Falcon Singles - Singing Bowls&Friends for Falcon

Installation

As there is no default location for 3rd party sound libraries for Falcon, you can just install the folder “Singing Bowls & Friends“ which you extracted from the zip-file anywhere on your system, preferably on a fast external drive, if you have one available. Then you just locate the folder “Singing Bowls“ in the Falcon browser under “Devices“, add it to your favorite places and load a program from the “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

This license agreement is between you (the licensee) and me (Simon Stockhausen).
1.) The licensee must not distribute the patches, samples, wavetables and images from ***Falcon Singles - Singing Bowls & Friends***, 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 derivates for your own musical work as long as these derivates are only distributed in the context of musical work or sound design.

2.) The license to the sound library ***Falcon Singles - Singing Bowls & Friends*** may not be given away or sold, it is not for resale (NFR).

Description and content

Multi-sampled singing bowls of various sizes, crystal and glass bowls, meditative/cinematic soundscapes and synthesizer patches derived from processed and wave-tabled bowl sounds .

At the core of this library there are 7 multi-sampled singing bowls, beaten, rubbed and bowed with a cello bow. In addition there is a multi-sampled crystal bowl, a glass bowl and a ceramic bowl played with various beaters. Up to 2 minute long samples with electronically processed and re-synthesized bowl sounds and some wavetables derived from singing bowls complete the collection.

Up to 20+ Macros and switches plus the modulation wheel are assigned in each patch, many patches also use aftertouch, providing detailed and creative control over volume envelopes, filtering, amplitude- and pitch modulations, dynamics, stereo animation, layer leveling 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.

About 50% of the sample content was borrowed from my sound library *Colliding Worlds* for Groove Agent (distributed exclusively by Steinberg) and other patchpool libraries, the other half was produced especially produced for *Singing Bowls & Friends*.

Specs:

- 42 patches.
- 920.5 MB of samples (stereo/48 Khz/24 Bit), 8 wavetables, 1 impulse response and 4 background images for the interface. Library size in total: 949.2 MB unzipped.
- The content is not encrypted, so you can use the samples and wavetables in other samplers and synths or directly in your DAW.
- Requires the full version of Falcon 2.5.3 or higher, does not work with the UVI player.

All video demos for this library are here.

All audio demos are here.

CPU

The multi-granular engine with many grain streams, the wavetable synth with many unison voices and especially the IRCAM-Stretch oscillator can be somewhat CPU-hungry, so if a patch puts too much strain on your system whilst tracking, reduced the overall polyphony in Falcon (click the “Edit“ tab, at the very top change “Poly“ -> number of possible voices) 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 10+ - 20+ Macro controls, switches and often the modulation wheel assigned, some also use channel aftertouch.

All playing tips and comments from the alphabetic patch-list below (to be completed) 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 = key-group,
KS = key-switch, WT = wavetable

Ceramic Bowl	Description
Bouncing Particles	A sequence of ceramic bowl accents, multi-granular oscillator passing through a tuned hybrid filter, grain size/density modulated by multi-envelope creating the bouncing effect, grain position is modulated by a tempo-synced step sequencer, play long notes to hear the entire sequence. Engage a pentatonic scale with a switch (pitch modulation scaled by Mapper), control the speed of the scale (tempo-synced) with Macro. Add random pan modulation (per note) with Macro.
Ceramic Bowl Mallet Mix featured in this audio demo	Ceramic bowl played with two different mallets, wooden singing bowl mallet with 4 velocity layers / 4x round robin layered with analog synth in L1 and rubber mallet with 3 velocity layers / 4x round robin in L2. Each component has its dedicated volume control, tune the bowl samples up a perfect fifth/octave (scaled by mapper) with Macros. Randomize pitch/pan (per note) with Macros, add wave-shaper FX with Macro. A filter with a fast envelope on KG level can be engaged with a switch (turnoff to save CPU), control filter decay time with Macro.
Ceramic Bowl Quencer	Variation of the patch above with an Euclidean sequencer engaged, using a different number of hits and steps per chromatic key, Control sequencer gate time and resolution with the installed Macros.
Ceramic Wind used in this audio demo	L1: Sample of dropping a mallet into a ceramic bowl, multi-granular mode, grain position/spread is modulated by a slow LFO, reverse the grains with the installed switch tuned comb-filtering and other things can be dialed in with the Feedback-Macro, add(control wave-shaper distortion with Macros. L2: Noise synth passing through a modulated HP filter and clipper inside Feedback Machine, control layer volume with Macro.
FM Ceramics used in this audio demo	FM synth unison 3 voices, overtone structure derived from a ceramic bowl accent, the envelope controlling the volume of the FM operators and the filter cutoff is very VEL-sensitive. Layered with ceramic bowl accent in multi-granular mode passing through a tuned Phasor-filter. Add tempo-synced amplitude/filter modulation with Macro (also assigned to MW), control the Feedback Machine on program level with the “Strangers“-Macros.
Mallet Drops	4 different samples (looped) of dropping a mallet into a ceramic bowl, IRCAM Stretch oscillator (high CPU), control sample start/speed and grain size with Macros, blend in Feedback Machine effects with the “Reso FX“-Macro.
Mallet Drops Stretch 02	4 different samples (looped) of dropping a mallet into a ceramic bowl, stretch oscillator passing through a tuned comb-filter, control sample speed with Macro, switch polarity of comb-filter with Macro. Add re-triggering, tempo-synced LP filter modulation with Macro.
Stochastic Reps used in this audio demo	A sequence of ceramic bowl accents (looped, key follow engaged) used as exciter in a physical modeling oscillator, layered with an analog stack synth (with dedicated volume Macro) with square-shaped amplitude modulation, modulation speed is altered by key follow (analog to the behavior of the sample). Control amount of coupling/inharmonicity modulation with the “Stranger 1/2“-Macros. Add polyphonic pan modulation/control panning speed in the pluck oscillator with Macros. Tape Echo FX can be added with Macro, switch on/off tape stop modulation.

Crystal Bowl	Description
Crystal Bowl Scape featured in this video	Long textural crystal bowl samples, natural and processed layered in L1 (balance with Macros), multi-granular mode, control grain position, amount of position spread/size modulation (LFO2), speed, size, pitch randomization and reverse with the installed Macros/switch. L2 adds an analog synth drone (analog stack), control its volume with Macro, amount of LP filter modulation via multi-envelope 1 is velocity-sensitive.
Crystal Bowl Accents used in this audio demo	A set of six differently sized crystal bowls ranging from G2 - C4, each samples layers 2 accents, 2 pitches have an additional velocity zone.
Crystal Bowl Granular	A set of six differently sized crystal bowls ranging from G2 - C4, each samples layers 2 accents, 2 pitches have an additional velocity zone. The samples play in multi-granular mode, decrease grain density, control grain position, randomize grain pitch with the installed Macros.

Electronic	Description
Bass Bowl	FM synth meets singing bowl sample tuned in octaves meets analog stack sub oscillator, each component has its dedicated volume Macro. Two different, tempo-synced delay lines can be mixed in with Macros. Engage bass amp (IR based) with a switch, control stereo spread with Macro.
Bowl WT Pad	WT synth using a WT extracted from a singing bowl, WT-index is modulated by a smooth random module, amount of LP filter modulation (via LFO1) is VEL-sensitive. Set detune amount with Macro, control amount of VEL-sensitive FM modulation with Macro, add tempo-synced gate sequence with Macro (assigned to MW).
Bowl WT Synth	WT synth using a WT extracted from a singing bowl, WT-index/FM/Phase Distortion/hybrid filter cutoff is modulated by an envelope which kicks in with a slight delay (control envelope speed with Macro), the LP filter envelope is VEL-sensitive. MW adds pitch modulation, add tempo-synced, triplet-based amplitude modulation with Macro, add tempo-synced FM fine-tune modulation with the “FM Mod“-Macro.
Crystal Synth used in this audio demo	WT synth using a WT extracted from a glass bowl accent sample, amount of WT-index modulation vie envelope is VEL-sensitive. Balance synth and hybrid filter signal (inside FX rack) with Macros, add FM modulation and smoothen the LFO shape with Macros. L2 adds a granular crystal bowl, amount of grain position modulation via envelope is VEL-sensitive, the envelope is modulating grain in reverse. Each layer has its dedicated volume control.
Resynthesized Hybrid	L1: Spectral resynthesis of dynamic singing bowl tremolos, 4 pitches were sampled, crossfading key-zones. Add re-triggering HP filter modulation and chorus FX with Macros. L2: Dynamic glass bowl tremolo, multi-granular mode passing though a tuned comb-filter. Both layers have a dedicated volume Macro installed, set/randomize sample start/grain position with Macros - at hard right position the samples start at the loudest and most dense part of the tremolo. Add amplitude modulation (with speed modulation and stereo-widening) with Macro.

Electronic	Description
Sick Leave	Dual WT Synth using WTs derived from ceramic bowl accents each one with its dedicated volume Macro. WT1 has an analog oscillator layered which can be tuned down an octave with a switch. Add FM amount modulation via multi envelope in WT2 with Macro, add tempo-synced amplitude modulation to both WTs with Macro, add random, tempo-synced LP filter modulation with Macro.
Warm Bowl featured in this audio demo	WT unison pad (3 voices) layered with noise synth, both oscillators use tuned BP filters. Add WT FM with Macro (also assigned to MW), add/control chorus/phaser/delay/reverb FX with Macros.

Glass Bowl	Description
Glass Bowl Granular used in this audio demo	Glass bowl accent, 3x round robin, multi granular mode with tuned comb-filter - decrease grain density, control grain position, randomize grain pitch, reverse grains with Macros/switch. L2 adds a noisy pluck synth (with modulation of harmonic ratio) passing through a BP filter, bandwidth (VEL-sensitive) is modulated by LFO3.
Glass Bowl Synth featured in this audio demo	Multi-sampled glass bowl sampled at 4 velocities and 5x round robin layered with a pluck synth which uses a glass bowl sample to excite the resonators and an analog synth. Balance the layers with the installed Macros. Add velocity-sensitive LP filter envelope and wave-shaping to the glass bowl sample with the assigned controls.
Glass Bowl Unison	Multi-sampled glass bowl sampled at 4 velocities and 5x round robin, six unison voices, control amount of detune with Macro, add VEL-sensitive LP filter with Macro. Layered with analog synth, PWM modulation via VEL-sensitive envelope, set synth volume with Macro. The RandomPitch-Macro is assigned to both layers (also assigned to MW).
GlassQuencer KS	Multi-sampled glass bowl sampled at 4 velocities and 5x round robin layered with an analog synth, 5 key-switchable sequences can be selected (polyphonic sequencer on layer level, key-switches are located from C0-G0), deactivate the sequencer with the installed switch. Control synth volume with Macro, add wave-shaping/filter envelope to the glass bowl and randomize its pitch with Macros. The formant crusher on layer level has tempo-synced modulations, it will not re-trigger so if you want to run it in sync with the sequencer, quantize the played notes to a 16th-grid or just play tight.

Singing Bowls	Description
Divine Bowl featured in this audio demo	Two long samples of a rubbed singing bowl - original pitch at B3) running in multi-granular mode (5 voices) with pan modulation (inverted in KG2). Control grain speed with a Macro, dial in a frequency shifter (with pitch follow engaged) with Macro, control amount of wave-shaper modulation via envelope (inverted in KG2) with Macro. Dial in parallel filter modulation inside FX rack on layer level with Macro.
Granular Quintet	Two long singing bowl textures played with 5 bowls simultaneously playing in two multi-granular oscillators with 3 voices each, control grain speed/pitch randomization, spread, density and position with Macros, add pitch modulation via multi-envelope, control modulation speed with Macros. Dynamic compression and pan modulation on KG level (per voice) can be dialed in with Macros, a tuned comb-filter and frequency shifter inside Feedback machine can be added with Macros.

Singing Bowls	Description
Singing Bowl A#2 Art Mix KS featured in this audio demo all patches with mixed articulations are described in this video	Original pitch at A#3. L 1/KS 1 (C0): Large singing bowl accents with 4 velocity layers. L2/KS 2 (D0): bowed singing bowl (cello bow) with 2x round robin. Set sample start with the installed Macro, samples are looped. KS 3 (E0) selects both articulations. KS 4 (F0): rubbed singing bowl with release sample, set volume of the release sample with the installed Macro, control amount of sample start randomization with Macro. KS 5 (G0): accent and rubbed articulations, set volume of the release sample with Macro. As the bowl sounds 4 cents below tempered pitch (in relation to 440 Hz) you can tune the pitch down with the installed Macro.
Singing Bowl A2 Art Mix KS	Original pitch at A3. L 1/KS 1 (C0): Large singing bowl accents with 4 velocity layers. Enhance the root note with a tuned Peak filter by dialing in the assigned Macro. L2/KS 2 (D0): bowed singing bowl (cello bow) with 2x round robin. Set sample start with the installed Macro, samples are looped. KS 3 (E0) selects both articulations. KS 4 (F0): rubbed singing bowl with release sample, set volume of the release sample with the installed Macro, control amount of sample start randomization with Macro. KS 5 (G0): accent and rubbed articulations, set volume of the release sample with Macro. As the bowl sounds 45 cents below tempered pitch (in relation to 440 Hz) you can tune the pitch up with the installed Macro.
Singing Bowl B3 Strikes used in this audio demo	Singing bowl accents, original pitch at B3, 3 velocity layers with 3x round robin. KS1 @ A-1 selects layer with cycle round robin, KS2 @ B-1 selects layer with random cycle round robin. As the bowl sounds 10 cents above tempered pitch (in relation to 440 Hz) you can tune the pitch down with the installed Macro.
Singing Bowl B3 Strikes FX	Variation of the patch above with additional frequency shifting (per voice) and chorus FX. Singing bowl accents, original pitch at B3, 3 velocity layers with 3x round robin. KS1 @ A-1 selects layer with cycle round robin, KS2 @ B-1 selects layer with random cycle round robin. As the bowl sounds 10 cents above tempered pitch (in relation to 440 Hz) you can tune the pitch down with the installed Macro.
Singing Bowl D4 Strikes featured in this audio demo	Singing bowl accents, original pitch at D4, 3 velocity layers with 4x round robin. KS1 @ A-1 selects layer with cycle round robin, KS2 @ B-1 selects layer with random cycle round robin. As the bowl sounds 60 cents below tempered pitch (in relation to 440 Hz) you can tune the pitch up with the installed Macro.
Singing Bowl D4 Tremolo Mix featured in this video	Two long singing bowl textures played with 5 bowls simultaneously, 2 layered multi-granular oscillators with 3 voices each. Control grain speed/ pitch randomization/spread/density/position with Macros. Reduce the dynamics with a compressor on KG level (per voice) with the Comp Mix-Macro, add tuned comb-filtering with the Resonator-Macro.

Singing Bowls	Description
Singing Bowl E3 Art Mix KS featured in this audio demo	Original pitch at E4. L 1/KS 1 (C0): Large singing bowl accents with 4 velocity layers. L2/KS 2 (D0): bowed singing bowl (cello bow) with 2x round robin. Set sample start with the installed Macro, samples are looped. KS 3 (E0) selects both articulations. KS 4 (F0): rubbed singing bowl with release sample, set volume of the release sample with the installed Macro, control amount of sample start randomization with Macro. KS 5 (G0): accent and rubbed articulations, set volume of the release sample with Macro. As the bowl sounds 24 cents above tempered pitch (in relation to 440 Hz) you can tune the pitch down with the installed Macro.
Singing Bowl F#3 Art Mix KS	Original pitch at E4. L 1/KS 1 (C0): Large singing bowl accents with 4 velocity layers. L2/KS 2 (D0): bowed singing bowl (cello bow) with 2x round robin. Set sample start with the installed Macro, samples are looped. KS 3 (E0) selects both articulations. KS 4 (F0): rubbed singing bowl with release sample, set volume of the release sample with the installed Macro, control amount of sample start randomization with Macro. KS 5 (G0): accent and rubbed articulations, set volume of the release sample with Macro. As the bowl sounds 59 cents below tempered pitch (in relation to 440 Hz) you can tune the pitch down with the installed Macro.
Singing Bowl F2 Art Mix KS	Original pitch at F3. L 1/KS 1 (C0): Large singing bowl accents with 4 velocity layers. Enhance the root note with a tuned Peak filter by dialing in the assigned Macro. L2/KS 2 (D0): bowed singing bowl (cello bow) with 2x round robin. Set sample start with the installed Macro, samples are looped. KS 3 (E0) selects both articulations. KS 4 (F0): rubbed singing bowl with release sample, set volume of the release sample with the installed Macro, control amount of sample start randomization with Macro. KS 5 (G0): accent and rubbed articulations, set volume of the release sample with Macro. As the bowl sounds 11 cents below tempered pitch (in relation to 440 Hz) you can tune the pitch down with the installed Macro.
Stretch Quintet KS featured in this audio demo	Two long, key-switchable singing bowl textures played with 5 bowls simultaneously, IRCAM Stretch-mode (high CPU), key-switches @ C0/D0. Set sample start/speed with Macros, balance tonal, noise and transient components with Macros, add random pitch modulation (also MW), control modulation speed with Macros.
Soundscapes	**Description**
Bowl Abyss Split	Upper half: long processed singing bowl sustain in granular mode layered with analog stack synth, grain position is modulated by a multi-envelope in legato mode, playing overlapping notes will not re-trigger the sample, control envelope speed with Macro, control synth volume with Macro, detune the grains/add pitch modulation with Macro (also assigned to MW). Lower half: Processed singing bowl impact layered with additive synth drone, modulate sample start with Macro, control synth volume and add tempo-synced pulsation (LFO4, amount modulate4d by LFO5) with Macros.

Soundscapes	Description
Dystopian Bowls	L1: Processed singing bowl texture with a strong drone, granular mode, grain position modulated by an envelope in legato mode, playing overlapping notes will not re-trigger the sample. LP filter envelope is VEL-sensitive. L2: Rubbed singing bowl, granular mode with randomized sample start/ speed. Distortion amount modulation is VEL-sensitive. Add a tempo-synced pitch envelope (max 2 octaves) with Macro. Parallel hybrid filter modulation (inside FX rack on program level) can be added with Macro.
Ethereal Meta Bowl featured in this audio demo	A long sample of a re-synthesized rubbed singing bowl sustain playing in multi-granular mode layered with an additive synth, control grain speed/ position and modify grain structure with Macros, blend in wave-shaper and parallel hybrid filter (in FX rack on layer level) with Macros. Control synth volume with Macro, set octave of the synth with Macro.
Particle Bowls 01	L1: Processed crystal bowl texture, multi-granular mode, control grain speed/position/size/pitch randomization/density and add tempo-synced amplitude modulation (Multi-LFO) with the installed Macros. Randomize grain pitch with Macro (also assigned to MW). L2: Analog synth with tempo-synced SYNC/filter/amplitude modulation, LP cutoff and PWM envelope are VEL-sensitive, control synth volume with Macro, add tempo-synced, random pitch modulation with Macro (also assigned to MW).
Particle Bowls 02 Split	Five processed crystal bowl textures split across the keyboard between C1 – C6, root notes are located at G in each octave. Each zone has its dedicated controls for sample start and pitch (bipolar), MW adds audio rate pitch modulation. There is a switch for activating the distortion module (polyphonic on KG level) and a Macro to control amount of drive, more Macros control amount of warped flanging FX, IR mix/length (using the sample of a truck crossing a bridge) and a bipolar Macro for LP/HP filtering.
Scape Quencer	Processed singing bowl bowl loop running in tempo-synced multi-granular mode layered with a wave-table synth (dedicated volume Macro installed) pitch-sequenced by a step sequencer. Double the loop speed with installed switch, decrease grain size, randomize grain pitch with Macros (also assigned to MW), add tempo-synced amplitude modulation and parallel hybrid filtering with Macros. The LFOs and envelopes are synced to Song position, only the amplitude modulation of the loop is re-triggering.
Spectral Grains	Spectrally processed singing bowl tremolo, multi-granular oscillator - layered with an FM synth in the upper half (fading in above G#2, dedicated volume Macro installed). Calm down the grain modulations with Macro, randomize grain pitch with Macro (also assigned to MW). Add parallel hybrid filtering to the grains with Macro, control overall LP/HP filtering with Macro. Dial in tempo-synced amplitude modulation with the “Tremolo“-Macro.

Soundscapes	Description
Sunrise Scape	Long processed singing bowl soundscape, multi-granular mode, layered with an FM synth which has its dedicated volume control. Grain position is modulated by an envelope in legato mode, playing overlapping notes will not re-trigger the sample, control envelope speed with Macro, control sample start/grain position with macro (which also decreases envelope modulation amount). More Macros let you decrease grain size, add grain spread modulation, blend in and animate parallel filter, add tempo-synced amplitude modulation. Playing from C0 - C2 there is an analog synth drone with LP filter/PWM modulation.

Please enjoy the sounds!

Simon Stockhausen, February 01 - 2022