



# ORGANIC KEYS



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN220314



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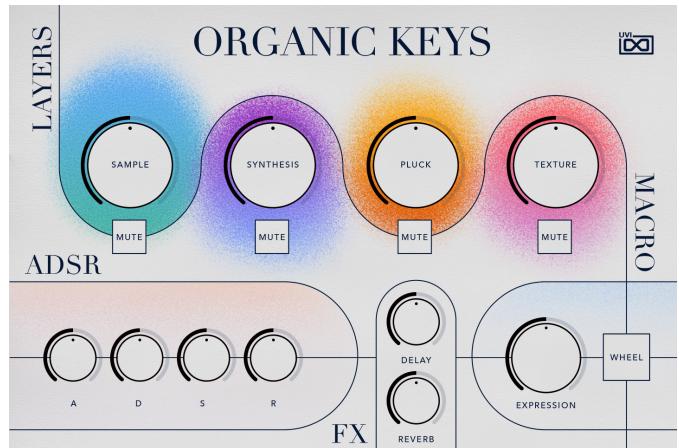
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# TABLE OF CONTENTS

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



#### EXPAND FALCON WITH 120 MASTERFULLY-DESIGNED PRESETS

Exquisitely crafted and tweakable sounds designed with modern genres in mind, Organic Keys is a one-stop shop delivering 120 key patches perfect for everything from pop and scoring work to genres like Neo-Soul, IDM, and Lo-Fi. Sounds are arranged in 5 categories including Acoustic Mood, Mono Chords, Digitalish, Lo-Fi, and More Than Keys, and offer a wide variety of characters to explore.

Every patch in Organic Keys is constructed with 4 independently mixable sonic layers including Sample, Synthesis, Pluck, and Texture, giving you a huge range of sonic space and allowing you to dial-in the perfect sound to suit your track, automate it to create movement and distinction, and perform it to add life and expression to your compositions.

Each of the presets in Organic Keys is designed to be expressive and playable, providing helpful controls such as an ADSR amplitude envelope, delay and reverb, and a custom macro control allowing you to sculpt your sound and bring your tracks to life. 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
- 350MB of Disk Space

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

#### MADE FOR FALCON

The Organic Keys 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, Organic Keys' patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Organic Keys 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](#).

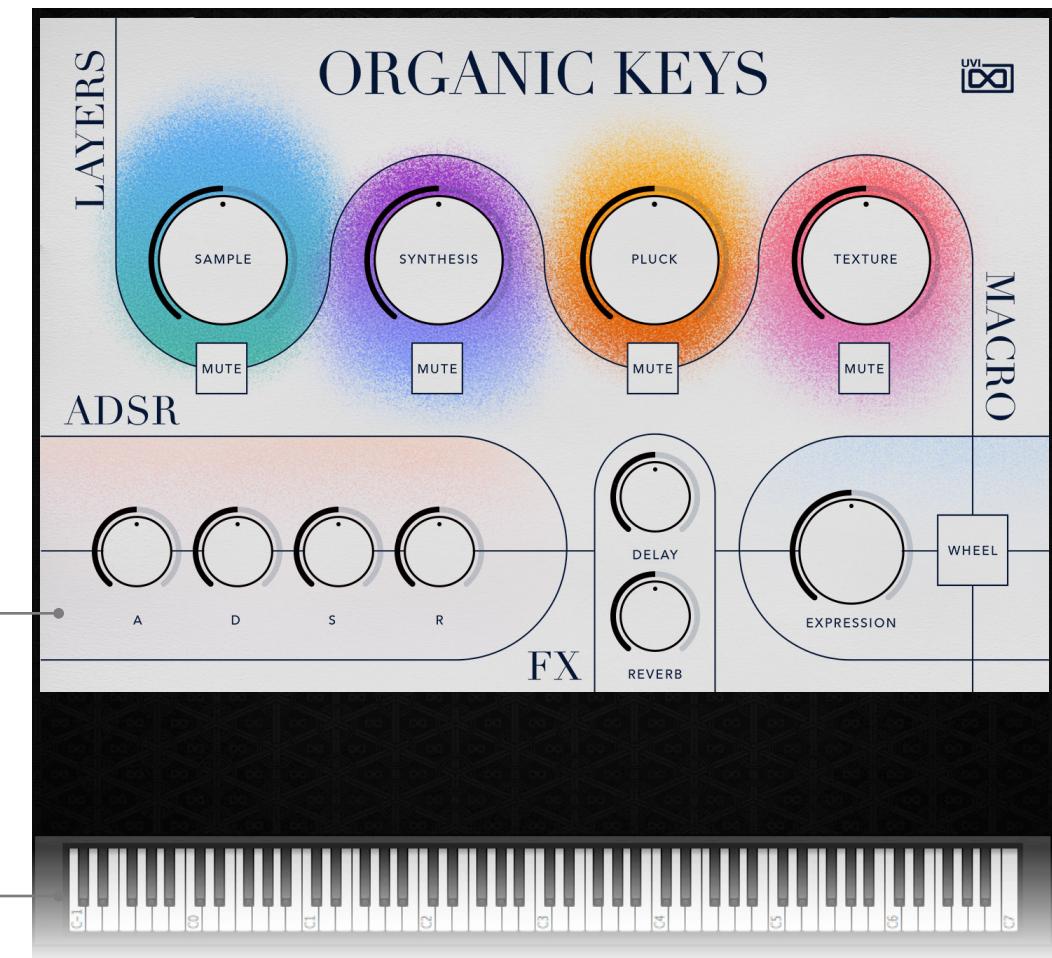
### PROGRAM INFORMATION

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](#).





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

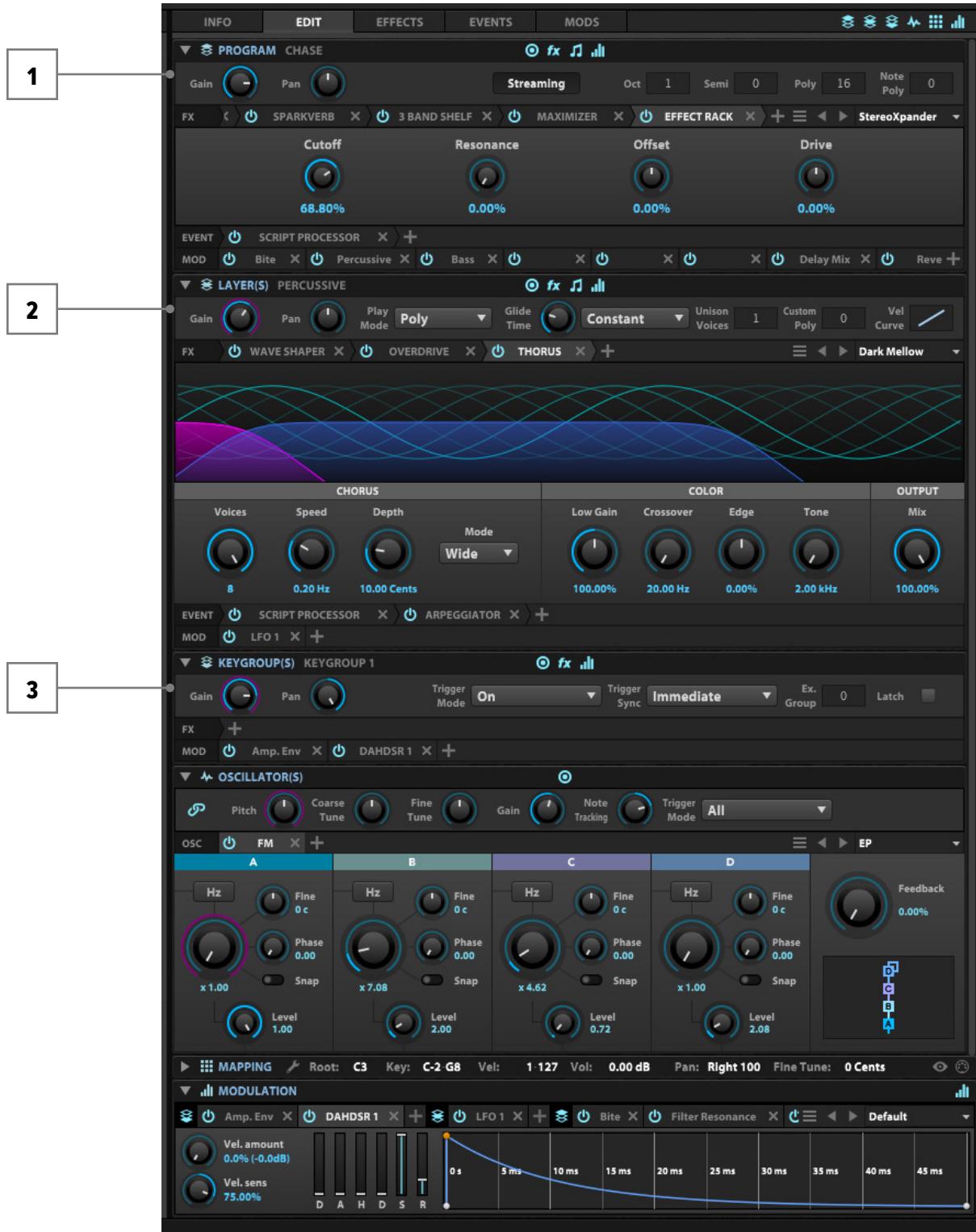
2

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.



# PRESET LIST



## PRESETS:

**Acoustic Mood**

A Rhapsody  
Acronymous  
Amospherix  
Amped  
Art Mood  
Bar Souffle  
Bella  
Blanche  
Bowed Feel  
Celesta Vibe  
Clavecina  
Dulcikey  
Grand Nebbia  
Hammered Cave  
Harpiana  
Kolipe  
Light Felt  
Lover Tone  
Lyrisme  
Noire  
Pianissima  
Piano Steam  
Rainforest  
Rusty Piano  
Windpump

**Digitalish**

Aguira  
Ammara  
Aqua Keys  
Banjon  
Bottle Keys  
Brass Organic  
Bygone  
Darker  
DX Eight  
Euphonius  
FM Bells  
Gosh  
Harpsy Grain  
Hazykey  
Made Of Steel  
Neo Full  
Organilla  
Pianet  
Prepared Organ  
Reeds  
Rust  
Underwater Glock  
Veridis  
Wurlish

**Lo-Fi**

Grungy Sines  
Act Scape  
Ammotional  
Amorino  
Antic Music  
Chord O Tron  
Dusty Kyes  
Fluttery Field  
Harmonix  
Harpsy Tron  
Humming  
Kimbie  
Lo Mute  
Monarchoid  
Morning Haze  
Mount Kuboshi  
Mrs Mills  
Peacock  
Pick Vibe  
Reflections  
Rusty Vibe  
Soulful Piano  
Study Time  
Vintage Organ  
Winter Fall

**Mono Chords**

Abundancy  
AM Ring  
Apex  
Aqueous Transmission  
Astrummed  
Atlantis  
Brushed Bowls  
Chordas  
Deloreanica  
Die Welt  
Gamma  
Gnomes  
Housy  
Mantra  
Marina Day  
Meditative  
Moody X  
Odyssey  
Peacock  
Pipes Land  
Smoothy  
Sofa Mood  
Strange Planet

**More Than Keys**

A Dark Knight  
Akif  
Angel Bells  
Aquaphone  
Bowl Strike  
Carilloning  
Chimeria  
Choral Keys  
Clery Call  
Discovery  
Etherium  
Fjord  
Ghost Piano  
Grain Orchestra  
Idylle  
Java Keys  
Lone Choir  
Low Hits  
Magical Garden  
Mystic Choir  
Plate Grains  
Ubud  
Una Vox



## 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)

## SOUND DESIGN

Julien Cautru

## UVI TEAM

## GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

## DOCUMENTS

Nathaniel Reeves

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET