UVI

ORGANIC**PADS**

FALCON EXPANSION

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MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 860MB of Disk Space

For more information on the installation process, please refer to the document: Soundbank Installation Guide
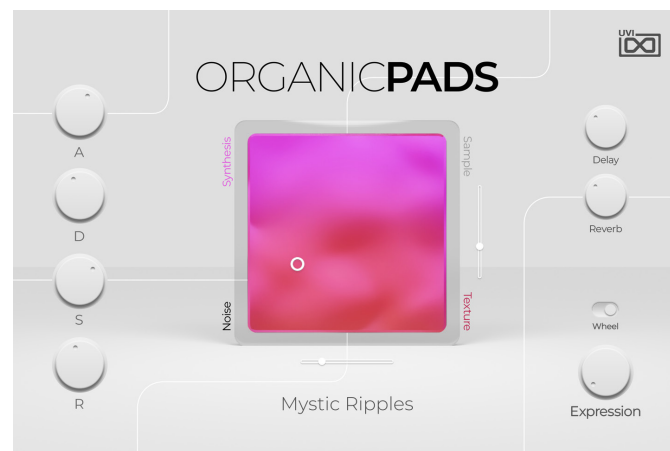
EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

A beautifully crafted and expressive collection of sounds designed with the needs of modern production in mind, Organic Pads is a one-stop shop exploring the arena of sustained and evolving sounds within Falcon. Featuring 100 hand-crafted patches arranged in 4 categories including Light, Dark, Mystical, and Nature, Organic Pads gives you a diverse and wide-ranging palette of styles to explore.

Every patch in Organic Pads features a performable XY morphing section, letting you interactively blend and sculpt your sound from 4 discrete layers (sample, synthesis, noise, and texture). As well, each patch has been constructed with custom macros and top-level control over delay and reverb, allowing you to find the perfect mix for your track.

Explore evolving worlds of movement, texture, and color, and as with all Falcon expansions, feel free to dig beneath the surface into the very patch structure, where you can further fine-tune, augment, deconstruct, or completely reshape the included sounds in any way that your inspiration leads you.

MADE FOR FALCON

The Organic Pads expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 20 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 Pads' patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. Organic Padss 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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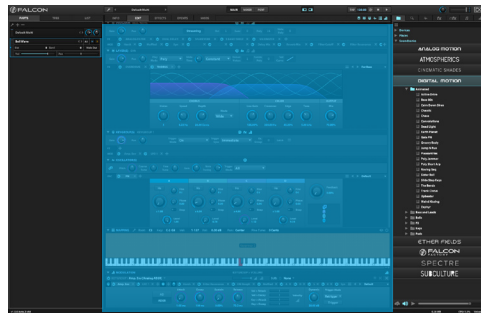
EDIT

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.

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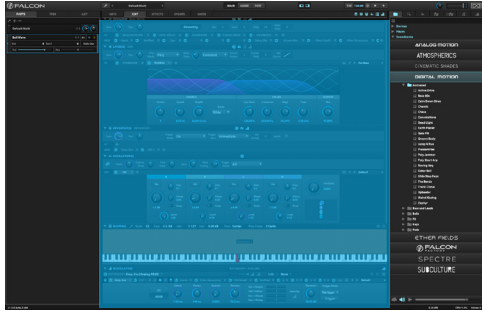
EDIT

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.
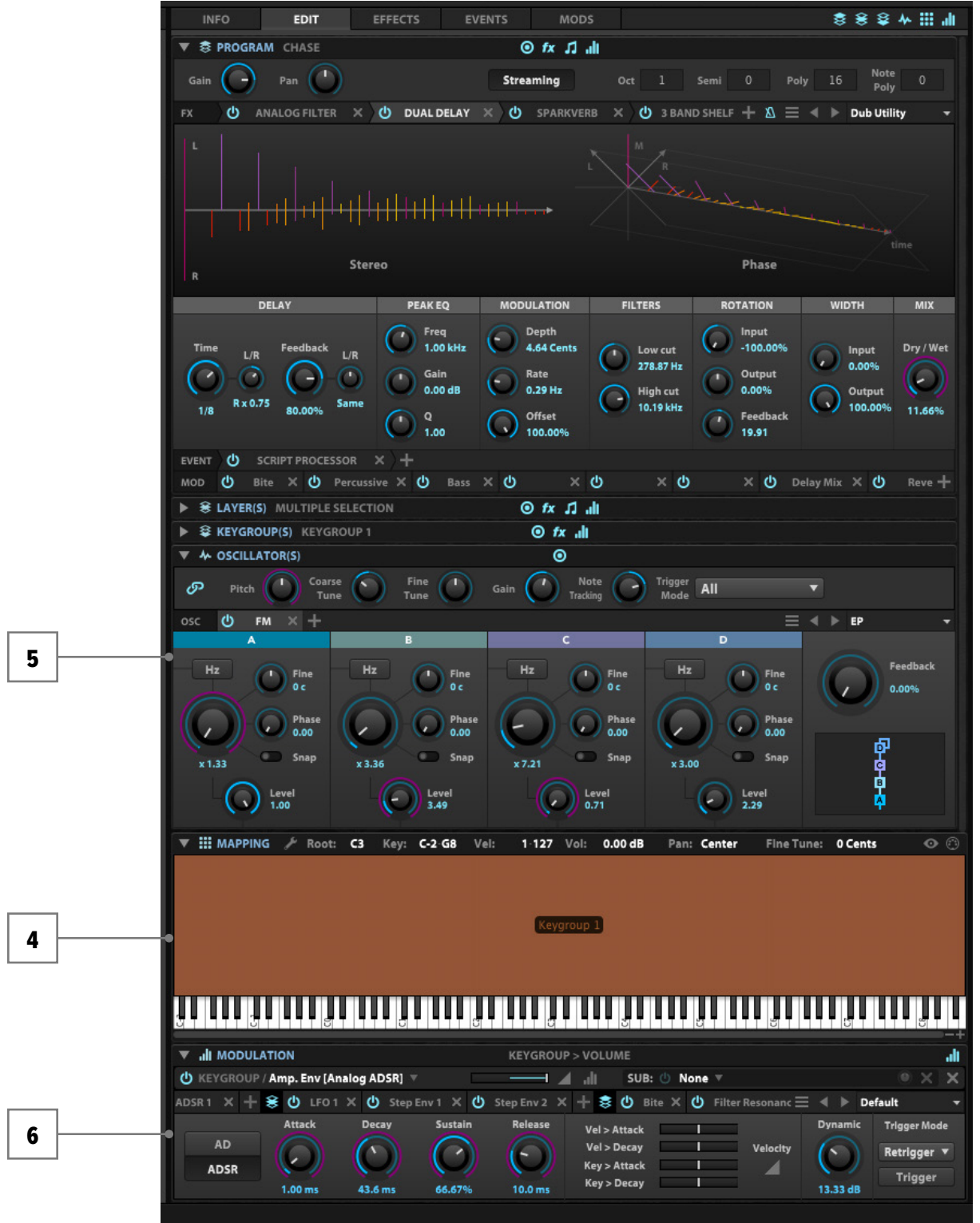
PRESET LIST

PRESETS:

Dark
Fluent Pulses
Abyssal Drift
Alaska
Angels
Arcane Enchantment
Disrupted
Dreamy Moonlit Waves
Enveloping Clouds
Harmonic Waves
Haunting Echoes
Mysterious Descent
Restless
Scraped
Tense Dreams
Twisted Enchantment
Whispering

Light
Light/
Gentle Nebula
Airflows
Ambient Delight
Angelic Bliss
Celestial Mist
Crystal Caves
Deep Flows
Eerie Resonant Strings
Floating
Gliding Vibrations
Harmonic Horizon
Hoarse Voices
Hypnotic Oasis
Littering Keys
Morning Echoes
Phantom Flicker
Prayers
Radiance
Radiant Resonance
Resonant Shimmers
Restless Airwaves
Reversed Reverberations
Serene Reflections
Shifting Shadows
Shimmering Shores
Soothing Sunset
Space Talk
Tectonic Ripples
Tranquil Oscillations
Vowels
Whispers

Mystical
Dreamscapes of Eternity
Aetheric Delight
Celestial Awakening
Clear Sky
Cosmic Synthesis
Deflooded
Disrupted Harmonies
Distorted Radiance
Echo
Electric Dreams
Enigmatic Illusions
Ethereal Pulses
Extraterrestrial Talk
Harmonic Horizon
Hypnotic Shimmers
Luminous Illusions
Mantras
Moody Flute
Morning Mist
Moving Dimensions
Mystic Ripples
Pulsating Radiance
Radio Waves
Reflections
Running Ghosts
Seraphic Resonance
Shadowed Harmony
Shattered Dreams
Soaring Strings
Starry Heavens
Synthetic Intrigue
Tibetan Horns
Tibetan Voyage
Tranquil Trance
Velvet Horizon
Vibrations
Wind Chimes

Nature
Jungle Life
Autumn Harmony
Birds
Breath of Spring
Cold Waters
Cool Winds
Deep Forest Monkeys
Fluttering Dragonflies
Lush Landscapes
Morning in the Woods
Morning Walk in the Park
Refreshing Air
Rippling River
Seashore Serenity
Water Flow
Whispering Waters
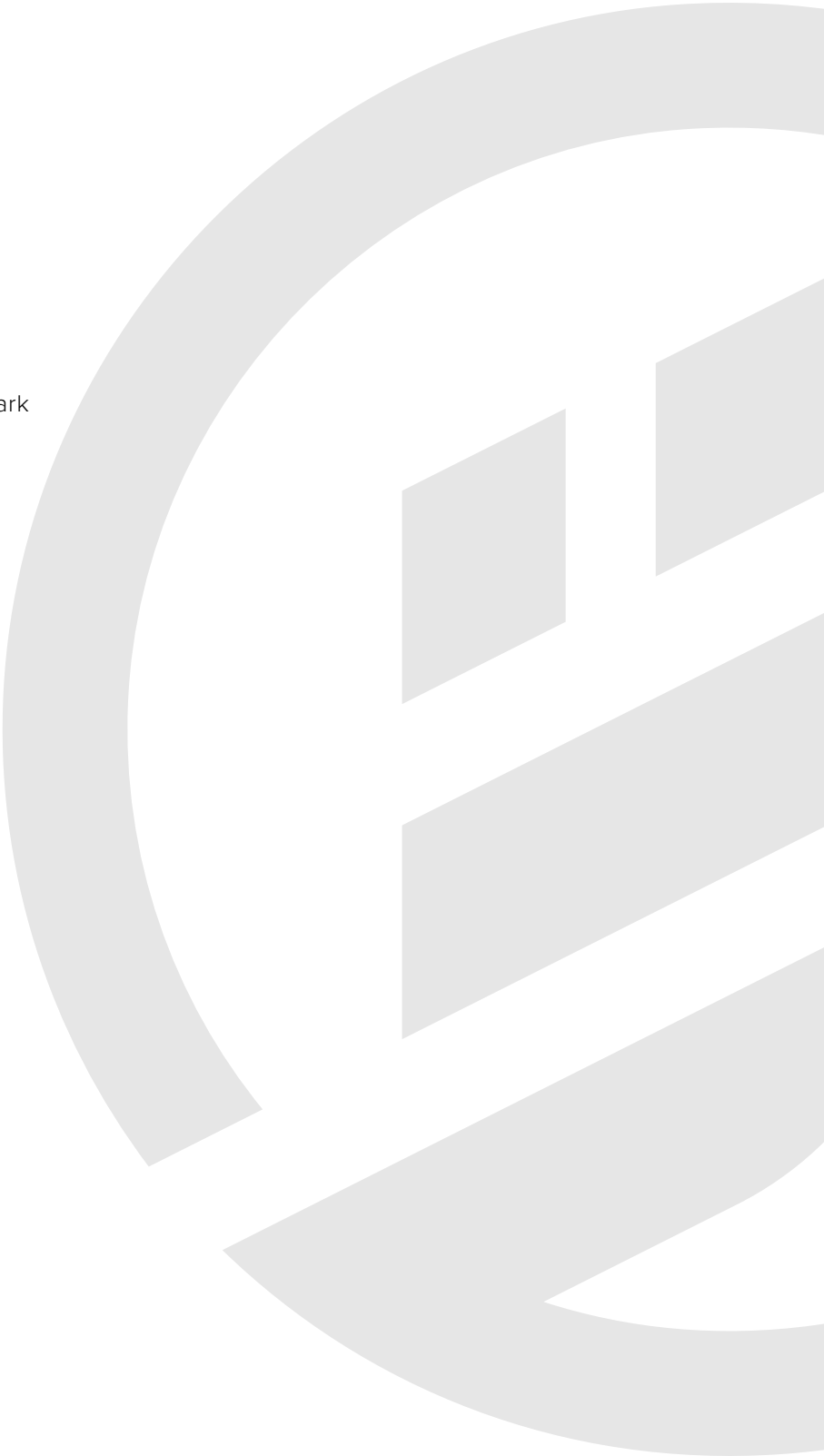
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Support . . . . support.uvi.net

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

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