



SUBCULTURE



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0
EN180104



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DEEP BASS AND DARK ELEMENTS

Trek into the dark unknown with this hard-hitting collection of sounds created for producers of modern bass, post-EDM, DnB, garage and more - perfect for anyone looking to add brutal, cutting-edge sound design to their music, film or game scores.

Meticulously designed, raw and powerful, Subculture delivers a premier collection of subs, stabs, bass leads, atmospheres and FX developed by Richard Gale and Carlo de Gregorio. Their second Falcon expansion, this time delving into the underground, opens the gateway to a shadowy world of snarling basses, dark ambiances, rhythmic tempo-synced patches, emotive, cinematic textures and more.

With a diverse collection of expressive and musical patches, the sounds of Subculture bristle with the movement and energy of analog but bite and tear with digital precision, ready to be played, tweaked and mangled to depths limited only by your imagination.

The versatility and clarity made possible by Falcon is evident throughout this collection, utilizing numerous synthesis techniques including wavetable, multi-granular and scrub, as well as 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.

MINIMUM SYSTEM REQUIREMENTS

- Latest version of Falcon
- 825MB of Disk Space

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

MADE FOR FALCON

The SubCulture 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.

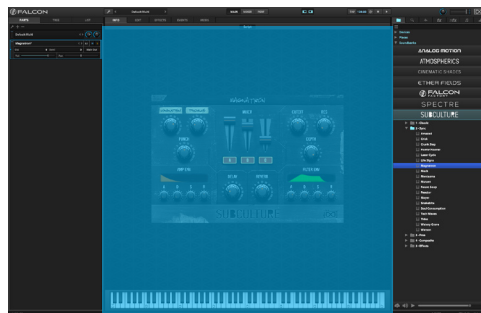
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

(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.

Note: Script editing of the SubCulture's default panel is not allowed.

MACROS

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

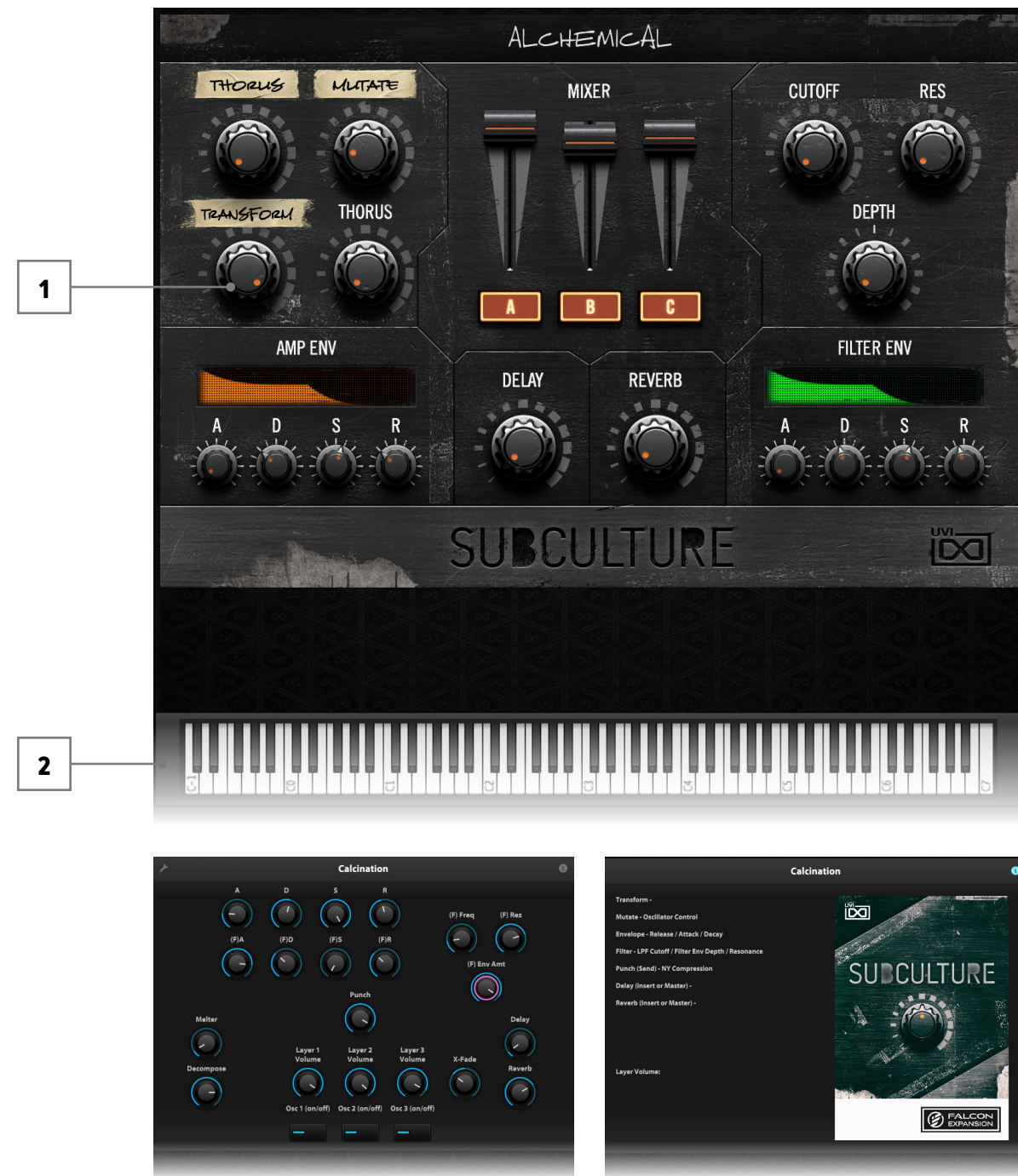
To change the layout of the macro controls, press the **Script** button above the panel to hide script panel, then the **EDIT** button in the upper-left to switch to Edit Mode. You can freely move controls, double-click a label to rename it, or access additional commands from the right-click contextual 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

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.

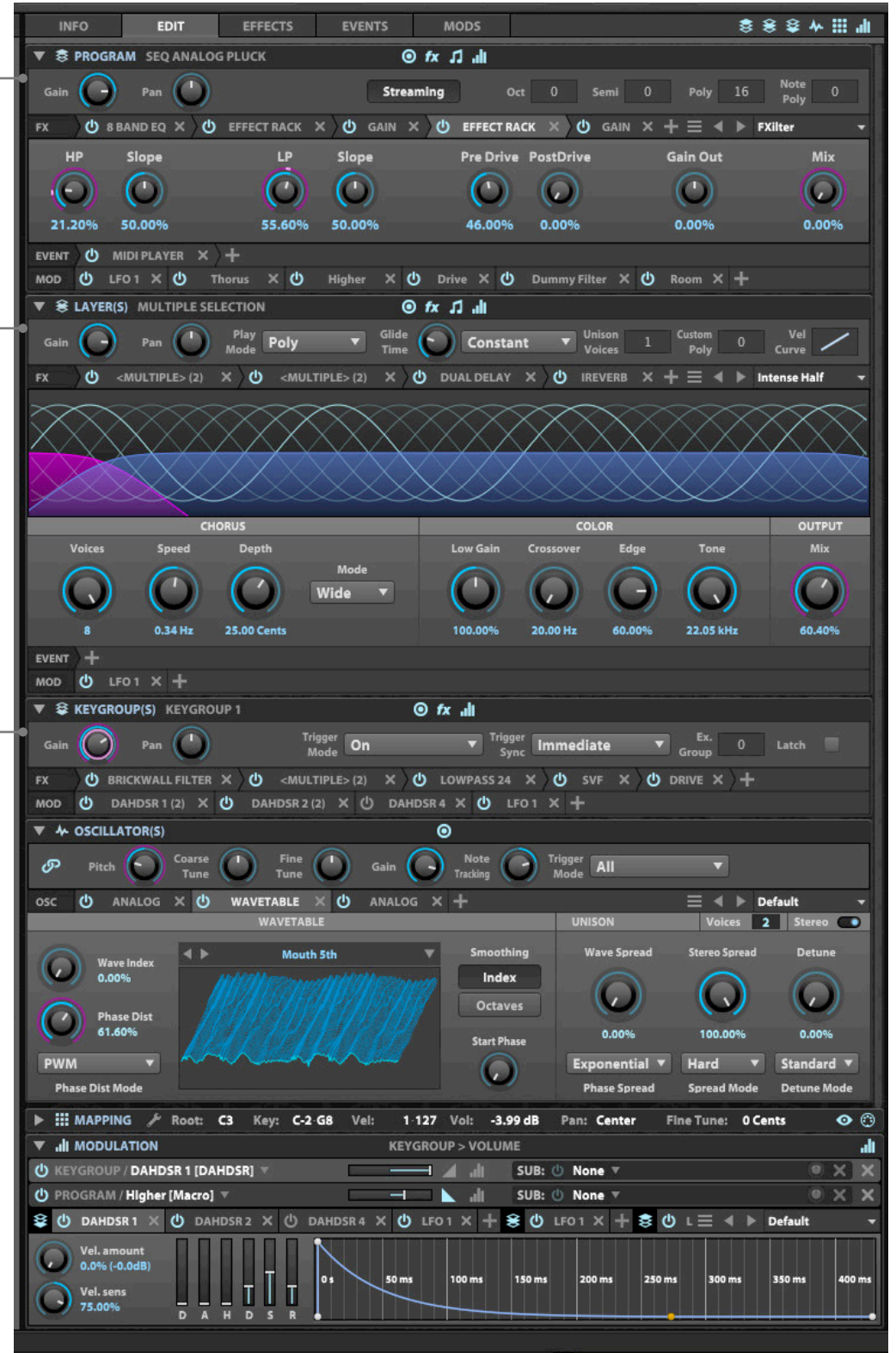
KEYGROUP EDITOR

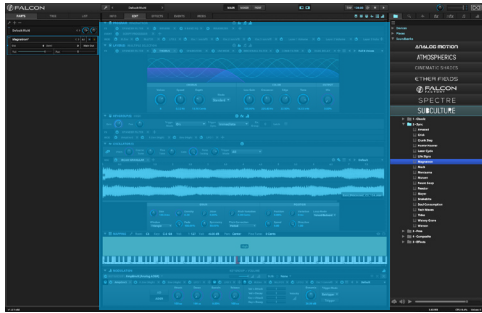
3 Keygroups are the ground level of your patch, they can hold any number of oscillators and define which MIDI notes and velocity ranges trigger those oscillators. They also set basic oscillator attributes like pitch and trigger modes. Like the previous ‘folders’, keygroups can contain effects and modulators,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

1

2

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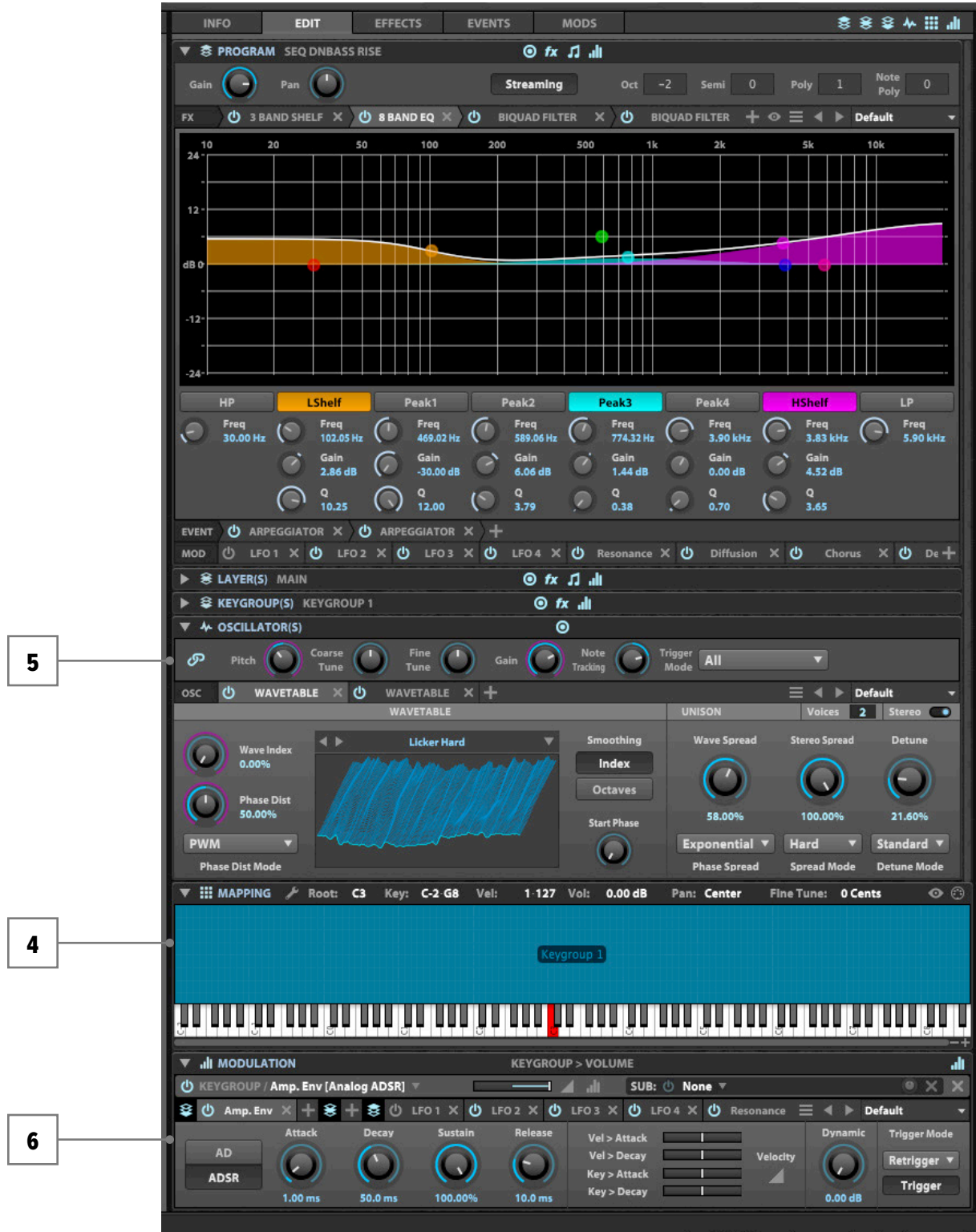
4 **MAPPING EDITOR**
The mapping editor allows you to define the note and velocity ranges of the selected keygroup. A patch can be as simple as one keygroup that spans all notes and velocities, or as complex as your desired sound requires; there are no set limits.

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 LISTS





PRESETS:

- Classic:**
- Alchemical
 - Axel
 - Berto
 - Blockchain
 - Blotter
 - CRS-13
 - Fender Bender
 - Future Pluck
 - Garage FM
 - Higgs Boson
 - Inflatable Bassoon
 - MDV
 - Meta Physics
 - Modern Metals
 - Mosfet
 - Psymatic
 - Puncher
 - Slumper
 - Stinger
 - String Theory
 - Supercharged Upright
 - Viking Frequency

- Composite:**
- Alien Artifact
 - Alpha Minus
 - Blood & Concrete
 - Calcination
 - Creature
 - Earth Mover
 - Eden
 - Equinox
 - Foil Wrapped
 - \Inner City
 - Machines
 - Method
 - Moody
 - Ol' Dusty
 - Paradise Lost
 - Phantom Power
 - Phase Space
 - Polynomial
 - Putrefaction
 - Pyramind
 - Sub Atomic
 - Twisted

- Effects:**
- Bass Scape
 - Biotech
 - Creeper
 - Demogorgon
 - Diffraction Horn
 - Displacement Field
 - Flat Line
 - Gateway
 - Graphite Spring
 - Impending Doom
 - Mars Attack
 - Metallurgical Engineering
 - Particle Accelerator
 - Portal
 - Sonic Boom
 - Spinner
 - Sub Quake
 - The Abyss
 - Threshold Dose
 - Wavelength
 - Wormhole

- Free:**
- Alignment
 - Bad Attitude
 - Bats
 - Chronos
 - Crosswaves
 - Demonoid
 - Dome Driver
 - Drainage
 - Dyson
 - Element 115
 - Face Melter
 - Gravitational
 - Kingdom
 - Revenge
 - Robins
 - Rugged
 - Samurai
 - Simulation Theory
 - Sinister
 - Square Peg
 - Stigmatised
 - Streamer
 - Warped

- Sync:**
- Amazed
 - Crick
 - Crunk Step
 - Epsilon
 - Industrial Revolution
 - Juno Horror
 - Lazer Cycle
 - Life Signs
 - Magnatron
 - Mech
 - Mutant
 - Neuro Soup
 - Reactor
 - Slayer
 - Snakebite
 - Soul Consumption
 - Spacecraft
 - Tech Waves
 - Tides
 - Uncle Hubert
 - Watery Grave
 - Watson



LINKS

UVI

- Home uvi.net
- UVI Portal uvi.net/uvi-portal
- Your Product Area. uvi.net/my-products
- FAQ. uvi.net/faq
- Tutorial and Demo Videos youtube.com
- 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

Richard Gale

Carlo de Gregorio

GUI & GRAPHICS

Anthony Hak

Nathaniel Reeves

DOCUMENTS

Nathaniel Reeves

Garrett DeMartinis

Kai Tomita



UVI SOUNDS & SOFTWARE

UVI.NET