



Pulsación



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN241017



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EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

Bring the pulse of modern Latin music into your productions with Pulsación, an exciting Falcon expansion inspired by reggaeton and Latin pop. Pulsación delivers 105 presets that encapsulate the vibrant energy and rhythmic drive of Latin music, including everything from thumping basslines to melodic keys, and infectious drum grooves.

Explore 20 hand-crafted construction kits each with its own selection of presets, and find everything you need to build tracks from scratch including bass, drums, keys, and sequences - all designed to make it easy for you to craft cohesive songs with a modern Latin flair.

Whether you're looking to capture the authentic rhythms of reggaeton or craft your own Latin pop anthems, Pulsación brings a fresh, vibrant sound to your production workflow.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 311MB of Disk Space

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

MADE FOR FALCON

The Pulsación 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.

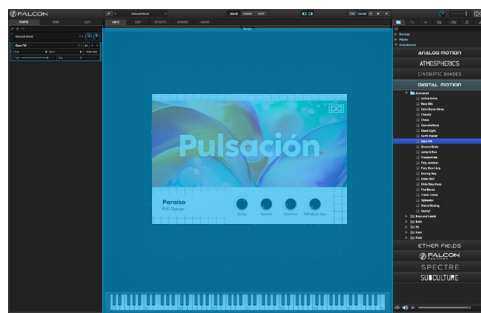
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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, Pulsación' patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. Pulsación 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

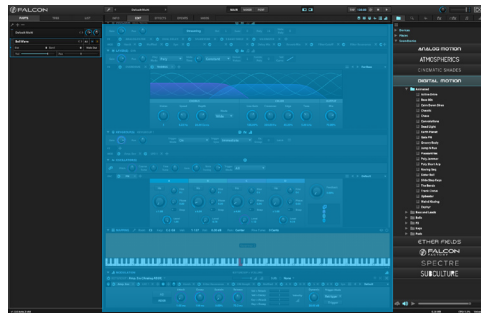
Press the **(I)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

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](#).





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.

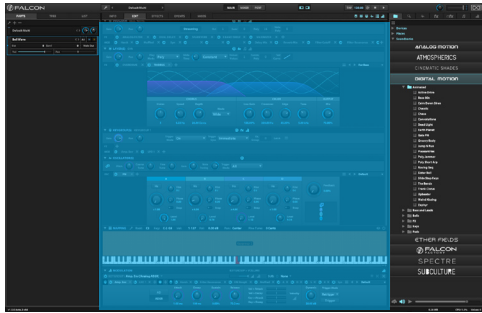
KEYGROUP EDITOR

- 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.



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](#).



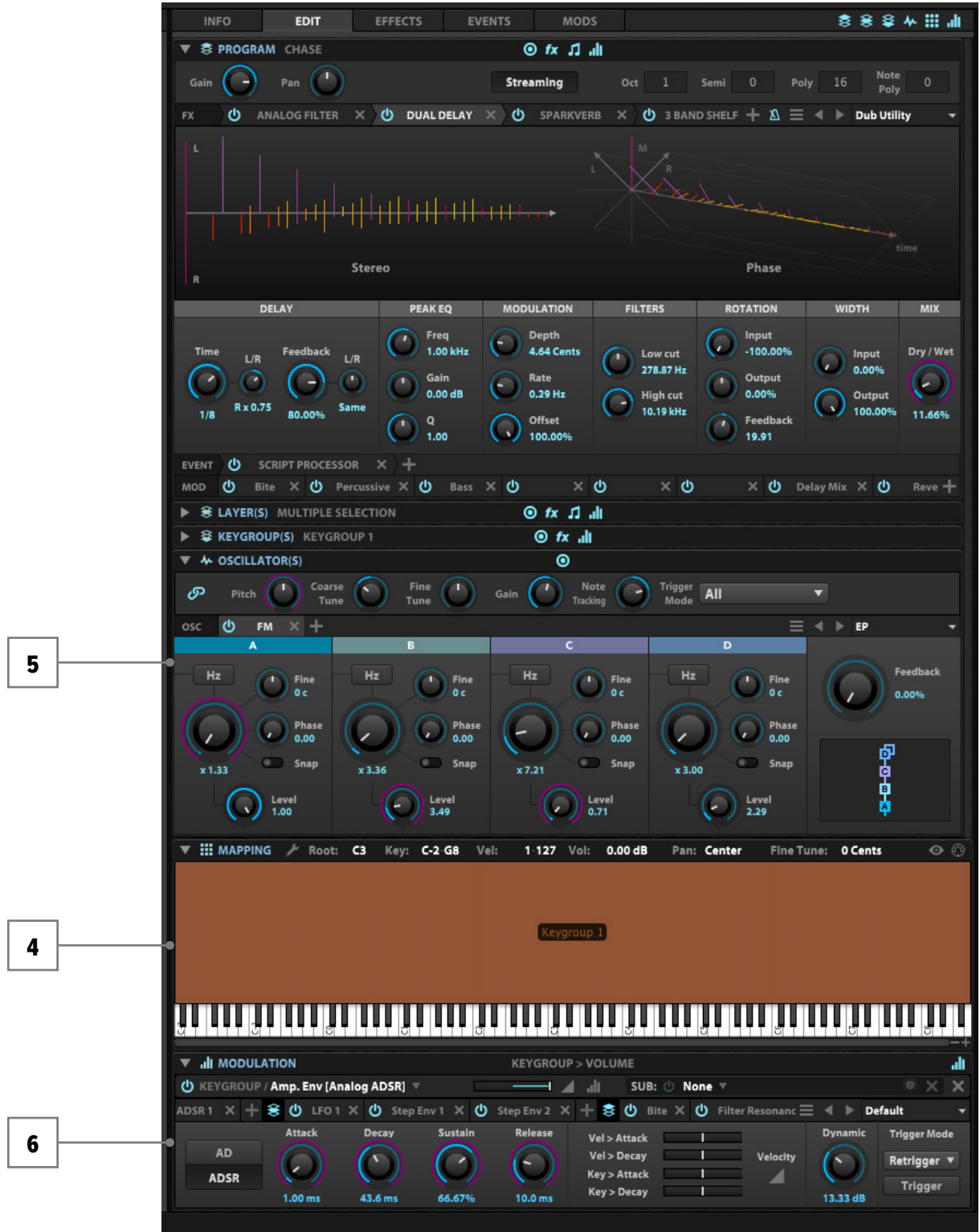
4 **MAPPING EDITOR**
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

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:

Alegría

BS Comte
DR Plaja
GT Vamos 1K
KEY Synthmple
LD Vox Menu
PLK Balafon

Altura

BS Laundry
DR Bonito
GT Lido 1K
LD Ocarina 1K
PLK Steel Drums

Arenardiente

BS Ojitos
DR Perdido
KEY Paradise
KEY Raining Kalimba
PD Clouds

Autopísta

BS Phat Release
DR Part
KEY Calm EP
LD Flutey

Cobra

ARP Punchy Square
BS Repente
BS Toro
DR Hermano
FX Reverse Crash Menu
LD Room Short

Corazón

BS Monogram
DR Limbo
PD Soft Motion 2
PD Soft Motion
PLK Metal Thumbs

El Born

BS El Bajo
DR Cura
LD Farther
PD Nylon
PLK Sabroso

La Boca

ARP Stellar
BS Pablo
DR Cocktail
FX Texture Menu
PD Amen
PLK Melodia

Nadie Sabe

ARP Ruanda
BS Hombre
DR Onda
KEY The Dark Piano
VOX Regale

Nostagía

BS Mille
DR While
GT Soft Chords
KEY Mellow Piano
VOX Anthem

Nubes Azules

ARP Marine
BS Family
DR Babel
KEY Plano
PLK Zone

Nueva

BS Lindo
DR Baila
FX Noise Burst
LD Paso
PD Granulizer
PD Movimiento
PLK Ahora

Paraíso

BS Pared
DR Sin Ti
PD Deeper
PLK Cintura
PLK Django

Perreo

BS Onda
DR Therapist
KEY Epilogue
PLK Leader
PLK Singing

PSM

BS Toca
DR Lope
LD Encantador
PLK Raining Metals
PLK X

Pulses

ARP Stars
BS Info
DR Rio
KEY Piano Roll
LD Bar
PLK Mandolin

Pura Vida

BS Plata
DR Sabroso
GT Fingers
LD Fiesta
PLK Balafon

San Juan

BS Submarine
DR Saoco
LD Saw Detune
LD Verby
PLK Wavy

Snooze

BS Apologies
DR Paint It
KEY Metallica
LD Ambient
PD Velvet

Tentación

BS Arise
DR Sensual
PLK Others
PLK Ping
PLK Sunrise



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

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UVI SOUNDS & SOFTWARE

UVI.NET