



MODULAR DRUMS



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN241017



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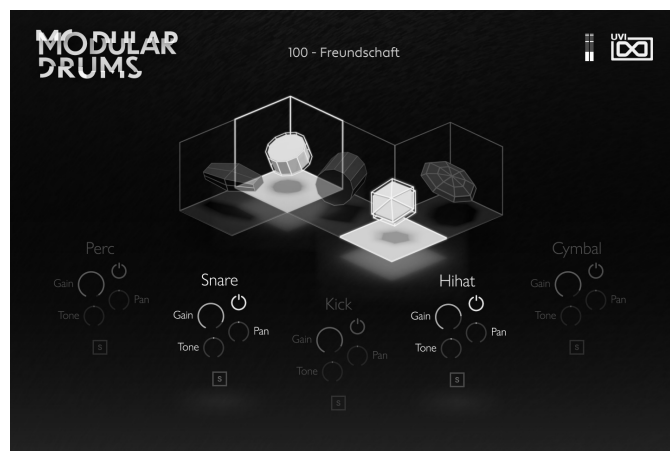
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EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

Dive into the world of modular synthesis with Modular Drums, and explore 100 kits packed with electrifying drum sounds, cutting-edge percussive textures, and inspiring sequences, all hand-crafted with a distinctive modular aesthetic.

Each preset contains five essential drum elements; kick, snare, hi-hat, percussion, and cymbal, all playable in a standard GM layout. Every preset also features a built-in sequence, triggered with a single note (C3), providing instant rhythmic patterns that can be altered in realtime using a pitchwheel for instant beat-repeat madness, creative stutters, glitches, and more.

Organized into five categories, including Atmospheric, Glitch, Heavy, Minimal, and Textured, you will find a vast range of sonic possibilities, from abstract and glitchy textures to hard-hitting, minimalistic beats. With Falcon's powerful macros and modulation options, each drum kit can be easily tweaked, morphed, or reshaped to fit your production style, whether you're lacing together intricate IDM rhythms, experimental electronic beats, pulse-pounding electro, or beyond.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 99MB of Disk Space

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

MADE FOR FALCON

The Modular Drums 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.

Falcon's versatility and pristine sound quality is evident throughout this collection, utilizing numerous synthesis and sound design techniques and a robust use of effects and modulators. Sounds can all be quickly previewed, edited, layered or performed with nearly limitless variation thanks to Falcon's semi-modular architecture and rich component library.

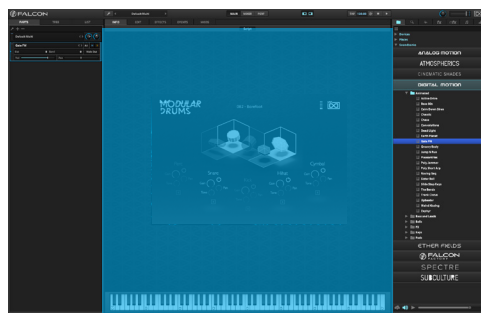
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(Falcon license required. Not compatible with UVI Workstation.)



INTERFACE





MACROS

1 Same as Falcon Factory Content, Modular Drums's patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Modular Drums 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.

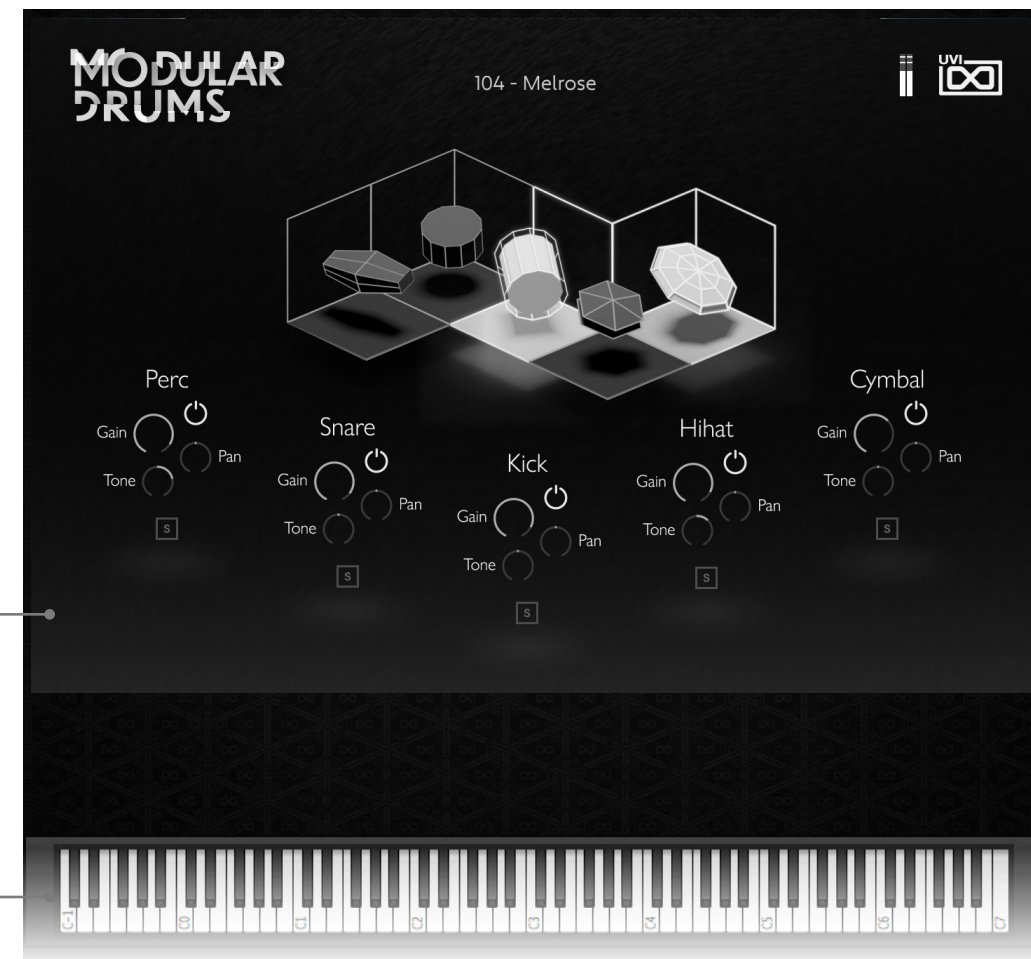
To change the layout of the macro controls, press the **Script** button above the pannel to hide script pannel, then the **EDIT** button in the upper-left to switch to Edit Mode. You can freely move controls, double-click a label to rename it, or access additional commands from the right-click contextual menu. For more details on macros, please see [Falcon's software manual](#).

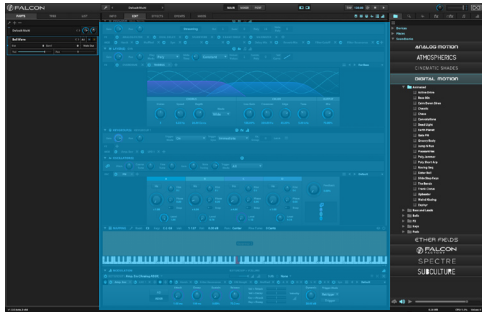
PROGRAM INFORMATION

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](#).





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

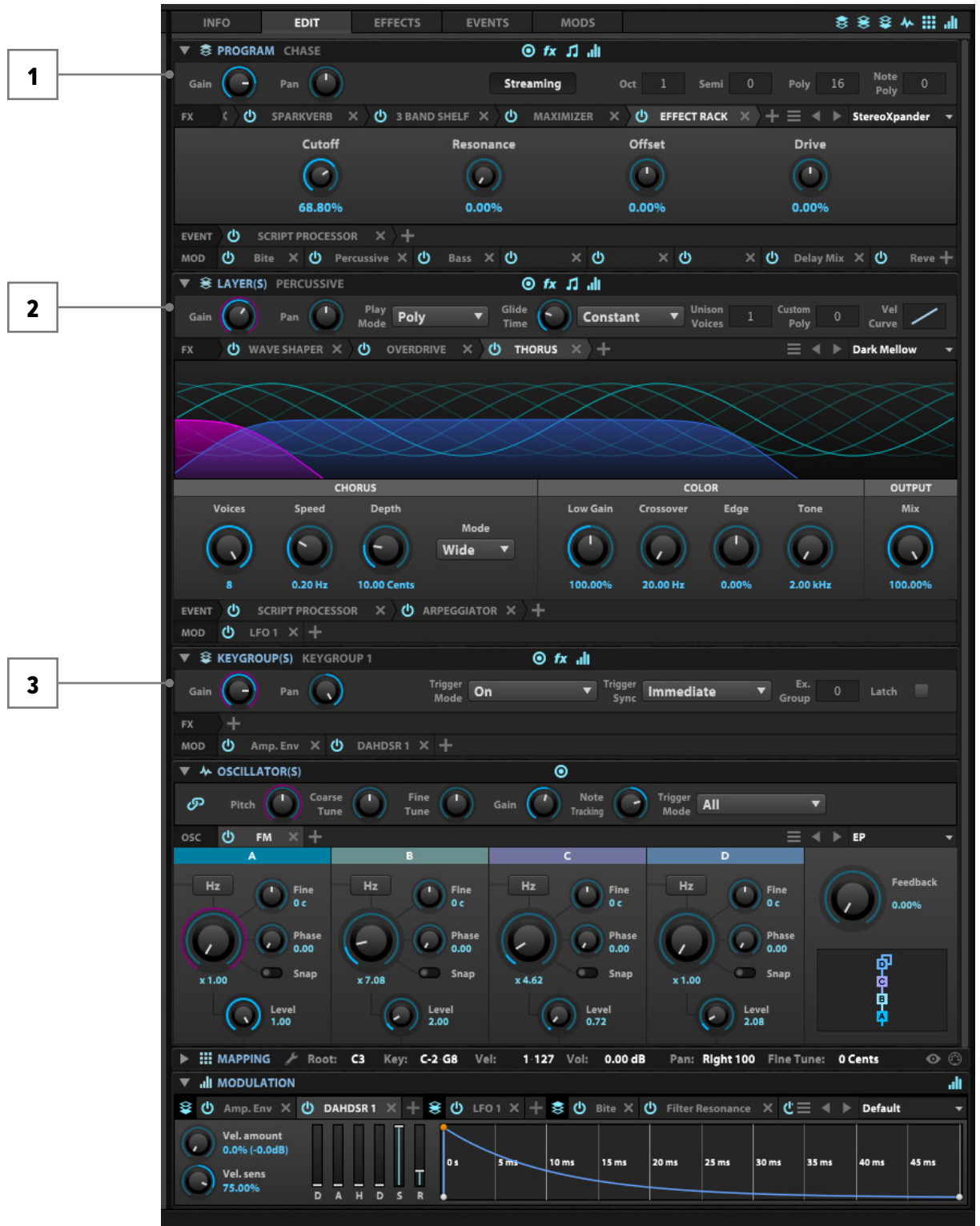
- 1 The top-most level of your patch, use the Program editor to make broad changes that effect the overall sound of your patch. For example, try adding audio or MIDI effects, or adjusting volume, pan and pitch.

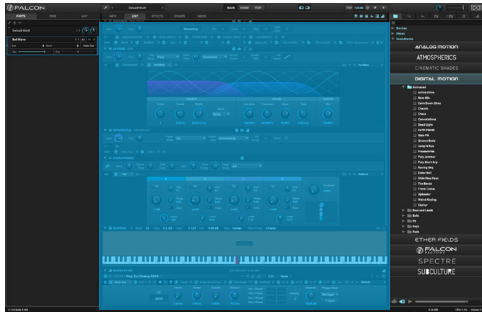
LAYER EDITOR

- 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.





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





PRESETS:

1 GLITCH

- 070 - ARMY
- 075 - CHAOS ORDER
- 080 - SPONGE
- 086 - PINK PISTOL
- 090 - DEAN
- 090 - INSANITY
- 095 - DESVELADO
- 098 - ESBEN
- 098 - ONE MAN
- 100 - REFUGEE
- 106 - WITCHITA
- 109 - AKTRON
- 112 - CAVERN
- 112 - DORIAN
- 124 - META CITY
- 125 - SHOOTOUT
- 126 - BERLIN INCH
- 140 - SWEET
- 140 - TOURNAMENT
- 154 - VENETIAN

2 HEAVY

- 074 - ODD MARCH
- 075 - FOLDBACK
- 078 - ORCHID
- 080 - JPEG
- 080 - SLOWMO
- 083 - DOWN IN
- 090 - DEEP CLUB
- 092 - FOND LADA
- 095 - OVER CLIP
- 098 - CHELSEA
- 100 - COLORS
- 100 - FREUNDSCHAFT
- 100 - TRAIN LINE
- 110 - TENTACLES
- 115 - SONAR
- 118 - DEATH
- 120 - TRANSLAB
- 127 - REPTILES
- 150 - BURST JUNGLE
- 160 - DAYTONA

3 TEXTURED

- 072 - MACAREUX
- 075 - PROGRAMMA
- 088 - PASTE
- 090 - DOOMS CAPS
- 090 - PULSATION
- 092 - MOUNT
- 094 - CLOCKWORK
- 094 - STILL BLUNTED
- 098 - RELAB
- 100 - RAILS
- 104 - MELROSE
- 105 - CHROMA
- 115 - COOKS
- 120 - CARNIVAL
- 120 - SIGNAL
- 122 - DOWNWARD
- 125 - GREEEP
- 128 - MK00
- 135 - IVY
- 140 - OCEAN

4 MINIMAL

- 075 - HUNTING
- 080 - EUCLIDEAN
- 082 - BAREFOOT
- 095 - MINI DRUM
- 100 - BACKDOOR
- 102 - JADEN
- 104 - ASPHALT
- 105 - SUBTERRANEAN
- 110 - REFLECTION
- 110 - TAMALES
- 112 - LICKER
- 112 - PATTERNS
- 114 - DATAFLOW
- 115 - BEST MAUS
- 115 - HEARTCLUB
- 115 - NORTH CLUB
- 120 - MINIMAL MATTER
- 122 - MUMBAI GROOVE
- 138 - BREAKING
- 152 - PRECIOUS

5 ATOMOSPHERIC

- 065 - SPRINGS
- 070 - AVENUE
- 075 - THUNDER
- 080 - LOUNGE
- 080 - SILK STREET
- 080 - TERNARY WOOD
- 082 - SYSTEM
- 084 - PULSES
- 085 - FLORES DUB
- 085 - HALMAH
- 086 - ZUSHI
- 088 - BARRELS
- 088 - FILTERED ORCHESTRA
- 090 - CAPITALS
- 092 - SUBMAR
- 100 - TUNNEL BATCHA
- 105 - SPHERIC
- 106 - TENSION
- 110 - METAL GROOVE
- 125 - CODA



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

- UVIsript <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 Galienne

GUI & GRAPHICS

Tanguy Destré

Nathaniel Reeves

DOCUMENTS

Nathaniel Reeves

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET