



ESCAPISM

by Simon Stockhausen



**FALCON
EXPANSION**

SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN251016



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EXPAND FALCON WITH 100 MASTERFULLY-DESIGNED PRESETS

Step into new sonic worlds with Escapism, a bold Falcon expansion from acclaimed sound designer Simon Stockhausen. Featuring 100 presets that defy convention, Escapism explores the outer edges of sound design, blending evolving textures, shifting tonalities, and atmospheric soundscapes that move and transform with time.

From immersive pads and haunting ambiences to expressive tones and dynamic sonic structures, each preset is crafted to inspire exploration and discovery. Whether you're scoring film and games, shaping experimental music, or searching for sounds that set your productions apart, Escapism provides a rich palette of evocative and forward-thinking sound design.

Push beyond the ordinary and discover new creative horizons with Escapism, a powerful expansion that explores Falcon's deepest capabilities through the unmistakable lens of Simon Stockhausen.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 1.26GB of Disk Space

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

MADE FOR FALCON

The Escapism 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.

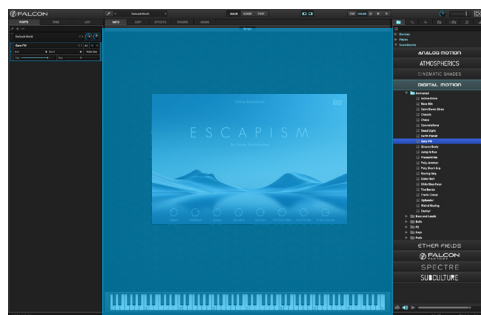
TAKE YOUR FALCON EXPERIENCE TO THE NEXT LEVEL

(Falcon license required. Not compatible with UVI Workstation.)



INTERFACE





MACROS

1

Same as Falcon Factory Content, Escapism's patches have been programed with macros which provide users with easy access to the 'key' parameters of each patch. Escapism 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

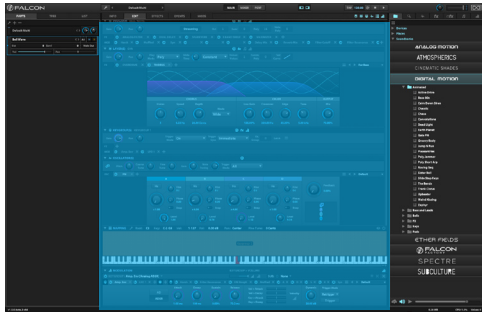
2

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](#).



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.



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

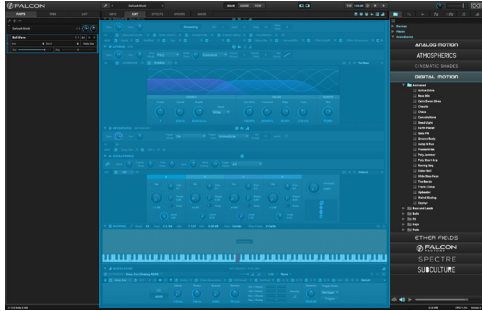
- 3 Keygroups are the ground level of your patch, they can hold any number of oscillators and define which MIDI notes and velocity ranges trigger those oscillators. They also set basic oscillator attributes like pitch and trigger modes. Like the previous ‘folders’, keygroups can contain effects and modulators, 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





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:

BOWLS

- BOWED BOWL DRONE
- BOWED BOWL QUARTET
- BOWED BOWL SPECTRAL
- BOWED BOWL SYNTH
- BOWL RESONANCES
- COPPER MEETS CRYSTAL
- CRYSTAL BOWL

CHROMATIC PERCUSSION

- CELESTIAL GARLANDS
- HANG FINGER RAIN
- HANG LOOP FX SPLIT
- HANG LOOPS STRAIGHT SPLIT
- HANG OSTINATO LOOPS
- HANG TRIPLET LOOPS SPLIT
- IN PARTICULAR
- KALIMBA HEAVEN
- KALIMBA LOOP GAMELAN
- KALIMBA MEETS 808
- KALIMBA METRO
- KALIMBA PENTA PARTICLES
- KALIMBA SLICER
- KALIMBA SLIDES
- MALLET HANG V3 RR4

FLUTES

- FLUTE DESCENDER
- FLUTE VIBES
- GLISS FLUTE
- IN THE WOODS
- KILL THE FLUTIST
- OVER THE HILLS

PADS

- CUSHION PAD
- ICELAND PAD
- NORMAN BATES
- PAD FOR LIFE
- RICH AND MELLOW
- SUPRA PAD

SOUNDSCAPES

- ALMOST FROZEN
- AMBIENT MOTION
- DAY AND NIGHT
- GIZEH DAWN
- HAUNTED
- HAZY SUMMER
- OMINOUS DRONES SPLIT
- SUSPENDED SCAPE
- THE MENACE
- TINKERLAND

CHIMES

- CHIME CLOUD
- CHIME MEDITATION
- CHIME SYNTH
- DOPPLER CHIMES SPLIT
- DRUNKEN CHIMES
- MORNING CHIMES
- WONDER CHIMES 01
- WONDER CHIMES 02
- WONDER CHIMES 03
- WONDER CHIMES 04

ELECTRONIC

- ATTACKER
- ICE SURFING
- JINGLE QUENCER
- MINOR SPARKLE
- MOON PHASER
- ORCHESTRAL SYNTH
- SEQ TRIPLET PHASE
- STRING ARP SYNTH
- STRING MACHINE
- TABLE CHIMES

GONGS

- GONG A RR4
- GONG GHOSTS 01
- GONG GHOSTS 02 SPLIT
- GONG GHOSTS 03 DUET
- GONG LARGE V3 RR4
- GONG MOURNING
- GONG OMINOUSITY
- GONG RESO SWISHES
- GONG SCENARIO
- GONG SCREAM
- GONG SQUEAK TRIO
- GONGS RUBBER SPLIT
- METALLURGY
- RUBBER GONG SCENE
- SINGING GONGS SPECTRALITY
- SINGING GONGS TRIO
- SPECTRAL GONG DRONE
- SPINNING GONG DRONES
- WINDGONG SYNTH

SANTUR

- FUTURE SANTUR
- SANTUR BOUNCING SCAPE
- SANTUR BOUNCING STRINGS
- SANTUR CLOUD
- SANTUR MYSTERY
- SANTUR OCT TREM DYN
- SANTUR OCTAVES
- SANTUR OSTINATO SPLIT
- SANTUR PHRASES 01 SPLIT
- SANTUR PHRASES 02 SPLIT
- SANTUR SPLIT SADNESS
- SANTUR STRING PAD
- SANTUR SUL PONT SPLIT
- SANTUR SYNTH
- SANTUR V3 RR4
- SANTUR WORKSHOP
- SANTUR WORLD



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

Simon Stockhausen

GUI & GRAPHICS

Nathaniel Reeves

DOCUMENTS

Nathaniel Reeves

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET