

# *Falcon Singles - Glockenspiel for Falcon*

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## **Installation**

As there is no default location for 3rd party sound libraries for Falcon, you can just install the folder "Glockenspiel" which you extracted from the RAR-archive anywhere on your system, preferably on a fast external drive. Then you just locate the folder "Glockenspiel" in the Falcon browser under "Devices", add it to your favorite places and load a program from one of the categories in the main "Programs" folder, or a sample from the sample subfolders, or a wavetable from the wavetable folder or an image into the wavetable synth from the Images-folder. You can also drag and drop programs directly from the Finder into "Parts" in Falcon.

## License agreement and terms of usage

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1.) The licensee must not distribute the patches, samples, wavetables and images from **Falcon Singles - Glockenspiel**, resample them, copy or otherwise replicate the patches, samples, wavetables and images from this sound library in any commercial, free or otherwise product. That includes sample- and audio libraries and patches for other samplers and sample- or wavetable-based synthesizers. You can of course create such derivatives for your own musical work as long as these derivatives are only distributed in the context of musical work or sound design.

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## Description and content

Multi-sampled glockenspiel, a much expanded version of the glockenspiel found in my sound library [Aureus Ventus](#) for HALion 5. More pitches were sampled for this release, making it a total of 19 pitches sampled between G4 - C7 (all "white" keys +C#5), sampled at 3 velocity layers, the lower 2 played with hard plastic mallets, the highest velocity played with metallic mallets for some extra PING. Also more electronic samples and some wavetables were produced, all derived from glockenspiel sounds and phrases in order to create beautiful, ethereal and haunting glockenspiel soundscapes, drones, textures, plucks, an animated wavetable pad and a multi-sampled spectral pad.

Up to 20+ Macros and switches plus the modulation wheel are assigned in each patch, many patches also use aftertouch, providing detailed control over volume envelopes, filtering, amplitude- and pitch modulations, dynamics, stereo animation and more. All patches use some sort of background image in the UI, split patches have colored key-zones in the Falcon keyboard for easier navigation.

## Content:

- 603.5 MB of samples (204 wavs/stereo/48 Khz/24 Bit/phase-aligned), 3 wavetables, 4 background images for the UI. The content is not encrypted, so you can use the samples and wavetables in other samplers and synths or directly in your DAW.
- 13 patches combining many of the synthesis forms available in Falcon.
- Library size in total: 607.4 MB

All acoustic samples in this library were recorded with 3 top notch microphones (Neumann) in L-C-R in 48 Khz/24 Bit, the microphone signals of all acoustic samples were phase-aligned which improves the stereo picture, enhances the transparency of the sound and makes for snappier transients.

All audio demos for this library are [here](#).

A walkthrough video can be viewed [here](#).

## CPU

The multi-granular engine with many grain streams and the wavetable synth with many unison voices can be somewhat CPU-hungry, so if a patch puts too much strain on your system whilst tracking, reduced the overall polyphony in Falcon and/or reduce the release time (all patches have a dedicated

Macro assigned to "Release"). Also when mixing and not tracking I would advise you to raise the sample buffer in your DAW, as latency is not an issue in that case.

## Patchlist

All patches have between 11 - 20+ Macro controls, switches and the modulation wheel assigned, many also use aftertouch.

All playing tips and comments from the alphabetic patchlist below can also be accessed via the Info-tab in the Falcon UI.

C3 refers to the middle C on a piano (C1 in classical terms).

AT = Aftertouch, VEL = velocity, MW = modulation wheel, L1 = layer 1, KG = keygroup,

KS = keyswitch, WT = wavetable

Patches	Description
GlockenPluck	<p>Pluck oscillator using a glockenspiel octave tremolo to excite the resonators. VEL shifts sample start position.</p> <p>MW decreases LP cutoff, increases the noise sustain amount in the pluck synth and adds waveshaper distortion.</p> <p>Add pitch drift (slow modulation of harmonics) and control drift speed with 2 Macros, With the "Smp Key Follow"-Macro dialed hard right, the sample becomes chromatically playable (key follow -&gt; 100%) and is tuned from the perfect fifth to the root interval.</p> <p>Macros for controlling pan modulation/Thorus/delay/reverb FX are available.</p> <p>13 Macros and 2 switches are installed.</p>
Glockenspiel RR3 3Vel	<p>Multi-sampled glockenspiel, 19 pitches were sampled between G4 - C7 ("white" keys +C#5) at 3 velocity layers and 3x round robin, running in random cycle-mode on keygroup level. The highest velocity layer was played with a metallic mallet for some extra "PING", the lower two layers with a hard plastic mallet. The instrument sounds 1 octave higher than played.</p> <p>Two different reverb types can be switched on/blended in with the assigned Macros, randomize pitch/pan with 2 Macros, decrease LP cutoff with another Macro, dial in Thorus FX and control Thorus depth/speed with the assigned Macros. Another 5 Macros for full ADSR-control and amount of amplitude velocity sensitivity are available.</p> <p>15 Macros and 3 switches are installed.</p>

Patches	Description
Glockenspiel Synth	<p>Layer 1, running in unison mode (3 voices): Multi-sampled glockenspiel, 19 pitches were sampled between G4 - C7 (“white“ keys +C#5) at 3 velocity layers and 3x round robin, running in random cycle-mode on keygroup level. The highest velocity layer was played with a metallic mallet for some extra “PING“, the lower two layers with a hard plastic mallet. The glockenspiel layer sounds 1 octave higher than played. Increases unison detune with the assigned Macro.</p> <p>Layer 2: percussive FM synth.</p> <p>Each layer has it's dedicated volume control, dial in a velocity sensitive LP filter envelope with the assigned Macro.</p> <p>MW introduces amplitude modulation with fluctuating modulation speed in both layers.</p> <p>Two different reverb types can be switched on/blended in with the assigned Macros. Dial in Thorus FX and control Thorus depth/speed with the assigned Macros, a switch changes delay times from triplet-based to straight.</p> <p>Another 5 Macros for full ADSR-control and amount of amplitude velocity sensitivity are available.</p> <p>17 Macros and 4 switches are installed.</p>
Glockenspiel Trems Mallet Switch	<p>Multi-sampled glockenspiel octave tremolos, using plastic and metal mallets, different pitches were sampled with each mallet type. Each tremolo ends with a final accent which functions as release sample, control the loudness of the release accents with the assigned Macros.</p> <p>Three key-switchable variations are available:</p> <p>KS1 (C0) - plastic mallets  KS2 (D0) - metallic mallets  KS3 (E0) - mixed/layered mallets</p> <p>Control sample start with the assigned Macro, dial in pan modulation control panning speed with 2 Macros. As the original tuning of the glockenspiel was 443 Hz, a Macro lets you fine-tune between 440 (hard left) and 443 Hz (hard right).</p> <p>More Macros for FX and filter control are assigned.  17 Macros and 2 switches are installed.</p>

Patches	Description
Granular Glocken Wash Split	<p>Lower half: audio-morphed glockenspiel drone sound running in granular mode, VEL slightly shifts grain position/sample start.</p> <p>Upper half: processed tonal glockenspiel texture.</p> <p>Granular controls are installed for controlling grain speed/size/spread, grain position can be controlled directly with a Macro or via AT with the assigned Macro engaged. MW randomizes grain pitch.</p> <p>More controls are available for dialing in tempo-synced amplitude modulation, pan modulation, two different types of filter modulation, ring modulation/chorus/delay/reverb FX.</p> <p>22 Macros and 3 switches are installed.</p>
Independent Pad	<p>WT-synth using a wavetable extracted from a glockenspiel accent. WT-index and phase distortion are being permanently modulated by dedicated, non-retriggering LFOs.</p> <p>A velocity sensitive filter envelope can be dialed in with a Macro, tempo-synced amplitude modulation can be dialed in with another Macro.</p> <p>AT increases detune when the assigned Macro is engaged, full ADSR controls and more Macros for controlling Thorus/delay/reverb/limiter FX are available.</p> <p>13 Macros and a limiter on/off-switch are installed.</p>
Minor Melodic Particles Split	<p>L1, lower half: ascending minor melodic glockenspiel scale L1, upper half: descending minor melodic glockenspiel scale - split point: C3</p> <p>Both scales are running in granular mode, with the Macro for grain speed dialed hard left, the sounds freeze, control grain position either directly with the assigned Macro or via AT by dialing in the respective Macro, reverse the grains with the installed switch, dial in LP filter modulation on layer level with another Macro.</p> <p>L2: each phrase has it's electronically processed counterpart running in normal sampling mode, VEL shifts sample start to the left in the upper sound and to the right in the lower sound. Dial in a velocity sensitive, tempo.synced filter-ladder-envelope with the assigned Macro.</p> <p>Both layers have dedicated volume controls, more Macros for controlling reverb/delay (post reverb)/limiter are available. MW adds Thorus FX and introduces re-triggering pan modulation (per note played, opposite directions for each layer).</p> <p>13 Macros and 2 switches are installed.</p>

Patches	Description
Minority Rising	<p>L1: Processed glockenspiel phrase in minor L2: rising glockenspiel phrase in minor, a tuned combfilter adds root note tonality.</p> <p>Both layers are running in granular mode, control grain speed/ fluctuation/position with the assigned Macros.</p> <p>KS1 (A-1) selects both layers (each layer has it dedicated volume control) KS2 (A#-1) selects only the processed glockenspiel texture KS3 (B-1) selects only the unprocessed glockenspiel layer</p> <p>MW randomizes grain pitch, plenty of FX and filter controls are available.</p> <p>15 Macros and 3 switches are installed.</p>
Particle Phrase Split	<p>L1: Repeating glockenspiel phrase played in two octaves, sample is split up into 2 segments, the upper octave phrase playing above C3, the lower octave below C3, both phrases are running in granular mode. 2 Macros and a switch for controlling grain size/density/ reverse are available, dial in filter modulation and Thorus FX with the assigned Macros.</p> <p>L2: each phrase has it's electronically processed counterpart running in normal sampling mode, randomize sample start position by dialing in the assigned Macro, a velocity sensitive, tempo-synced filter envelope can be introduced with another Macro.</p> <p>Each layer has it's dedicated volume control, more Macros are installed for controlling pan modulation/delay/reverb/limiter FX. MW randomizes grain pitch in L1 and adds wobbly pitch modulation in L2.</p> <p>16 Macros and 3 switches are installed.</p>
Penta Cloud	<p>L1: rising pentatonic scale played on a glockenspiel, running in granular mode, grain position is modulated by a fast random LFO L2: analog stack synth with sync-modulation playing a fast random pentatonic scale</p> <p>The "Calm Down"-Macro affects numerous parameters in both layers, each layer has it's dedicated volume control, random LP filter modulation can be added to the granular sound with a Macro, more Macros for FX control are available.</p> <p>11 Macros and an on/off-switch for the Maximizer are installed.</p>

Patches	Description
Penta Land	<p>Lower sound (C0 - B1): wavetable drone extracted from a glockenspiel accent. Add tempo-synced amplitude modulation with the assigned Macro, MW increases detune.</p> <p>Upper sound (C2 - C6): Tonal, pentatonic glockenspiel soundscape running in granular mode layered with it's own reverb tail in sampling mode. Two granular controls and a switch for speed/structure/grain reverse are installed, add waveshaper distortion and a pitch sequence/octave glissando to the tail sound with the assigned Macros.</p> <p>Fast tempo-synced amplitude modulation and LP filter modulation on layer level can be added with another two Macros.</p> <p>More controls for master filter/FX are available, 14 Macros and 3 switches are installed.</p>
Spectral Glocken Pad	<p>Spectrally re-synthesized glockenspiel tones (made with Alchemy 2), 8 pitches were multi-sampled between C3 - A6, instrument range C0 - C8.</p> <p>In a second layer an analog pad adds some bone to the sound. MW introduces amplitude modulation with fluctuating modulation speed.</p> <p>The LP cutoff in the spectral pad becomes velocity sensitive by dialing in the assigned Macro, another Macro sets the overall amplitude velocity sensitivity. Hybrid filter modulation on layer level can be added, more Macros for FX and filter control are available.</p> <p>13 Macros and 2 switches are installed.</p>
Tremolo Mix Granular	<p>Multi-sampled glockenspiel octave tremolos playing in granular mode, one layer each using plastic and metal mallets, different pitches were sampled with each mallet type, each layer has it's dedicated volume control.</p> <p>Grain position is modulated by a non-retriggering LFO, Macros for controlling grain size/density are installed.</p> <p>Grain Pitch Correction can be switched from "Period" to "Grain Size" which save a significant amount of CPU, MW randomizes grain pitch.</p> <p>More Macros are installed for controlling pan modulation/panning speed, hybrid filter modulation, LP filter cutoff, Thorus/delay/reverb/limiter FX.</p> <p>17 Macros and 3 switches are installed.</p>

Please enjoy the sounds!

Simon Stockhausen, April 26th - 2016