ORGANIC ARPS

FALCON EXPANSION

SOUNDBANK USER GUIDE

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INTRODUCTION

MINIMUM SYSTEM REQUIREMENTS
- Latest version of Falcon
- 130MB of Disk Space

For more information on the installation process, please refer to the document: Soundbank Installation Guide

EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

Exquisitely crafted and tweakable sounds designed with modern genres in mind, Organic Arps is a one-stop shop exploring the extensive arpeggiator and sequencing possibilities of Falcon. With 100 hand-crafted patches arranged in 4 categories including Circular, Generative, Repetitive, and Rhythmic, Organic Arps delivers a wide range of styles and patterns from more predictable arps to creative and off-beat generative sequences, perfect for everything from pop and scoring work to genre production.

Every patch in Organic Arps is constructed with custom macros and top-level control over delay and reverb, allowing you to dial-in the perfect sound for your track. Sounds with a sense of motion and depth flow out of every preset, and as with all Falcon expansions, you can dig beneath the surface into the patch structure to deconstruct, fine-tune, or completely reshape the sounds and patterns in any way you see fit.

Organic Arps also features a handy Chorder tool, containing a number of scales, selectable key, and "Bass" option. With the Chorder activated, harmonically relevant chords are displayed along the bottom with the active chord highlighted, allowing users to easily play along to an existing piece or continue writing with confidence. With "Bass" activated, the arpeggio will extend an octave below the held keys to include lower notes.

MADE FOR FALCON

The Organic Arps expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 17 oscillators, over 100 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.
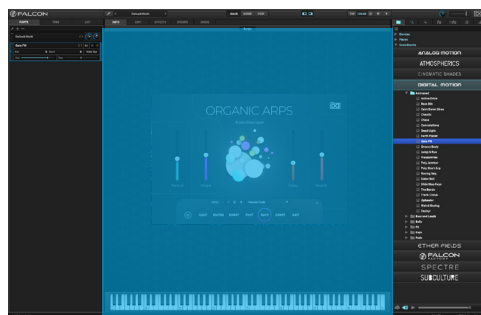
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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 Arps' patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. Organic Arps 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.
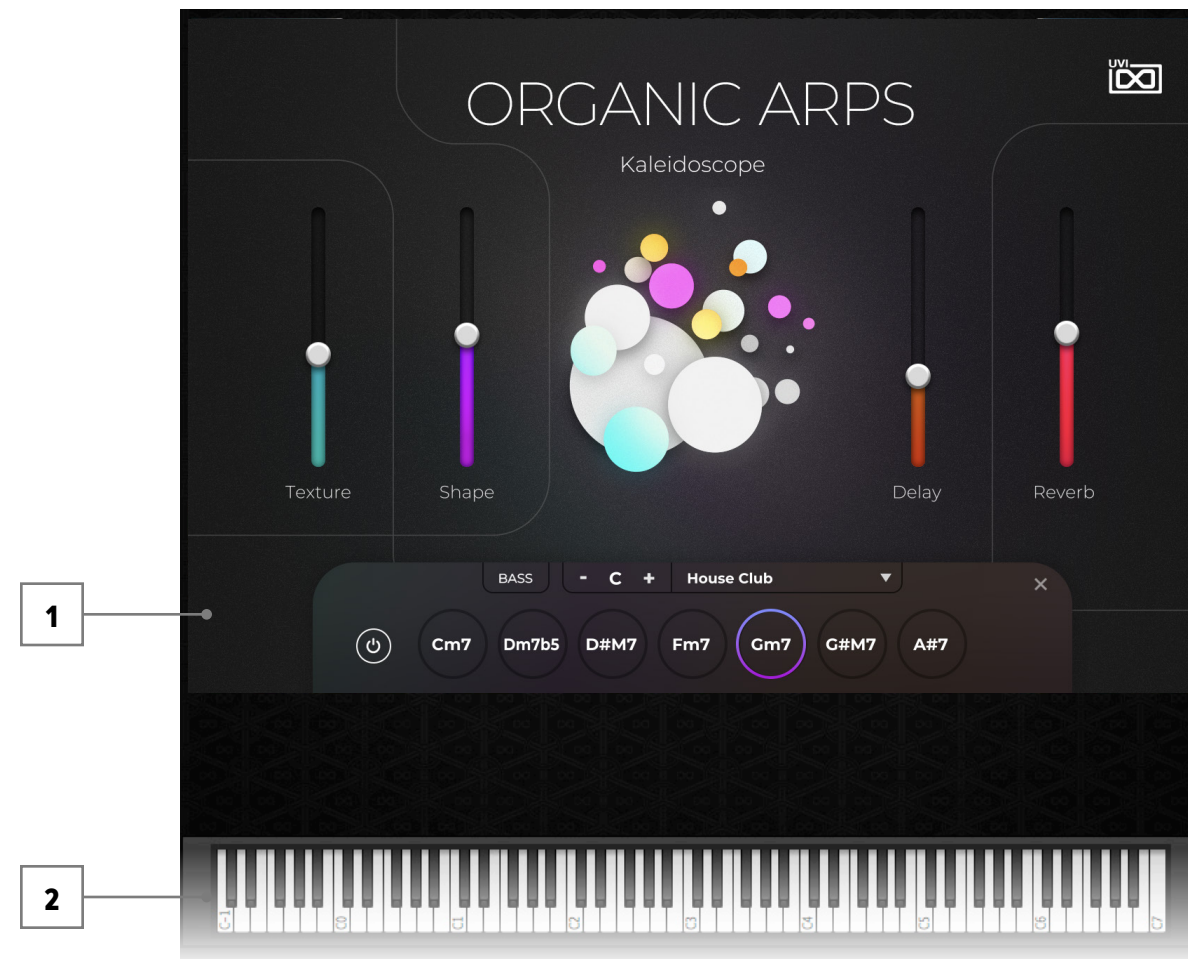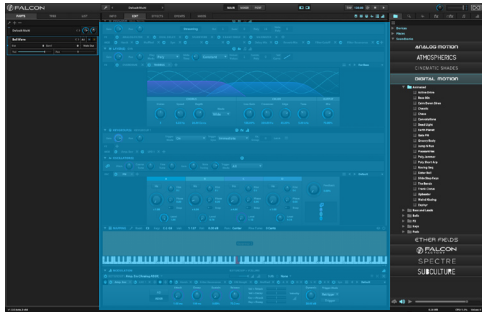
PROGRAM INFORMATION

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.

ORGANIC ARPS
Kaleidoscope

Texture   Shape   Delay   Reverb

BASS   -   C   +   House Club

Cm7   Dm7b5   D#M7   Fm7   Gm7   G#M7   A#7

6

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.

7
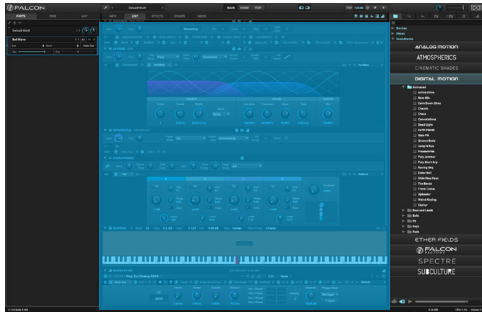
EDIT

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

PRESETS:

Circular
Ezra
Galaxy
Hammers
Helium Dance
Hermana
Kaleidoscope
Menorah
Palace
Paracosms
Prayer
Reimagined
Rivages
Salaam
Soul Circle
Structuralism
Studies
Suite Tri
The Swell
Thursday
Treasure
Warpers
Waterfall
Wave Blue
Wynona
Zayen

Generative
Biotope
Bliss
Generation
Homonym
Landscape
Laveaux
Lavender
Migration
Mill Blue
Necklace
Onsen Memories
Pleasure
Plymouth
Ryokan
Safari
Spring Break
Tajnic
Temple
Umatic
Vagabond
Variation I
Variation II
Variation III
Veltics
Vessel

Repetitive
Barcodes
Chapters
Discoveries
Dissection
Ensemble
Helsinki 60
Hologram
Hubbard
Island Waves
Kipawa
Lime Drop
Linear
Maverick
Micro People
Modblaster
Mount
Must Be
Penghu
Piano Dream
Quietude
Reflection
Sakanoto
Shri Day
Underbridge
Wrangler

Rhythmic
Aurora
Baschets
Eldwin
Eleven Seven
Evening
Forbidden
Gravity
Liturgy
Lonesome
Lux
Odd Train
Otsuzumi
Portrait
Quartet
Ripples
River
Rotors
Siberie
Strummer
Suavemente
Tadao
Target
Toro Monk
Wildflower
Zeppelin

LINKS

UVI

Home . . . . uvi.net

UVI Portal . . . . uvi.net/uvi-portal

Your Product Area . . . . uvi.net/my-products

Support . . . . support.uvi.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

UVI TEAM

SOUND DESIGN

Théo Gallienne

GUI & GRAPHICS

Anthony Hak

DOCUMENTS

Nathaniel Reeves

Kai Tomita

UVI

UVI SOUNDS & SOFTWARE