Falcon Singles - Falcon Scapes Vol.1

Installation

As there is no default location for 3rd party sound libraries for Falcon, you can just install the folder "Falcon Scapes Vol1" which you extracted from the RAR-archive anywhere on your system, preferably on a fast external drive, if you have one available. Then you just locate the folder "Falcon Scapes Vol1" 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

Description:

This collection assembles a small sonic universe of cinematic, mysterious, wondrous, abstract and ethereal soundscapes - up to 2+ minutes in length - with lush and haunting vocal pad sounds and one-finger-beauties, dark and futuristic drones and some animated sequences with electronic bass, drum and arp sounds using Falcon's analog and FM oscillators. The samples involved were derived from a broad range of acoustic instruments, electronic sources and field recordings, often using techniques of spectral and additive re-synthesis and/or audio morphing. A bunch of samples was borrowed from the patchpool Iris subscription-library, all other samples were created exclusively for this library.

Many presets make use of Falcon's multi-granular engine and there is also a wavetable synth included. Quite a few presets are running in split mode and/or layer sound textures via key-switches. Up to 20+ Macros and switches plus the modulation wheel are assigned in each patch, many also use aftertouch, providing detailed control over volume envelopes, filtering, amplitude- and pitch modulations, EQ-ing, dynamics, stereo animation, effects 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:

• 780 MB of samples (53 wavs/stereo/48 Khz/24 Bit) 5 background images for the UI and wavetable re-synthesis. The content is not encrypted, so you can use the samples and wavetables in other samplers and synths or directly in your DAW.

• 24 patches combining most synthesis forms available in Falcon.

• Library size in total: 783.4 MB

All audio demos for this library are here.

Video demos:

Patch Walkthrough

Dark Vocal Core

Particle Accelerator

CPU

The multi-granular engine with many grain streams and the synth oscillators 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 (most 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 10+ – 20+ Macro controls, switches and the modulation wheel assigned, many also use aftertouch and velocity modulation.

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
Beauty Scanner	A harp flageolet sequence from one of my orchestral compositions (Windschatten) recorded in isolation for a chamber music piece. This sequence is running in granular mode, an LFO scans through a smaller segment of the sample, set scanning speed and scan position with the assigned Macros, reverse the grains with a switch, control grain density with another Macro. A tuned combfilter and distortion (Edge) can be dialed in. 13 Macros and 1 switch are installed.
Breathing Synth	Time-stretched female breathing in one layer, audio-morphed, multi-sampled breathing pad with zone-crossfade in another layer, the breathing layer has a dedicated volume control. Dial in tuned combfilters for the breathing with the assigned Macro. Sample start in the pad layer can be controlled either/or via AT/VEL or directly with a Macro, more granular controls for grain size/speed are installed. The breathing layer also has a sample speed control and a Macro for dialing in sample start modulation via velocity. MW detunes the grains in layer 1. 20 macros and 2 switches are installed.
Building Walls	Lower half: brass-drone scape made from processed euphonium octaves. Upper half: huge building chord. Both samples play in granular mode, controls for grain speed/size/density/spread are installed, grain position can be controlled via AT and/or VEL when the respective Macros are dialed in. MW detunes the grains. The brass scape has a waveshaper switch and a waveshaper mix control, the Macros for filter/pan and amplitude modulation affect both sounds. 19 Macros and 2 switches are installed.

Patches	Description
Dark Flares Xfade KS	KS1 (A-1): Dark drones derived from processed snippets from an improvisation (cello/piano) running in granular mode, 2 samples are layered, crossfade with MW, control grain speed with a Macro, add HP filter envelope with the assigned control, control envelope speed with another Macro. A Macro lets you dial in grain detune via AT. KS2 (B-1): Adding the root note with an analog synth drone in unison mode and a simple FM oscillator which works as a sub-bass with a dedicated volume control. The synth layer had a dedicated control for dialing in tempo-synced amplitude modulation. KS1 selects only layer 1, KS2 selects both layers. 20 Macros and 2 switches are installed.
Dark Vocal Core Split featured in this video.	Upper half: mysterious texture derived from convoluted female voices. Lower half: Dark embracing vocal drone with processed overtone singing and breathing sounds. Both sounds play in granular mode, controls for grain speed/size/density/spread/number of grain streams are available, control grain position either via AT and/or VEL by dialing in the respective Macros. Each layer also has dedicated controls for dialing in amplitude/filter/pan modulation, several FX controls are also installed. MW detunes the grains. 21 Macros and a reverb-freeze switch are available.
Elysian Pad	Multi-sampled vocal filter synth pad running in granular mode, layered with an analog stack synth run through a tuned bandpass filter. Each layer has a dedicated volume control, the granular layer also has a Grain Transform-Macro installed, MW darkens the granular pad and increases saturation in the synth layer. 9 Macros and a phaser on/off-switch are available.
Embracing Pad	Multi-sampled synth pad (3 pitches) in granular mode using 5 grain streams granular controls for grain speed/size are installed, grain position can be controlled via AT with the respective Macro dialed in. Tempo-synced amplitude and slow pan modulation can be dialed in, filter modulation amount/speed can be controlled with 2 Macros, more controls for filter/FX control are available. MW detunes the grains, 17 Macros are assigned.

Patches	Description
Ethereal Fragments Split	Two bright and beautiful tonal textures split across the keyboard, split point C3 - both layers are playing in granular mode, grain position can be controlled via VEL and/or AT with the respective Macros dialed in. Controls for grain speed and grain fragmentation are installed. The "Funfare"-switch introduces random tempo-synced pitch modulation scaled to octaves and fifths (pitch scaling via Mapper). Tempo-synced random filter modulation can be dialed in with a Macro, another control sets filter resonance. More Macros for filter/FX control are installed. MW randomizes grain pitch. 13 Macros and 2 switches are available.
Flare Meets Synth	A processed excerpt from a piano/cello improvisation running in granular mode meets an analog stack synth, sequencing the main theme from the instrumental scape. Each layer has it's dedicated volume control, in the granular layer - which has a grain speed control and a Macro for dialing in grain position modulation via AT - you can mix a modulated filter signal with the dry sound. The synth layer has 2 dedicated FX controls for dialing in flanger and delay FX. MW detunes the grains and adds wobbly pitch modulation in the synth sequence. 15 Macros are installed.
Gong Harmonia	Three re-synthesized gong sounds with crossfade looping, split across the keyboard, running in normal sampling mode, sample start is modulated via VEL. Dial in waveshaper distortion with a bipolar Macro. More Macros for introducing tempo-synced amplitude modulation and for controlling the amount of pan modulation and pan speed are installed. MW introduces UVI-Wide-modulation, similar to strong stereo flanging. 15 Macros and 4 switches are installed.
Image Droner	WT synth using a re-synthesized ArtMatic image to create the waveforms, Plenty of animation is going on in the WT synth itself, add tempo-synced animation with the assigned Macro. MW increases detune. A switch adds a tempo-synced pitch sequence. 10 Macros and 4 switches are installed.

Patches	Description
Lead Flares	A processed excerpt from a piano/cello improvisation with lots of harmonic changes, running in granular mode, grain speed is set to 0 and grain position is modulated by a non-retriggering envelope, so the sample never re-triggers from the beginning. Grain position control via AT can be dialed in, the overall sample start can be set, the overall grain structure can be altered with the respective Macros. A velocity sensitive lowpass filter can be dialed in, to compensate for that, adjust the overall amplitude velocity sensitivity with the Macro next to that. To enhance the route note, a band-passed synth sound can be dialed in with the respective volume control. MW detunes the grains and introduces audio-rate modulation for filter cutoff/pitch in the synth layer. 13 Macros are installed.
Mars Hammer	Lower half: drum synth driven by an arpeggiator on layer level. Upper layer: FM synth with microtonal pitch scaling (key follow -> 30%) driven by another arpeggiator on layer level. Both arps are set to mono, each layer has dedicated FX controls for convolution reverb and/or delay FX, the upper drum can be tuned down an octave with a Macro, pan position in the lower drum sequence can be randomized, a modulated LP filter can be dialed in for the lower drum. MW randomizes pitch in the lower drum, PB is set to +/- 24 semitones. 12 Macros and 2 switches are installed.
Mayhem Drones Granular	Multi-sampled mayhem drone (3 pitches between F0 - A3) running in granular mode, a grain speed control, a mayhem Macro and a mayhem speed control are installed. Dial in unipolar random filter modulation when the Macro for LP cut is dialed to the right, control modulation speed with another Macro. MW randomizes grain pitch, more controls for amp envelope, HP filter and FX are available. 17 Macros and a convolution on/off-switch are installed.

Patches	Description
Mellow Flares Xfade KS	KS1 (A-1): Processed snippets from an improvisation (cello/piano) running in granular mode, 2 samples are layered, crossfade with MW, control sample speed with a Macro, add HP filter envelope with the assigned control, control envelope speed with another Macro, tempo-synced amplitude modulation can be dialed in. A Macro lets you dial in grain detune via AT. KS2 (B-1): Excerpts from a nightingale recording I made in the nearby woods, using only the sustained notes, re-tuning them a little with Melodyne, the keygroup uses the stretch-oscillator which only transposes down 2 octaves, so the same sample was re-pitched in order to map it from C1-C6, distributed over 3 keygroups. Control sample start/speed with the assigned Macros, tune it up/down with another Macro (-/+ 7 semitones) - the bird has a dedicated FX delay which you can blend in, add a semitone trill with another control. KS1 selects only L1, KS2 selects both layers. 20 Macros and 2 switches are installed.
Minor Offbeat Arp Pad KS	L1/KS1 (A-1) combines a pluck synth oscillator with an FM synth, the latter having a dedicated volume control, driven by an arpeggiator inserted on layer level. Control sequencer step length and ADSR for the pluck synth with the assigned Macros. Control LP cutoff with the inverted control, add unipolar LP filter modulation when the cutoff has been reduced with the "LP Cut Inv"-Macro L2/KS2 (B-1) adds a granulated tinkling texture-pad which has dedicated volume/release-time controls installed. Add tempo-synced amplitude/filter modulation with the respective controls. Add UVI Wide-modulation with the assigned Macro (Stereo Mod). More controls for reverb/delay control are installed. 17 Macros are available.
Particle Accelerator featured in this video.	Upper layer: Metallic soundscape derived from re-synthesized and audio-morphed bar chimes running in granular mode layered with an animated analog stack synth which has it's dedicated volume control. Lower layer: Granular texture with a flute-like flavor, split point: C3. Macros for grain size/density/pitch randomization are installed. Reduce the overall LP cutoff with AT by dialing in the respective Macro. The "FilterMod"-Macro introduces accelerating random filter modulation, dial in a combination of modulated combfilter/phaser with the "Phaser Swirl-Macro". More Macros for delay/reverb control are installed. MW introduces square-shaped, tempo-synced pitch modulation, +2 semitones with the wheel fully engaged. 15 Macros are available.

Patches	Description
Shimmer Movements	Two bright and shimmering textures split across the keyboard, with grain position being modulated by a tempo-synced LFO, so every 2 bars the sample playhead jumps to a different position in the samples. When dialing the "Calm Down"-Macro to the right, the grain position-modulation is eliminated, the overall grain position moves to the beginning of each sample and grain position-modulation via AT is activated. The volume of each sample is also modulated by a tempo-synced ramp-up-LFO when the AmpMod Slow-Macro is dialed in, MW introduces faster tempo-synced amplitude modulation. Two types of filter modulation can be dialed in with 2 Macros, tempo-synced pan modulation is assigned to another Macro. More controls for phaser/delay/reverb FX are available. 14 Macros and a reverb-freeze-switch are installed.
Spectral Wanderer Split	Complex spectral soundscape - running in granular mode using 5 grain streams - made by combining re-synthesis with audio-morphing, sampled at two different root notes with variations in each scape. Split point: C3. Four granular controls for grain speed/size/density/spread are installed, grain position can be controlled via AT and/or VEL with the respective Macros dialed in. MW randomizes grain pitch. Plenty of Macros are available for dialing in tempo-synced amplitude modulation, controlling pan modulation/panning speed, tempo-synced ring modulation, chorus, delay, reverb and rotary FX. 21 Macros and a reverb freeze-switch are installed.
Spring Drum Drones	Two audio morphed spring drum accents/drones layered with vocal drones split across the keyboard and a sweeping drone in the lowest octave (C0 - C1) with zone crossfade. The lower spring drum drone is running in granular mode and the layered vocal drone in granular mode, the upper spring drum drone is running in granular mode and the layered vocal drone in normal sampling mode. AT detunes the grains in the granular layers. Dial in a tempo-synced, velocity sensitive filter envelope with the assigned Macro, add tempo-synced amplitude modulation with MW. More Macros for filter/FX control are available. 9 Macros and 2 switches are installed.

Patches	Description
Star Collector	Cosmic soundscape produced/sampled in low and high register, split across the keyboard, each scape having a synth counterpart, FM in the upper, analog stack in the lower half. Each synth has a volume control, so does the granular layer. A Macro lets you dial in sample start control via VEL (both layers), and/or set the sample start for each scape individually with 2 other Macros. A long climbing and falling filter envelope (synced) can be dialed in with a Macro. The synths has have a diffusion/chorus module inserted on layer level, dial it in with the assigned control. MW adds tempo-synced amplitude modulation to the scape layer. 14 Macros and a reverb-freeze switch are installed.
Subway Resonances Split	Two processed field recordings of subway ambiences split across the keyboard, split point: C3, both sounds are running in multi-granular mode, four granular controls for grain speed/size/density/spread are installed, grain position can be controlled via AT and/or VEL with the respective Macros dialed in. MW randomizes grain pitch. Plenty of Macros are available for controlling pan modulation/panning speed, filter modulation, master LP filter, distortion, rotary, chorus, delay and reverb. 19 Macros and a rotary on/off-switch are installed.
The Sequence	Animated analog synth in unison mode layered with a complex drone sample. Each layer has it's dedicated volume control, dial in tempo-synced amplitude modulation and sync modulation in the analog synth with the assigned Macros. In L2 tempo-synced HP filter modulation and filter resonances can be controlled with Macros. Bitcrusher FX and ring modulation can be dialed in, more controls for delay FX and maximizer are available. 11 Macros and 2 switches are installed.
Vox Eterna Split	Upper half: a rich/lush evolving vocal soundscape with bells using a major ^7/9 chord split into 2 velocity layers, the first segment playing in velocity layer 1, the second half playing in velocity layer 2 (split at velocity value 91). Lower half: chord-scape with female breathing processed with various resonators, layered with an analog stack synth playing the same chord as in the vocal sound. All sounds play in granular mode, four granular controls for grain speed/size/density/spread are installed, grain position can be controlled via AT and/or VEL with the respective Macros dialed in. MW randomizes grain pitch. More Macros for filter and FX control are available. 19 Macros and a reverb freeze.switch are installed.

Please enjoy the sounds!

Simon Stockhausen, February 24th - 2016