



# MODULAR NOISE



FALCON  
EXPANSION

SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN2301019



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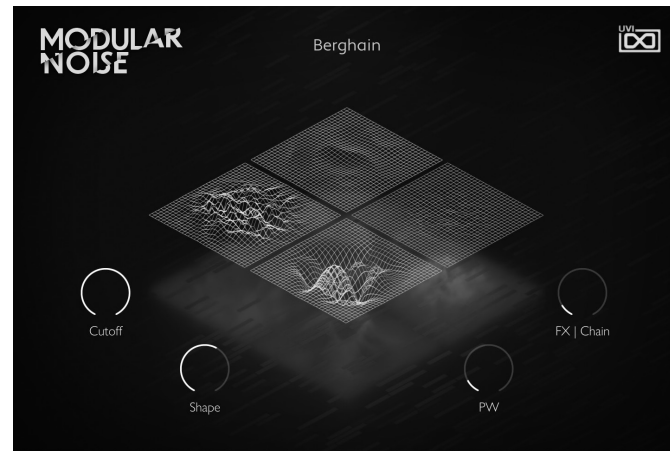




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### EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

Explore the amalgamation of software semi-modular and hardware modular with 100 Falcon presets covering Bass, Arps, Sequences, Drums and more. A torrid exploration of charactered sound design, Modular Noise delivers a diverse and inspiring range of patches ready to take your productions into new sonic territory with the uncompromising sound of analog filters, plasma distortion, wavefolders, and Falcon's own deep toolbox of oscillators, effects, modulators, and scripts.

Every patch in Modular Noise is constructed with custom macros giving you powerful top-level control over the sound, providing plenty of space for exploration and many sweet spots to discover. Dial-in reverb and delay to accentuate your sound, or crack open the Edit tab to expose the patch structure, where you can easily fine-tune or completely reshape the patch to follow your inspiration, wherever it may lead.

### MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 230MB of Disk Space

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

### MADE FOR FALCON

The Modular Noise 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.

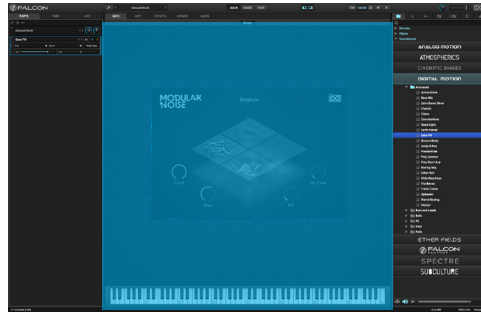
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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 Noise's patches have been programmed with macros which provide users with easy access to the 'key' parameters of each patch. Modular Noise 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 panel to hide script panel, 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

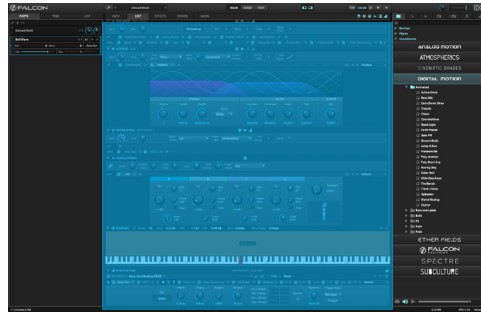
Press the **(i)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

### 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.

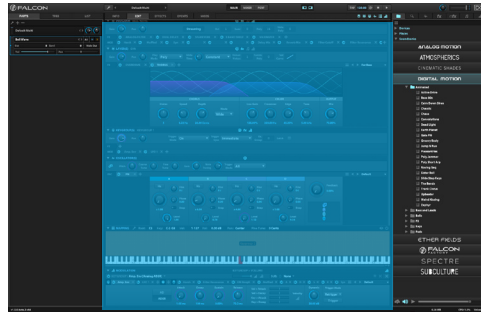
1

2

3







### 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.



EDIT



5

4

6



# PRESET LIST



## PRESETS:

### Ambience

Aleator  
 Array  
 Attractor  
 Boreal  
 Diffused  
 Dissolution  
 Factory  
 Flow  
 Folded  
 Hyperion  
 Index  
 Nebule  
 Quest  
 Wings

### Arpeggiated

City  
 Classic  
 Delta  
 Dust  
 Gamma  
 Hanging  
 Heart  
 Prism  
 Proteus  
 Strands

### Bass

erghain  
 Charge  
 Iron  
 Mech  
 Neptune  
 Onex  
 Punish  
 Rubba  
 System  
 Undulator  
 Unstable  
 Voltage  
 Welt

### Chords

Askew  
 Blotter (E)  
 Buffers (F)  
 Cascade (Slot C1)  
 Charon  
 Seeds (C#)  
 Sky  
 Storm (Slot C1)  
 Strobes

### Drums

Anima  
 Arup  
 Bitnetics  
 Borks  
 Clangbox  
 Cruncher  
 Dasini  
 Flocus  
 Imep  
 Muul  
 Screl  
 Spoir  
 Zhei  
 Zooq

### Effects

Bitghost  
 Concertina  
 Field  
 Fusion  
 Pour  
 Shape  
 Stretchy

### Keys

Ananoise  
 Circuits  
 Dampers  
 Elliptical  
 Fanfair  
 Feathery  
 Incriptions  
 Knife  
 Luna  
 Sing  
 Skimming  
 Tensioner  
 Tether

### Sequenced

Ghanu  
 Aquatic  
 Bisco  
 Calcula  
 Camber  
 Crank  
 Dataloss  
 Dispersion  
 Excitation  
 Fuse  
 Mimas  
 Oberon  
 Pathways  
 Pineal  
 Portal  
 Pulso  
 Squarey  
 Substance  
 Tweakers  
 Velvet





## LINKS

### UVI

- Home . . . . . [uvi.net](http://uvi.net)
- UVI Portal . . . . . [uvi.net/uvi-portal](http://uvi.net/uvi-portal)
- Your Product Area. . . . . [uvi.net/my-products](http://uvi.net/my-products)
- Support. . . . . [support.uvi.net](http://support.uvi.net)
- Tutorial and Demo Videos . . . . . [youtube.com](http://youtube.com)
- Contact Support. . . . . [uvi.net/contact-support](http://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](http://ilok.com)
- iLokLicenseManager . . . . . [ilok.com/ilm.html](http://ilok.com/ilm.html)
- FAQ. . . . . [ilok.com/supportfaq](http://ilok.com/supportfaq)



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