



MODULAR DRUMS



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN241017



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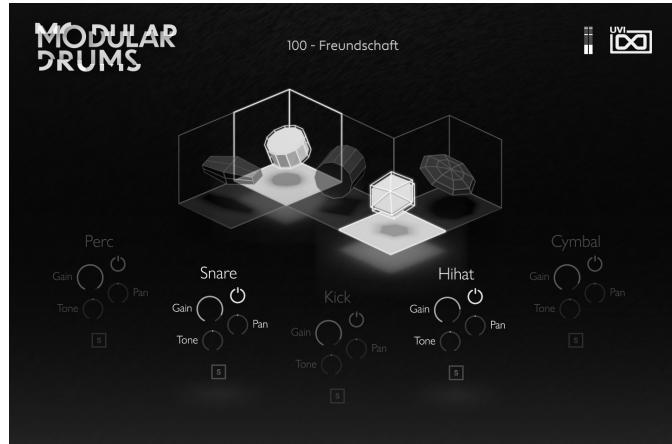
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EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

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, minimalist 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





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, Modular Drums's patches have been programed 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](#).

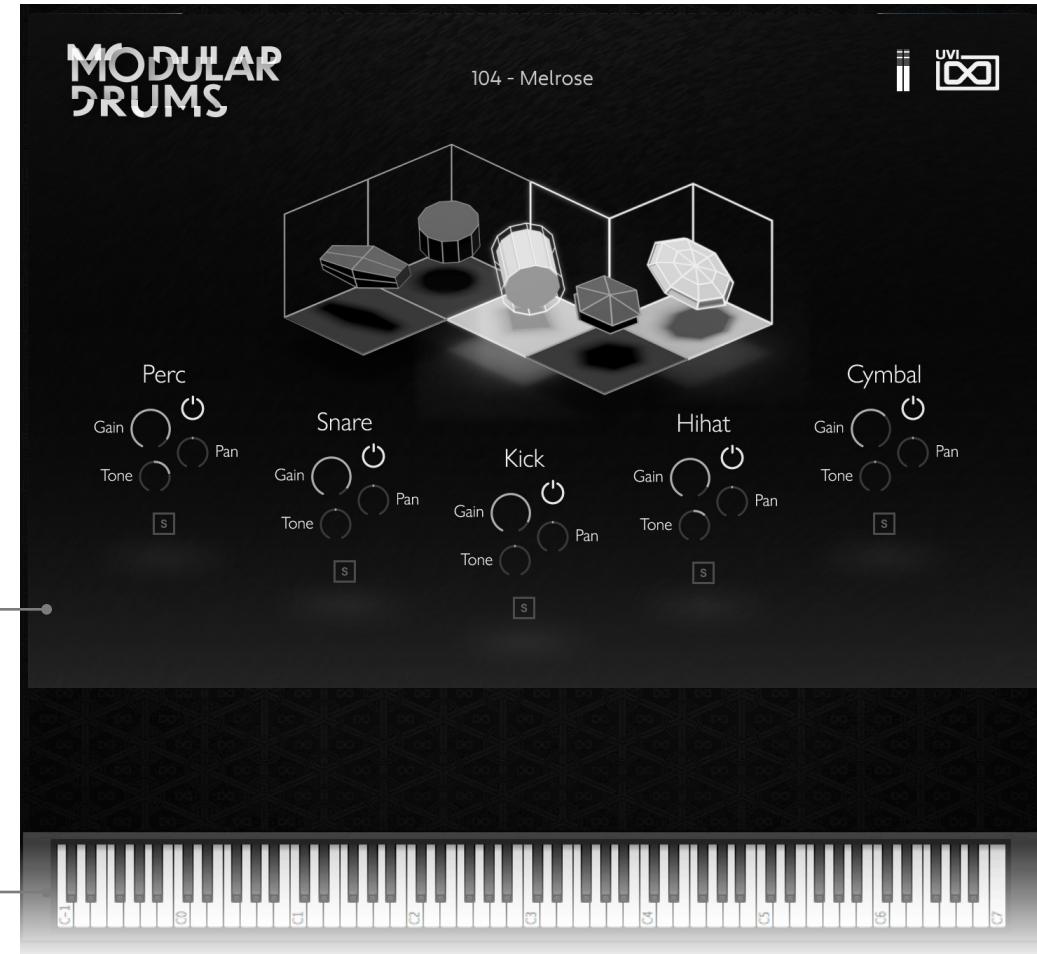
PROGRAM INFORMATION

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](#).





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

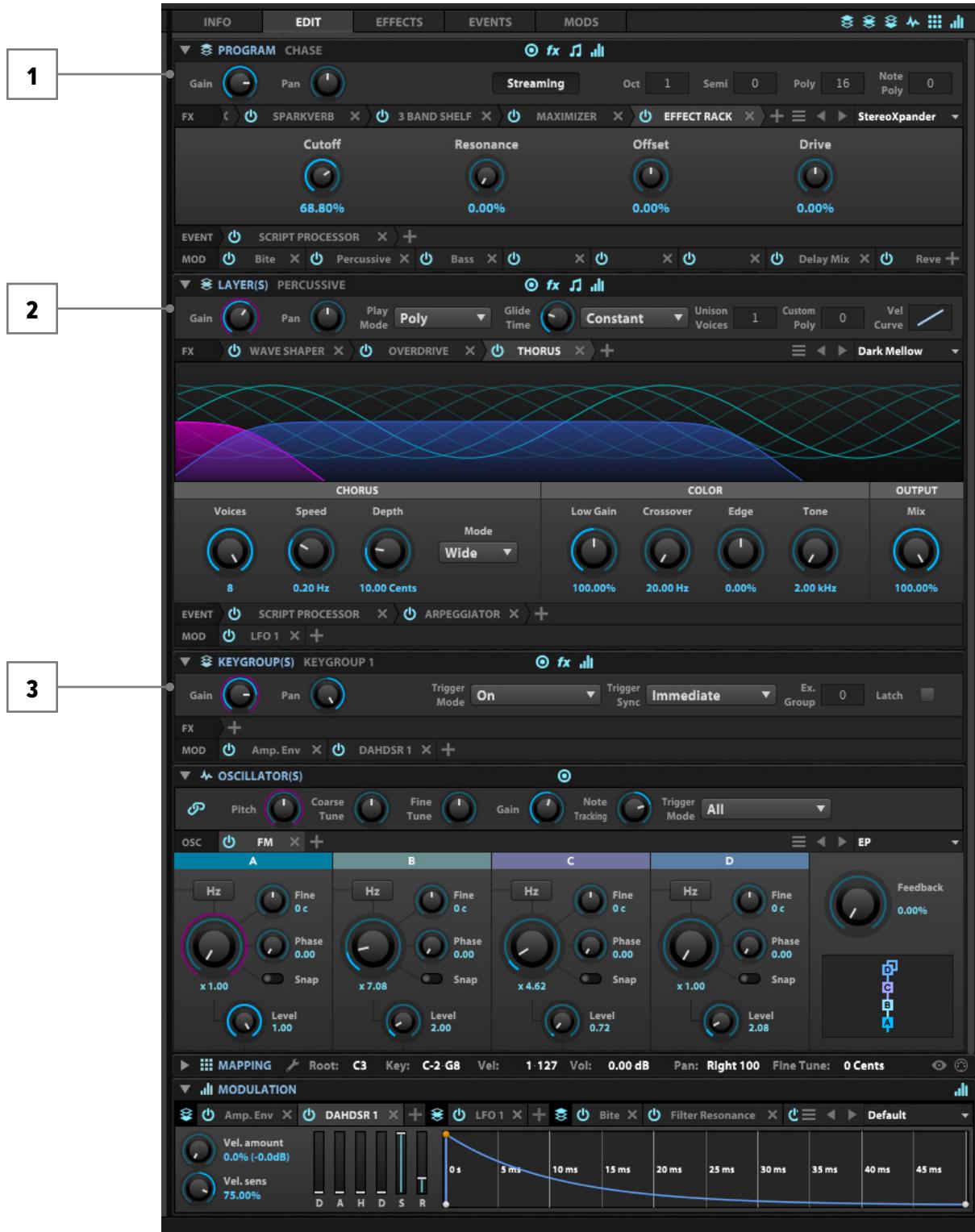
2

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:

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

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

SOUND DESIGN

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UVI SOUNDS & SOFTWARE

UVI.NET