

# ANALOG MOTION VINTAGE EXPLORATIONS



# SOUNDBANK USER GUIDE



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# INTRODUCTION





#### **MINIMUM SYSTEM REQUIREMENTS**

- Falcon 1.0.6+
- 7.2MB of Disk Space

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

#### **ANALOG MOTION - VINTAGE EXPLORATIONS**

Utilizing Falcon's deep synthesis and modulation capabilities, the Analog Motion expansion delivers rich and dynamic electronic timbres evocative of the golden age of analog synthesis. Analog Motion was inspired by the vanguards of synth-driven pop music and classic genre film scores of the '80s, such as John Carpenter, Vangelis, Giorgio Moroder, Tangerine Dream and Thomas Dolby.

Drawing from these influences, Analog Motion provides Falcon users with a wide variety of patch types, including single-key soundscapes, arpeggiated sequences, traditional polyphonic synth sounds, rhythmic textures and more. This expansion pack of over 120 presets is ideal as either professional grade analog-inspired synth patches ready for immediate use, or as inspirational starting points for adventurous producers eager to tap into Falcon's full potential as a sound design platform.

#### **MADE FOR FALCON**

The Analog Motion expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 15 oscillators, over 80 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 specially made Falcon expansion pack. (Falcon license required. Not compatible with UVI Workstation.)







INTERFACE





# INTERFACE » MAIN » INFO







# **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**

Same as Falcon Factory Content, Analog Motion's patches have been programed with macros which provide users with easy access to the 'key' prameters of each patch. 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 **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**

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.





# INTERFACE » MAIN » EDIT







### **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**

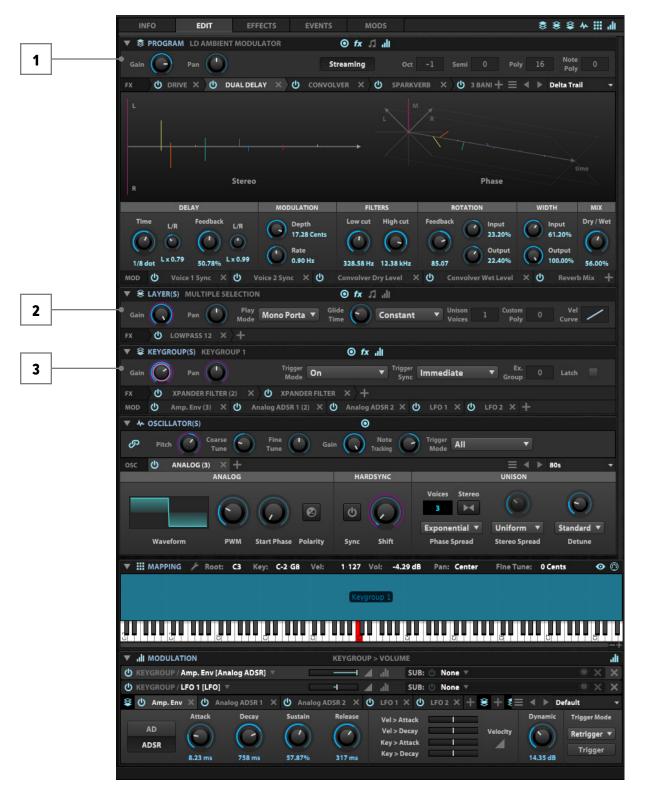
The top-most level of your patch, use the Program editor to make broad changes that effect the overall sound of your patch. For example, try adding audio or MIDI effects, or adjusting volume, pan and pitch.

#### **LAYER EDITOR**

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**

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.





# INTERFACE » MAIN » **EDIT**







**EDIT** 

#### **MAPPING EDITOR**

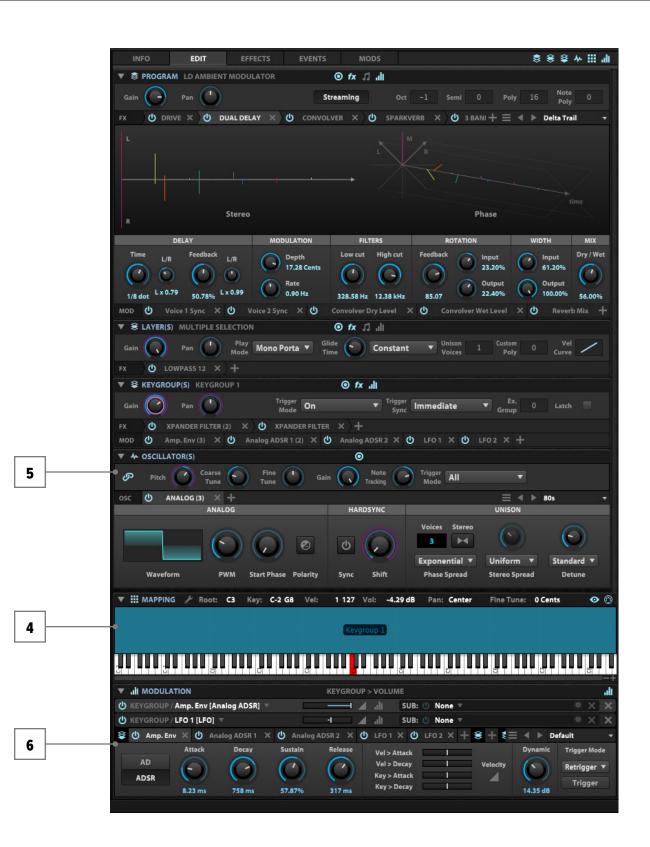
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

#### **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.

#### **MODULATION EDITOR**

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 LISTS





# Ξ

#### PRESETS:

#### 1-Arpeggiated:

Analog Cinematic

Chord Fall in Love

Crossmod Waves

Eleventh Hour

Evening Blue

First Exploration

High Energy

Light Drops

Multi Wave Arp

Multiseq

Night Flight

Nocturn Escapade

Park Central Park

Pluck Pad Arp

Raise n Resonance

Red Sky

Sixteen Step

Slow Multipattern

Sparkle Keys

Spectral EDnergy

Sunday Morning

Waverunning

Tropic Digi Wheel

Ultra Soft Arp Wheel

#### 2-Sequence:

A Jump Slide

**Brute Jumper** 

Easy Play Tangerine

Five Spot

Hidden Agenda

Inked Linked

Line Panner

Mac Arena

Minor Energy

Monoseq

O Wawa N Again

Octabass Groove

Ominous Electro

One Finger Arp

SEQ Alpha One 95

**SEQ Introductory** 

Sequence DAMotion 1

Sequence DAMotion 2

Sequence Stars

Shifty Shifty

Sonic Filament

Space Vortex

**Thunder Meditation** 

Trilateral Time

**Uber Space Driving** 

**Underwater Spain** 

Upbeat Layers Valley People

Vangel Slow Motion

Vice Wheel 2000

Villain

Waverun Sequence

X Analog Beat

#### 3-Playable:

BL Nightshine 1

BL Nightshine 2

**BR** Brassy Rising

BR Master Kanter

BR Modson Platinum

BR Osc Motion 1

BR Osc Motion 2

KB Hi N Ken

KB Road in Space

KB Shakeys Pluck

**KB Step Keys** 

LD Ambient Modulator

LD Elvish Violon

LD Lightwaves

LD Octaved Solo

LD Soft Light

LD Sync Fallead

OR Wheel War Orchestra

PD Cosmopolis X Pad

PD Fantasy Ominous

PD Hi N Ken

PD Mist Rise

PD Organic Ambient

PD Scan Syn

PD Soft Mover

PD Table Flyer

PD Venus Automod

PL Filter Dirty Step

PL Glide Rise Seq

PL Kevin Stack

PL Marimbanalog

PL Sci Syn

PL Spring Five

PL Sync Fall

SW Sweep Lag S&H

#### 4-Chords:

Ange Analog Split

Autochord Jam

Creeper Chord

Fantasy Chord White Keys

Lag S&H Chord

PAD Fairy Tail

Slider Phase

Suspect Usual

#### 5-FX:

EDo You Read Me

Encounters

FX Alarma

Heatbeat Galactic

Jupiton Rise

Noise Ramp

Sometimes Pad

Space Bubbles

Speachy Froggy

Thunderbolt

Uno Mod Mayhem









LINKS

# UVI

# **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



# **CREDITS & SPECIAL THANKS**



# **UVI TEAM**

# **SOUND DESIGN**

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