



# ANALOG MOTION

V I N T A G E   E X P L O R A T I O N S



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN160223



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## 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.

## 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](#)

## 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





## 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, Analog Motion's 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

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.





### 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 LISTS



## 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  
 Tropic Digi Wheel  
 Ultra Soft Arp Wheel  
 Waverunning

### 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

- 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)

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