



# ATMOSPHERICS

SOUNDSCAPES, PADS AND BEYOND



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN170410



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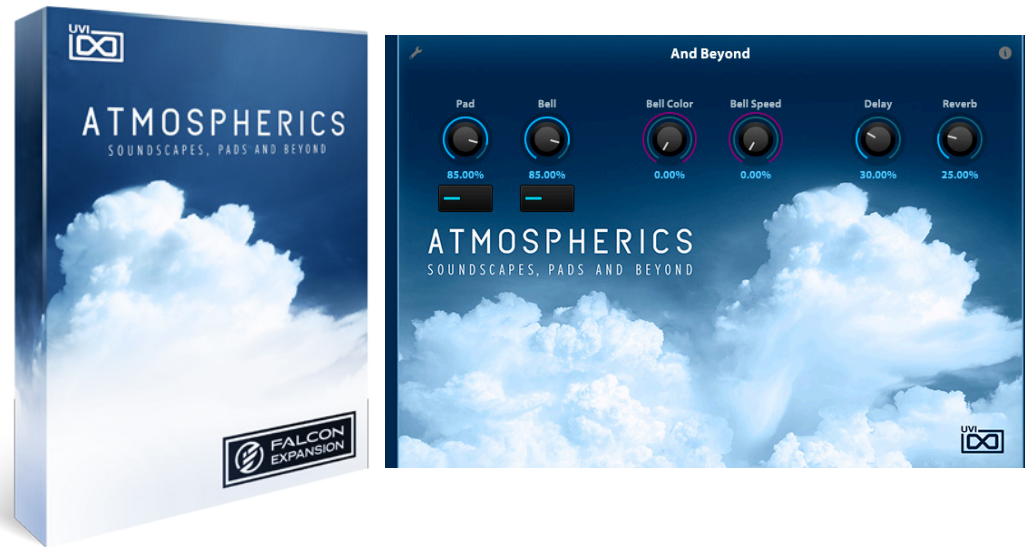
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INTRODUCTION .....	4
INTERFACE	
INFO .....	6
EDIT .....	7
PRESET LIST .....	10
LINKS .....	11
CREDITS & SPECIAL THANKS .....	12





### **ATMOSPHERICS - SOUNDSCAPES, PADS AND BEYOND**

Take a sonic journey through celestial auras, evolving pads and rich, unfolding tonal soundscapes. Instantly fill your productions with mood, texture and atmosphere as you take your listeners through slowly rolling fog banks, dense futuristic landscapes and deeper into elevated states of consciousness. A diverse collection of expertly crafted presets provide a multitude of sound destinations, ready to be plugged in, layered or manipulated in near infinite ways within the powerful Falcon environment. Whether you're looking to fill the void with ominous drones, add a delicate harmonic breeze or simply reinforce your tracks with subtle gravity, Atmospheric delivers rich sonic environments perfect for all modern musical styles.

### **MINIMUM SYSTEM REQUIREMENTS**

- Falcon 1.2+
- 500MB of Disk Space

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

### **MADE FOR FALCON**

The depth and sophistication of Falcon can be felt through this premium collection of patches. Employing numerous synthesis techniques including FM, analog modeling and granular, Atmospheric provides rich, dense and evolving multi-part sounds, animated soundscapes, tempo-synced instruments, brooding drones and experimental ambiences. Quickly preview and stack sounds, perform them with macro controls and make them your own with vast effect and modulation options available in Falcon.

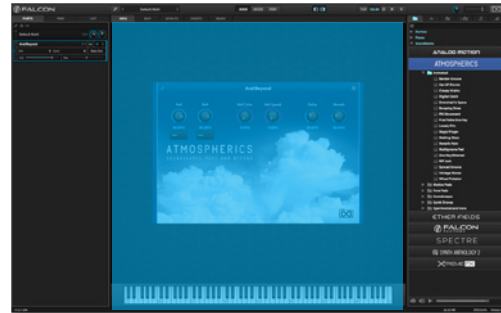
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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, Atmospherics' 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

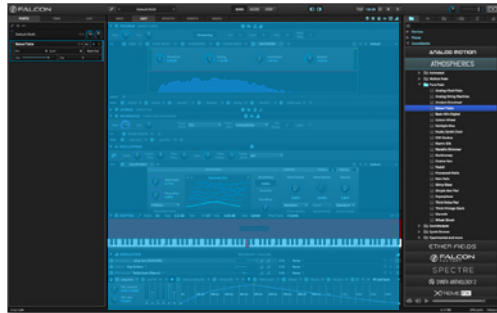
2

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](#).

1

2





## 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.

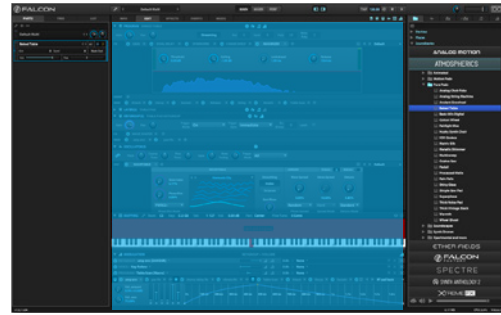
### LAYER EDITOR

**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.





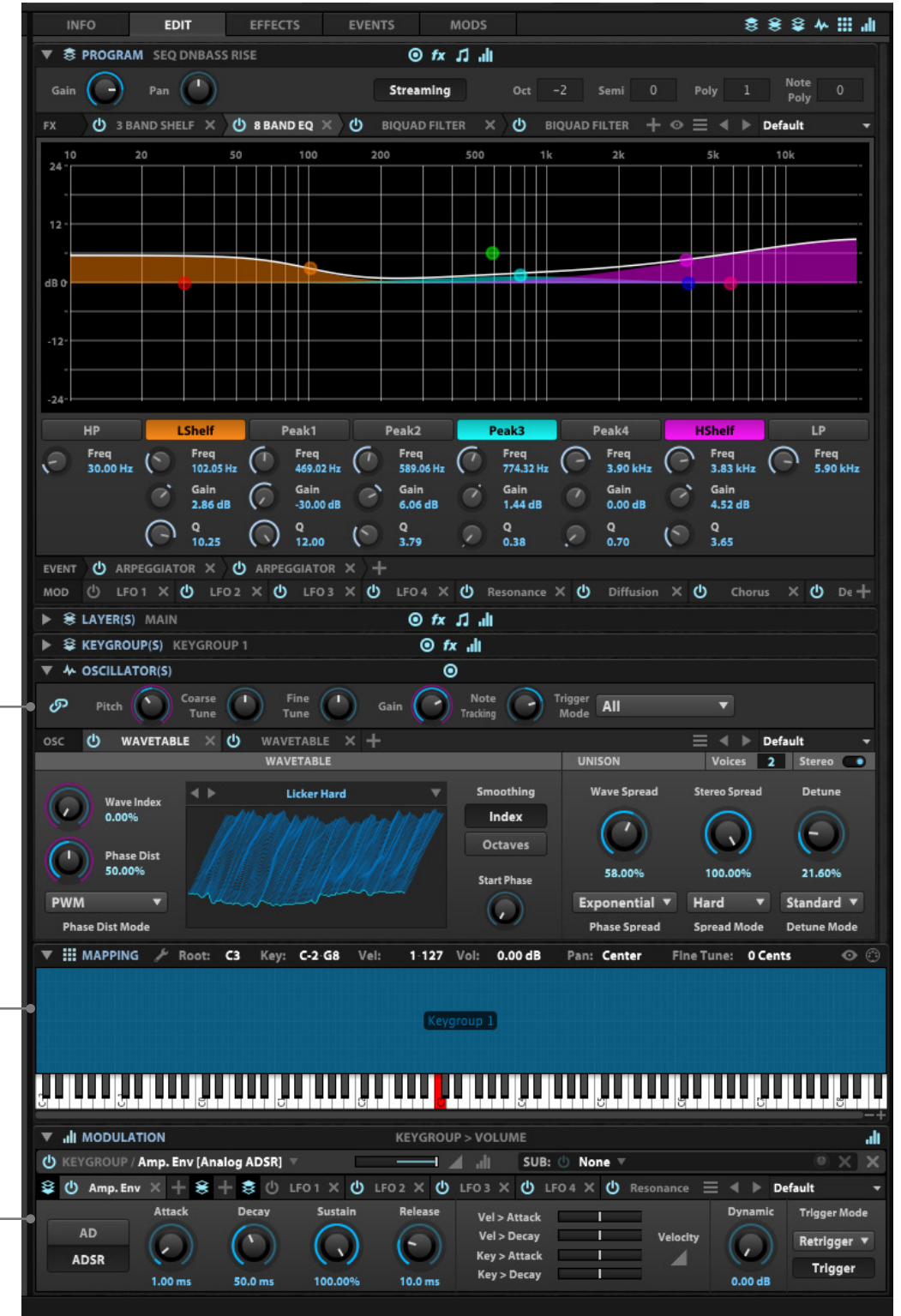
**4** The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

**5** Falcon has many types of oscillators including sample-based and algorithmic. Here you can edit existing oscillators, change them or add new ones.

**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





# PRESET LISTS



## PRESETS:

### Animated:

Bender Groove  
 Can Of Worms  
 Creepy Grains  
 Digital Catch  
 Drenched In Space  
 Escaping Sines  
 FM Movement  
 Fred Falke One Key  
 Lonely Prix  
 Magic Finger  
 Melting Glass  
 Metallic Rain  
 Multigroove Pad  
 One Key Ethereal  
 RIP Josh  
 Synced Groove  
 Vintage Waves  
 Wheel Pulsator

### Motion Pads:

A Fair Hush  
 Ambient Master  
 And Beyond  
 Anklungs Pad  
 Confused Glitches  
 Cotton Dream  
 Dancing Snippets  
 Digi Sparkle  
 Digilogue  
 Dripper  
 Filterwheelz  
 Fluid Glass  
 Fragile Dreams  
 Ghost Players  
 Great Barrier Reef  
 Hommage to Jarre  
 Merry Potter  
 Prismic Motions  
 String Traveller  
 Superdrifter  
 The Whistler  
 Velo Glitter Swell  
 Winterland

### Pure Pads:

Analog Choir Fake  
 Analog String Machine  
 Ancient Growwheel  
 Baked Table  
 Basic 90's Digital  
 Cotton Wheel  
 Fairlight Hiss  
 Hushy Synth Choir  
 K5K Goddess  
 Matrix Silk  
 Metallic Shimmer  
 Multisweep  
 Ocatve Saw  
 Padull  
 Processed Mello  
 Rain Falls  
 Shiny Glass  
 Simple Saw Pad  
 Superphase  
 Thick Noise Pad  
 Thick Vintage Stack  
 Warmth  
 Wheel Ghost

### Soundscapes:

A Moonnight  
 BT Ghosts  
 Diamond Cave  
 Driven Sines  
 Ethereal  
 Exoplanetial Orbit  
 FM On Wheels  
 Funny Creeps  
 Glibbery When Wet  
 Hush Grains  
 Lonely Syncer  
 Lost Orbiter  
 LSD Glowflies  
 Metal Morpher  
 Occasionally  
 Orions Rain  
 Pris Waiting  
 Public Enlightenment  
 Rain On Saturn  
 Stutter Move  
 Table Jumper  
 The Snake  
 Unicorns  
 Use Wheel  
 Wedding Bells  
 Wheel Needles  
 Wheel Twister w Samples  
 Wheel Twister  
 Wheelmorphing Ghosts

### Synth Drones:

A Nightscape  
 Baby Quasar  
 Black Dream  
 Carbon 14  
 Chaining  
 Cirrocumulus  
 Frontier  
 Glitter On The Snow  
 Heat Shimmer  
 Last Prayer  
 Lead Harsh  
 Metallic Afterimage  
 Seven Lights  
 Sinequanone  
 Synthetic illusion  
 The Prophet  
 Time Slip  
 Valley Of Deer

### Xperimental and more:

Busy Bells  
 Cats n Bells  
 Chime Chiffer  
 Crispy Granule  
 Decelerator  
 Disunited Harmonics  
 Fluttering Bells  
 Heated Sines  
 Ice Chiffer  
 Mighty 90s  
 No Filter  
 Offshore  
 Pitchwheel Motion  
 Rachel Seduction  
 Redux Ion  
 Shivering Charmeur  
 Skinny Ghost  
 Space Crickets  
 Splatter FM Pad  
 Superdrifter  
 Tourette Harmonics  
 Wave Saws  
 Wizzard Glass



## LINKS

### UVI

- Home . . . . . [uvi.net](http://uvi.net)
- General Downloads . . . . . [uvi.net/downloads](http://uvi.net/downloads)
- Your Product Area . . . . . [uvi.net/my-products](http://uvi.net/my-products)
- FAQ . . . . . [uvi.net/faq](http://uvi.net/faq)
- Tutorial and Demo Videos . . . . . [youtube.com](http://youtube.com)
- 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)

## UVI TEAM

### SOUND DESIGN

BigTone

WeatherM

Alain Etchart

Damien Vallet

Kevin Guihaumou

### GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

### DOCUMENTS

Nathaniel Reeves

Garrett DeMartinis

Kai Tomita



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