



AFROPOP



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN251016



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EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

Bring the irresistible energy of Afro Pop into your productions with a vibrant Falcon expansion inspired by one of today’s most infectious musical movements. Packed with 100 presets, Afropop delivers everything from driving drums and punchy basslines to melodic keys and rhythmic sequences, designed to capture the genre’s signature groove and contemporary sound.

Explore a curated selection of construction kit-style presets that make it easy to build complete tracks, each including drums, bass, keys, and sequences that lock together seamlessly. Whether you’re aiming for radio-ready anthems or experimental fusions, Afropop gives you an instant palette of sounds built to move both body and soul.

Infused with rhythm, melody, and undeniable vibe, Afropop is a powerful toolkit for producers looking to capture the sound of modern Afro Pop and beyond.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 127MB of Disk Space

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

MADE FOR FALCON

The Afropop expansion leverages the advanced synthesis architecture of Falcon, featuring intuitive macro controls for instant playability.

Control your sound with MIDI, OSC, host automation, and Lua, or transform it with Falcon’s extensive library of oscillators, effects, modulators, and scripts.

Falcon’s versatility and pristine sound quality is evident throughout this collection, utilizing numerous synthesis and sound design techniques and a robust use of effects and modulators. Sounds can all be quickly previewed, edited, layered or performed with nearly limitless variation thanks to Falcon’s semi-modular architecture and rich component library.

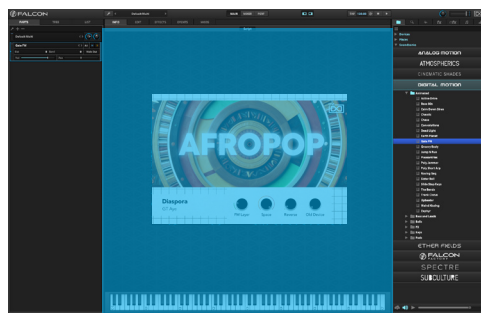
TAKE YOUR FALCON EXPERIENCE TO THE NEXT LEVEL

(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, Afropop's patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. Afropop 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 pannel to hide script pannel, 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

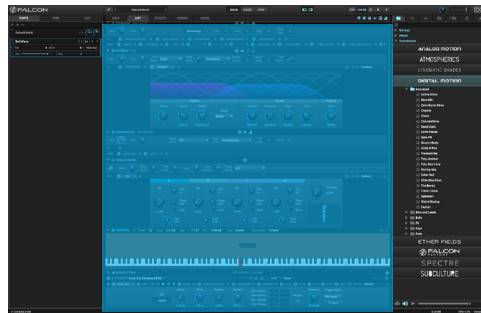
Press the **(I)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

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.

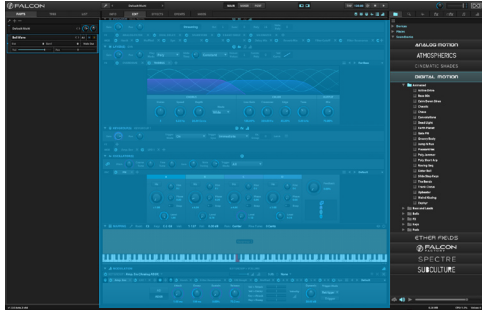
LAYER EDITOR

- 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.





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 instantiated 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:

- 1 TCHOKO**
BS LOG DRUM
DR PERC LOOPS SLICED
DR TEMPLE
KEY BAM
LD TIMEKEEPER
VOX SINGULARITY

- 2 HIGHLIFE**
ARP NIGHTSEEKER
BS MOI
DR COEUR
DR KICK
EP FLEUR
FX WT RISER
GT SOLO

- 3 NAIJA**
BS PRISM
DR SUR
GT SUNLIT
LD TROPICAL

- 4 HARLEM BAE**
BS SYMMETRY
DR PLATE
DR RIM
PLK RAZON
PLK SUNDANCE

- 5 PATTERN**
BS LOG OUT
DR MOVE IT PERCS
DR SOLO
KEY ROUNDED
LD AUSTRALE
ORG STAY

- 6 KONTROL**
BS PUNCH
DR FOCUS
FX TEXTURES
PD SUIVE
PLK HABIBI

- 7 DIASPORA**
BS REAL
DR PARLER
DR SERAPHIC
FX PUNCTUATOR
GT AYE
GT MAXIM
WND SANTE

- 8 RED GYAL**
BS DEMAIN
DR TEMPO
FX NOISE RISE
GT ARRIVE
VOX CHERY

- 9 OGA**
BS SQUARES
DR ARGENT
DR HAT
FX RISER LEX
LD SINE LAMENT
PLK PERMIS

- 10 CLUBBIN**
BR TIDES
BS ACTIVE
DR PERCLOOPS
DR TOUCHE
FX SUPRA
GT RED
VOX CHANTER

- 11 KITENGE**
BS JALOUX
DR CHAUD
DR COUCOU
PLK BALANCE
PLK COCO
PLK DJA

- 12 ABK**
BS ALORS
DR PAROLES
KEY TÉMA
PD MALICE
PLK TROP TARD

- 14 KOLESE**
BS REESE
DR ENCORE
DR PERC MATA
KEY RHODIUM
PD WARM CITY
PLK ADMIRAL

- 15 WAHALA**
BS TOCA
DR MARINE
DR PERC MANIA
LD SAILS

- 16 VIMTO**
BS SHAPES
DR PEARL
MLT MARIMBATIC
PLK SERENE

- 17 AFROPOLIS**
BS BABA
DR HASTE
PD LIGHT SWEEP
PLK FOLLOW
PN NO DOUBTS

- 18 SAKARA**
BS CARAVAN
DR PERC LIT
DR RED
PLK SIO

- 19 PRESSURE**
BS REZ
DR PERC SHADES
DR SHORE
KEY PHANTOM

- 20 MAFANA**
BS VII
DR PANAMA
GT ALAMO
PLK TIGHT KNOCK



LINKS

UVI

- Home uvi.net
- UVI Portal uvi.net/uvi-portal
- Your Product Area. uvi.net/my-products
- Support. support.uvi.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

SOUND DESIGN

Vincenzo Bellanova

GUI & GRAPHICS

Anthony Hak

DOCUMENTS

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UVI SOUNDS & SOFTWARE

UVI.NET