



# DEVINITY

by RICHARD  
DEVINE



SOUNDBANK USER GUIDE

SOFTWARE VERSION 1.0  
EN180820



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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 120 MASTERFULLY-DESIGNED PRESETS

Devinity is a deep-dive into Falcon with renowned Atlanta-based electronic musician and sound designer Richard Devine. One of the industry's most cherished and recognizable figures, Richard has a profound love for sound and technology, writing and performing his own music and being called upon to design sound for many of the world's most successful companies.

In Devinity, Richard shares 120 patches detailing his exploration of Falcon, showing off his unique style and approach to sound design.

## MINIMUM SYSTEM REQUIREMENTS

- Falcon 1.5+
- 18MB of Disk Space

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

## MADE FOR FALCON

The Divinity 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.

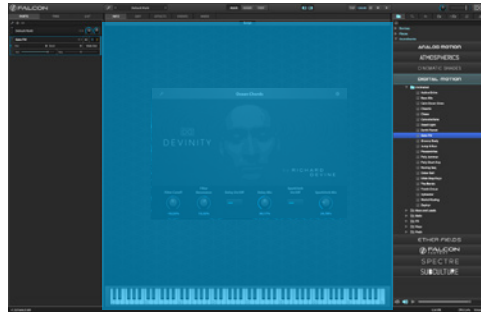
Take your experience to the next level with this expertly-crafted Falcon expansion pack.

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

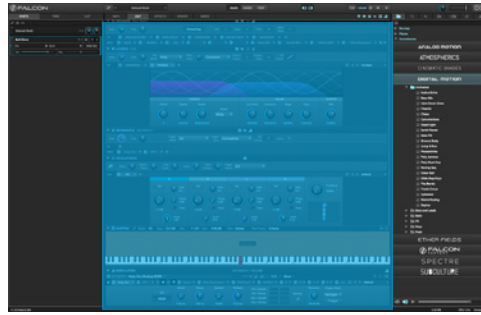
Press the **(i)** button in the upper right to display program information. Many factory presets will contain details about the program such as modwheel assignments, macro descriptions or tips for playing it. You can add and save descriptions for your own programs as well.

### 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](#).





## 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

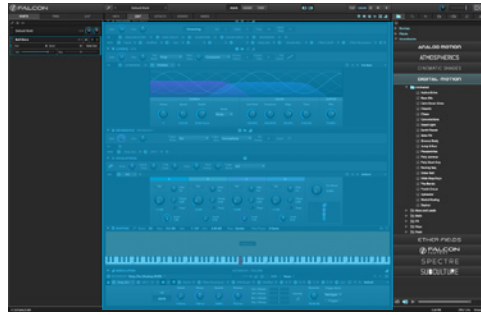
Layers are used to group and modify Keygroups. Here you can add audio effects, MIDI effects and modulations just like the Program level but you also have control of attributes like velocity curve, polyphony modes and unison settings.

### 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



5

4

6



# PRESET LIST



## PRESETS:

**Animated**

Bleepy Pad.uvip  
 Blinking Lights.uvip  
 Complex Web.uvip  
 Delicate Dance.uvip  
 Dream Time.uvip  
 Drift & Pulse.uvip  
 Emeralds.uvip  
 Heaven's Gate.uvip  
 Mountain Song.uvip  
 Noise Picks.uvip  
 Orbit Sequence.uvip  
 Phase Pad.uvip  
 Rez Pulsar.uvip  
 Sparkle Stars.uvip  
 Spinning Spaces.uvip  
 Stargazer.uvip  
 Substrata.uvip  
 Universe Pulses.uvip

**Arpeggiated**

Abstract Lead.uvip  
 Arps of Heaven.uvip  
 Artikt Acid.uvip  
 Cascade Arp.uvip  
 Floating.uvip  
 Random Flux.uvip  
 Runner Bass.uvip  
 Star Arp.uvip

**Bass**

Bass Interia.uvip  
 Bronze Bass.uvip  
 Comber Bass.uvip  
 Flutter Bass.uvip  
 Liquid Bassline.uvip  
 Plate Bass.uvip  
 Pogo Bass.uvip  
 Razor Bass.uvip  
 Reptilian Bass.uvip  
 Tack Bass.uvip  
 Talking Bass.uvip  
 Tumbler Bass.uvip  
 Wave MorpherBass.uvip

**Bells**

Chimes FM.uvip  
 Clear Bells.uvip  
 Noise Bell.uvip  
 Piano Tines.uvip

**Chords**

Berlin Chords.uvip  
 Chord Heaven.uvip  
 Ocean Chords.uvip  
 Old Film.uvip  
 Summer Chords.uvip  
 Xlyo FM.uvip

**FX**

Acid Rain.uvip  
 Black Waters.uvip  
 Glitter.uvip  
 Harmonic Riser.uvip  
 Haunting Drone.uvip  
 PhyMod Hats.uvip  
 Shooting Star.uvip  
 Slow Risers Pad.uvip  
 Space Travel.uvip  
 Strange Place.uvip  
 Tension Builder.uvip  
 Wavetable Rain.uvip  
 With Ghosts.uvip  
 Worm Percs.uvip

**Modular Madness**

Bass Errors.uvip  
 Bell Helix.uvip  
 Broken Echo.uvip  
 Broken Glass.uvip  
 Computer Thinking.uvip  
 Cubic Beats.uvip  
 Data Streams .uvip  
 Etallic FM.uvip  
 FM Blaster FX.uvip  
 FM Clanks.uvip  
 FM Gardens.uvip  
 Gems SFX.uvip  
 Glass Sprinkles.uvip  
 Glimmer Pad.uvip  
 Mad FM.uvip  
 Morph-BP.uvip  
 Multi Env FM.uvip  
 Particle Fields.uvip  
 Passage to Zion.uvip  
 Plink Plonks.uvip  
 PulseMod Pad.uvip  
 Spectral FM.uvip  
 Stekkar Beats.uvip  
 Zap Crusher.uvip

**Pads**

Bandpass Space.uvip  
 Crystal Pad.uvip  
 Harmonic Pad.uvip  
 High Pulse Pad.uvip  
 Island Pads.uvip  
 Merrian Divide.uvip  
 Noise Pads.uvip  
 Slow Moss.uvip  
 SoftLite Vowels.uvip  
 Spherical Pad.uvip  
 Tundra.uvip  
 Winter Pad.uvip

**Percussive Sequences**

ArcType.uvip  
 Circa Seq.uvip  
 Drum Core.uvip  
 FM Perc Set.uvip  
 FunkDR.uvip  
 Hop Scotch.uvip  
 IDM Beat.uvip

**Plucks - Leads**

Air Plucks.uvip  
 Dusk Tines .uvip  
 Glade Percs.uvip  
 Golden Pluck.uvip  
 Guitar Like.uvip  
 Harmony Plucks.uvip  
 Ice Pick Lead.uvip  
 Oregon Trail.uvip  
 Pearly Falls.uvip  
 Ping Space.uvip  
 Pluck Sphere.uvip  
 Poly Time.uvip  
 S&H Lead.uvip  
 Warm Plucks.uvip



## LINKS

### UVI

- Home . . . . . [uvi.net](http://uvi.net)
- Your Product Area. . . . . [uvi.net/my-products](http://uvi.net/my-products)
- Support. . . . . [support.vi.net](http://support.vi.net)
- Tutorial and Demo Videos . . . . . [youtube.com](http://youtube.com)
- Contact 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)



## UVI TEAM

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UVI SOUNDS & SOFTWARE

UVI.NET