm
- Motionist
- Ostinatum
- Oxford Whydah
- Paradigm
- Percs and Ping
- Primitive Skills
- Pulsate
- Repeating Pulse
- Slow Burn
- Smith
- Surfaceless
- Temple Run
- Vega
- Waiting



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

Richard Gale

Carlo de Gregorio

### GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

### DOCUMENTS

Nathaniel Reeves

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET