



CINEMATIC SHADES



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN170710



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CINEMATIC SHADES - POWERFUL AND EMOTIVE SOUND DESIGN

Cinematic Shades is an evocative and visceral collection of sounds designed for composers and modern producers who need unique and powerful emotive elements for their productions. Arranged in 7 categories, Cinematic Shades delivers a curated selection of 130 atmospheres, pads, textures, melodies, sequences, basses and cinematic elements with pre-mapped macros that provide creative modulation options and easy automation control.

A joint collaboration from sound designers Richard Gale and Carlo de Gregorio, Cinematic Shades dives deep into the dark and experimental side of music and sound culminating from over 15 years of sound design experience. Ranging from brooding and ethereal to brazen avant-garde glitch, patches can easily be morphed and performed to suit numerous uses. Create unyielding tension, thunderous releases and rich, expansive sound environments with numerous playable instruments and modern cinematic textures. Utilizing both acoustic recordings and raw synthesis the sounds of Cinematic Shades come alive with rich dynamics and micro-detail, ready to add depth, impact and evolving atmospheres to your productions.

MINIMUM SYSTEM REQUIREMENTS

- Falcon 1.3+
- 2.5GB of Disk Space

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

MADE FOR FALCON

The power and flexibility of Falcon is underscored throughout this collection, making use of numerous synthesis techniques including analog modelling, multi-granular and wavetable, as well as many of the robust effects and modulators. Sounds can all be quickly previewed, edited, layered or performed with nearly limitless variation thanks to Falcon's efficient semi-modular architecture.

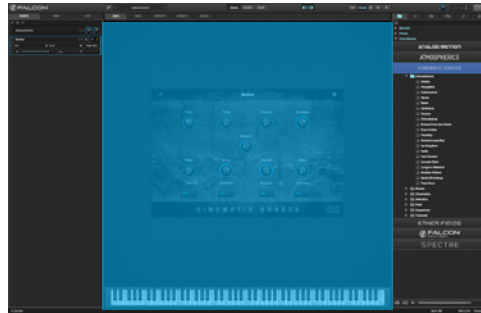
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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, Cinematic Shades' patches have been programmed with macros which provide users 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.

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

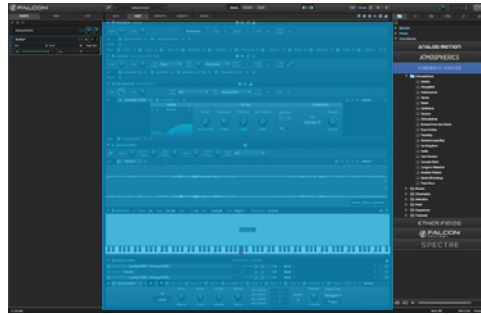
Press the **(i)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

KEYBOARD

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.

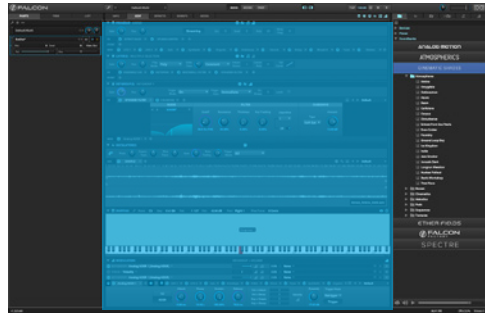
LAYER EDITOR

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.





EDIT

4 MAPPING EDITOR

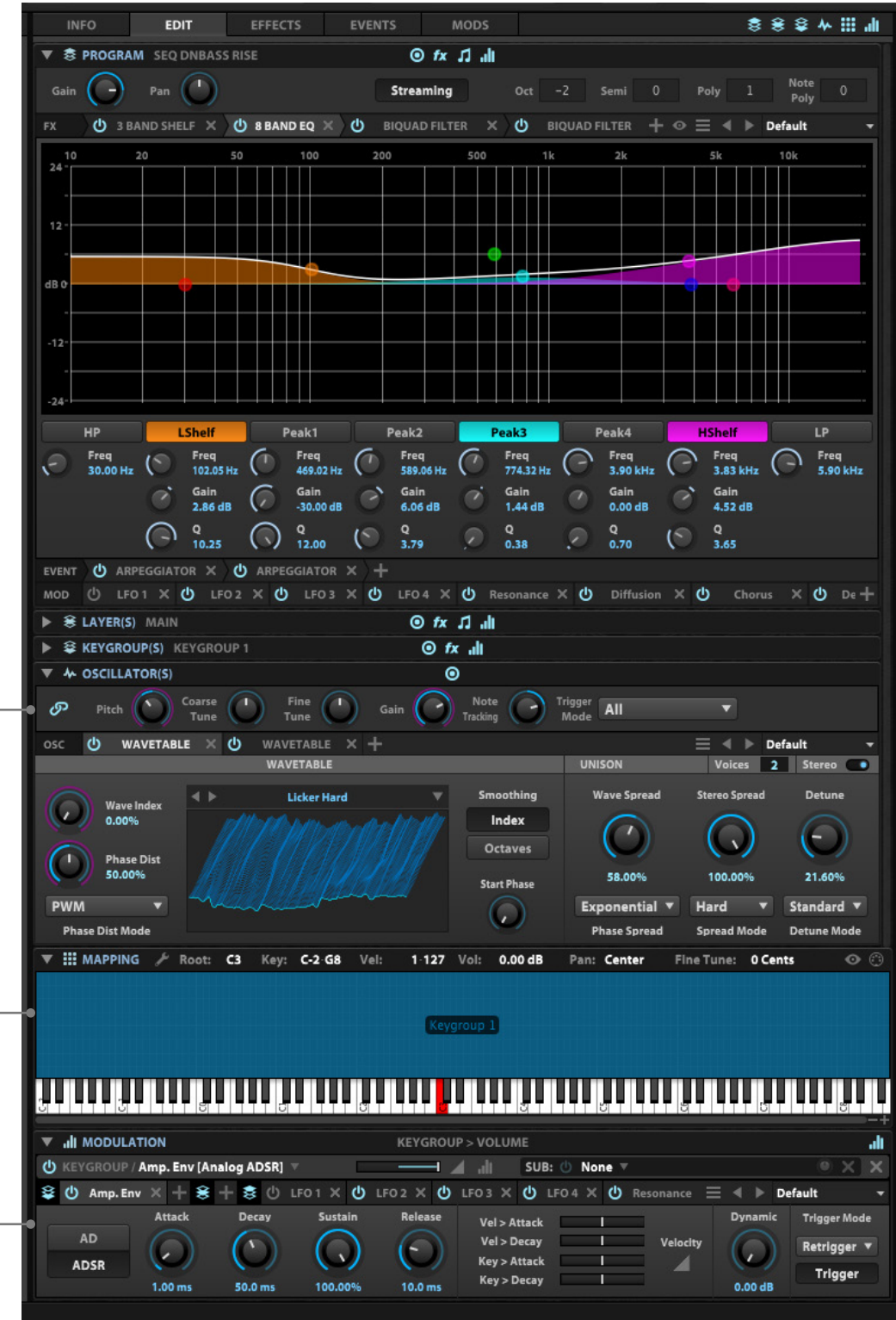
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

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 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



PRESETS:

Atmospheres:

Amino
 Amygdala
 Antineutron
 Azure
 Beam
 Collisions
 Corpus
 Disturbance
 Echoes from Sao Paulo
 Even Colder
 Foundry
 Ground Loop Day
 Ice Kingdom
 India
 Jazz Smoker
 Jurassic Dark
 Longrun Meadow
 Nuclear Fallout
 Static Workshop
 That Place

Basses:

Afterglow
 Biter
 Circuit Breaker
 Cyclon
 Dark Matter
 Disintegration
 Dragontail
 Droidslap
 Farside
 Friction
 Heavy Metal
 Infusion
 Manifold
 Metalmorph
 Neo
 Nerve Cell
 Neurotic
 Predator
 Reese Concerto
 Spinning Wheel
 Submerged
 Symbiosis
 Tooth
 Ultramodified
 Warhorn

Cinematics:

Alien Production Line
 Atomic Structure
 Axis
 Binary Star
 Chain Reaction
 Death Machine
 Fallen Angels
 Feedback Storm
 Flash Forward
 Fragmentation
 Half-Life
 Horror Strings
 Inertia
 Shockwave
 Subterranean Culture
 Transform
 Twisted Metal
 Unravelling
 Whiteout
 Zeropoint

Melodics:

Afterlife
 Archaos
 Bellwerks
 Dusty Piano
 Electrode
 Exoplanet
 Fireworks
 Floods
 Frozen
 Glasstail
 Hell Strings
 Jacob's Ladder
 Kotone
 Kyoto
 Mariposa
 Mercury
 Moonshine
 Neurochemical
 Reality Engine
 Remnants
 Rusty Rhodes
 Stairway to Hell
 The Box
 War
 Waterfall

Pads:

Bicycle Day
 Black Hole
 Crystal Bridge
 Cyberpunk
 Deep Field
 Frontiers
 Hammers
 Hexopod
 Impending Doom
 Leather Jacket
 mTheory
 Organizer
 Psirens
 Rain Maker
 Redshift
 Saturn
 Silver String
 The Necromancer
 Umbrella
 Waterworlds

Sequences:

Action
 Alien Tribe
 Biome
 Colosseum
 Forbidden Path
 Forest Tracers
 Fractal Visions
 Grand Grain
 Harmonic Motion
 Lost Highway
 Mad Season
 Metro
 Mysteries
 Real Horror Show
 Shadow in the Fog
 Signals
 Stargate
 Thrash
 Witching Hour
 Zildjian

Textures:

Catacombs
 Comb
 Dark Night
 Debris
 Enter The Vortex
 Gravity
 Ion Storm
 Machine Elves
 Materia
 Multiverse
 Planet 9
 Procreation
 Sky Arc
 Solar Sail
 Springheeled Jack
 The Abyss
 Upright
 White Walker
 Will-o'-the-Wisp
 Wired





LINKS

UVI

- Home uvi.net
- General Downloads uvi.net/downloads
- Your Product Area uvi.net/my-products
- FAQ uvi.net/faq
- Tutorial and Demo Videos youtube.com
- 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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UVI SOUNDS & SOFTWARE

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