



PLURALITY



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN191020



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TABLE OF CONTENTS

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





EXPAND FALCON WITH 105 MASTERFULLY-DESIGNED PRESETS

From the mind and ears of Simon Stockhausen comes Plurality, an essential collection of sounds for Falcon continuing the cinematic sonic explorations of Ether Fields. Created by one of the world's most eminent minds in sound design, Plurality is a masterwork of deep and atmospheric pads, lush ambient soundscapes, haunting strings, flutes, tonal percussions, rich electronic arps, keys, and more. 105 sounds are included, perfect for adding depth, mystery and movement to your production.

Each of the sounds in Plurality is designed to be expressive and playable, providing unique controls and macros allowing you to sculpt your sound and create dynamic performances. Envelopes, filter and effect macros and more make it quick and easy to perfectly dial-in your sound by focusing on the essential controls.

MINIMUM SYSTEM REQUIREMENTS

- Falcon 2.0+
- 1.3GB of Disk Space

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

MADE FOR FALCON

The Plurality expansion leverages the advanced synthesis capabilities and software architecture of Falcon, which sports 16 oscillators, over 90 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.

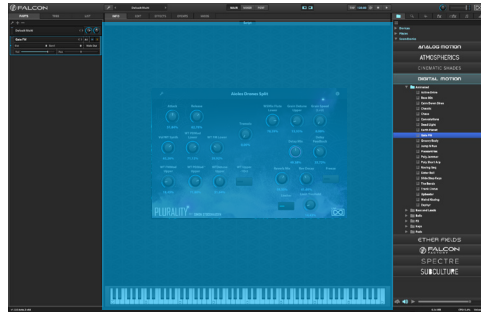
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

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

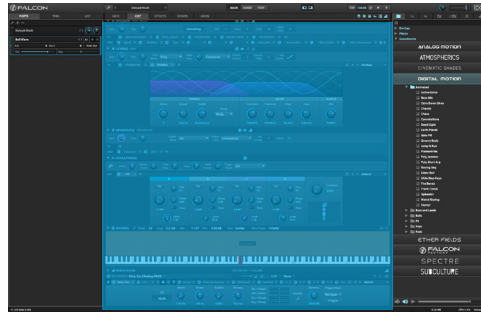
2

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](#).



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.

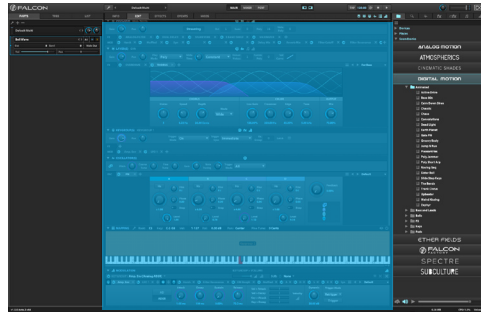
LAYER EDITOR

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.





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



PRESET LIST



PRESETS:

Flutes

Aiolos Drones Split
 Clay Flute Chord Trill Split
 Clay Flute Grain Loop
 Clay Flute Lead Unison
 Clay Flute Pad RR4
 Clay Flute Pad XT
 Clay Flute Synced Tremolo
 Clay Flute Trills Granular Split
 Flute Phrases Granular Split Legato
 Flute Phrases Split
 Flutter Flutes
 Giant Flutes Split
 Spectral Shepherd Split
 Weeping Flute Pad

Glass Harp

Frozen Glass
 Glass Ghosts
 Glass Harp Articulation Mix
 Glass Harp Granular Arp Maj7
 Glass Harp Major Cloud
 Glass Harp Meets Synth
 Glass Harp RR4
 Glass Mallet Loops High CPU
 Glass Mallet Loops Low CPU
 Glass Mallets FM
 Glass Meditation
 Glass Melancholy
 Glass Paradise
 Glissando Clouds
 Transparent Pulsation

Hybrid

Bright Morning Split
 Evil Combs
 Granite
 Incense Harmonics
 SweepQuencer
 Table Drops

Pads

Accordion Pad
 Flautato Warmth
 Hybrid Cello Pad
 Hypnotic Pad
 Mellow Chord
 Octaeder
 Pad Enlightenment
 Penta Sunrise Split
 Synth Expression

Percussion

BowIdrum Granular
 Grains Of Stone
 Granular Penta Tubes
 Litho Glass FM Mallet Mix
 Litho Quencer
 Lithophone Chromatic Tempered
 Lithophone Glissandos Split
 Lithophone Granular Glissandos
 Lithophone Loops High CPU
 Lithophone Loops Low CPU
 Lithophone Repetitions Granular
 Lithophone Repetitions Sampling
 Lithophone RR4 4Vel 9 Pitches
 Octave Tube Sequence Split
 Penta Tubes Granular Gliss Split
 Sky Bells

Soundscapes

Blossom Chimes Split
 Glory Grains
 Lydian Lady
 Nepal Valley
 Purity Stream
 Pythagoras Descends
 StoneVerse
 Surreal Bamboo

String Instruments

Beijing Morning
 Granular Strum Stick E-Bow
 Lyre E-Bow 01
 Lyre E-Bow 02
 Lyre E-Bow Darkness Split
 Lyre RR5 3VEL Art Switch
 Lyre Spider
 Lyre Synth
 Ostinato Zither
 Physical Stick
 Rotating Stick
 Twang String
 Zither Cosmos
 Zither Distinatos XT
 Zither Distinatos
 Zither E-Bow Scapes Split
 Zither Meets PM
 Zither Resonances
 Zither Sad Seq
 Zither Synth
 Zither Unison

Wavetable

Crystal Synth
 Formantia
 Frank Machine
 Glass Mandala
 Glistener
 Lyre Stab Synth
 Lyre Table
 Metropolis
 Rampage
 Spectral Organ
 Stone Table
 Submerger
 Sweeper Drones Split
 Table Koto
 World Clock
 Zither Stab



LINKS

UVI

- Home uvi.net
- UVI Portal uvi.net/uvi-portal
- Your Product Area. uvi.net/my-products
- Support. support.vi.net
- Tutorial and Demo Videos youtube.com
- Contact 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



UVI TEAM

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