

# *Falcon Singles - Water Bells*

© 2017 Simon Stockhausen



## **Installation**

As there is no default location for 3rd party sound libraries for Falcon, you can just install the folder "Water Bells" 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 "Water Bells" 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 - Water Bells**, resample and re-synthesize 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. The licensee can of course create such derivatives for his/her own musical work as long as these derivatives are only distributed in the context of the licensee's musical work or sound design.

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

### **Description:**

This library contains multi-sampled water bell samples borrowed from my sound library [Resurrection](#) for Alchemy 2, various different sized Nepalese bells dipped into a bathtub after the initial accent, sampled with up to 8x round robin. A singing bowl also dipped into the water after hitting it with a wooden beater, various processed waterbell textures and ambient soundscapes derived from those bell samples, two wavetable patches using wavetables extracted from the samples and a few original soundscape samples produced for this library.

Up to 25+ Macros and switches are assigned in each patch, most presets make use of the modulation wheel, many patches also use aftertouch and modulation via velocity, providing detailed control over volume envelopes, filtering, amplitude- and pitch modulations, dynamics, EQ, stereo animation and more. All patches use some sort of background image in the UI.

All water bell samples were produced at a resolution of 48Khz/24 Bit/stereo/wav - recorded in L-C-R with 3 Neumann microphones, all signals are phase-aligned.

### **Content:**

- 290.1 MB of samples (47 wavs/stereo/48 Khz/24 Bit), 5 background images for the UI, 2 impulse responses for the convolution reverb, 2 wavetables.
- The content is not encrypted, so you can use the samples and wavetables in other samplers and synths or directly in your DAW.
- 19 patches combining many synthesis forms available in Falcon.
- Library size in total: 301.3 MB

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

A Youtube-playlist with all video demos for this library can be viewed [here](#).

### **CPU**

The multi-granular engine with many grain streams and the synth oscillators with several unison voices can be somewhat CPU-hungry, so if a patch puts too much strain on your system whilst tracking, reduce 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 descriptions 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, PB = pitch bend, L1 = layer 1,

KG = keygroup, KS = key-switch, WT = wavetable, OSC = oscillator, MS = multi-sampling

Patch Name	Description
Bass Bowl	<p>Pluck oscillator using a water bowl glissando sample to excite the resonators mixed with an analog stack synth tuned an octave lower. Each oscillator has it's dedicated volume control, the amount of the filter envelope is modulated via VEL, so is the decay time of the amplitude envelope and the drive parameter of the clipper, control amount of filter resonance with a Macro.</p> <p>A Macro for controlling the sustain level of the amplitude envelope is available. A diode clipper can be switched on (MW modulates clipper high pass), dial in more bass frequencies with the installed control. More controls for dynamic compression, convolution reverb and Maximizer FX are available.</p> <p>10 Macros and 4 switches are installed.</p>
Belladonna Pad	<p>Warm pad sound combining a WT oscillator using a wavetable extracted from a water bell sound with an analog oscillator. AT adds pitch modulation to the WT oscillator. Macros are installed for controlling amount of non-retriggering filter modulation/filter resonance, amount of phase distortion/detune in the WT-OSC, chorus/delay/reverb FX. MW adds Tempo-synced amplitude modulation. 10 Macros are installed.</p>
Bowl Drone Synth	<p>WT-synth with 2 WT oscillators, both using different segments of the same wavetable extracted from a water bowl glissando. A velocity sensitive multi-envelope is modulating phase distortion in both oscillators, the same envelope is used for the LP filter modulation which can be dialed in with a Macro (plus a fast, tempo-synced LFO, also modulating cutoff). A wave-shaper with tempo-synced modulation (ramp up) of the amount-parameter can be switched on, blend in the wave-shaper with the assigned Macro. MW introduces tempo-synced amplitude modulation (multi-envelope+LFO), AT adds vibrato. More controls for chorus/delay/reverb/limiter FX are available. 10 Macros and 3 switches are installed.</p>
BowlQuencer	<p>This arpeggiator patch combines a water bowl with 3x round robin (cycle mode) with an analog stack synth, SYNC-modulation provided via the arpeggiator CC#21 (on program level). The bowl-KG has Macros installed for controlling the sustain level, randomizing pitch (+/- 2 octaves), dialing in ring modulation and a randomized Phasor filter with high resonance.</p> <p>The synth-KG has a dedicated volume control, a Macro controlling the sustain level of the filter envelope (dial to the right to dial out the envelope) and amount of filter resonance. The „Ripples“-Macro adds fast tempo-synced amplitude modulation. More Macros and switches are available for dynamic compression (layer level), LP filter modulation/chorus/delay/reverb/limiter FX. 14 Macros and 2 switches are installed.</p>
Contemplation Bells	<p>L1 plays a 3+ minute long processed water bell texture with a series of repeating accents in multi-granular mode (5 voices) with modulated pan spread) run though a tuned comb-filter. Macros for controlling grain speed, grain position control via AT and comb-filter resonance are available.</p> <p>L2 plays a multi-sampled bell-scape (2 pitches sampled at G#3/D#5) with zone crossfade, Macros for controlling sample start and amount of randomized sample start are available.</p> <p>Each layer has it's dedicated controls for volume and amount of re-triggering pan modulation (per note).</p> <p>MW randomizes grain pitch in L1 and adds pitch modulation in L2. Controls for master LP/HP filter (bi-polar), Phasor FX, delay, reverb and limiter are available.</p> <p>18 Macros and an on/off-switch for the limiter are installed.</p>

Patch Name	Description
Dip Scape Granular	Tonal soundscape derived from a waterbell tremolo, playing in multi-granular mode, sampled at two pitches (D#2/D#3), split point: C3. MW detunes the grains, control amount of grain position modulation via AT with the installed Macro, more controls for grain speed and amount of grain spread-modulation are available. A tempo-synced gate sequence can be dialed in, smoothen the peaks with another control. Slow non-retriggering LP filter modulation can be dialed in, two controls for the Phasor FX are available. More controls for delay, reverb and limiter FX are installed. This patch has 14 Macros and an on/off-switch for the limiter.
Double Bell RR4 Unison	Water bell with double accent, 4x round robin (Random Cycle) running in unison mode (4 voices), amount of unison detune can be set with a Macro (up to 4 octaves in both directions) and is also slightly modulated by a random operator (via sub-modulator). Skip the first accent of each bell with the installed switch, a lowpass filter envelope can be dialed in (velocity sensitive) with a Macro, MW adds tempo-synced, square-shaped pitch modulation. More controls for chorus/delay/convolution reverb/limiter FX are available. 9 Macros and 3 switches are installed.
Double Bells RR4-6 KS	L1, KS1 at A-1: Nepalese water bell - root note@D#5 sampled at 6x round robin. L2, KS2 at A#-1: Nepalese water bell - root note@C#5 sampled at 4x round robin. KS3 at B-1 selects both layers.  The "Tune"-Macro fine-tunes the bells to 440Hz when dialed hard right. MW adds pitch modulation, amplitude modulation can be dialed in with the Tremolo-Macro, VEL modulates tremolo speed. A filter envelope (VEL sensitive) can be dialed in with a Macro. Two Macros control amount of re-triggering pan modulation (per note played) and panning speed, alternating pan positioning can be switched on (inverted direction for L2). Plenty of Macros for controlling diffusion FX, chorus, delay, convolution reverb, algorithmic reverb, EQ and limiter are available. 22 Macros and 5 switches are installed.
Drop Scape Legato	Processed water drops and bell decay layered with an FM synth. The sample is running in multi-granular mode, grain position modulated by multi-envelope, playing legato notes will not re-trigger the sample from the start, control envelope speed and start range with the installed Macros, the later the start point, the smaller the modulation range will get.  MW adds random pitch modulation with speed modulation, each layer has a Macro for filter modulation installed, L1 also has a control for filter modulation speed, L2 has another Macro for dialing in wave-shaper distortion and a master volume control. More Macros for controlling LP/HP-filter (bipolar), delay and reverb are available. 14 Macros and a Freeze-switch for the reverb are installed.
Dual Water Bell Layered	Two layered water bells with a lot of water action, each KG has it's dedicated volume and sample start control. Besides full ADSR-controls there are Macros available for controlling amount of re-triggering pan modulation (per note), panning speed, amount of looped, velocity sensitive LP filter envelope, Thorus FX, delay, convolution reverb (using an ocean wave breaking on the seashore which I recorded in Greece as impulse response) and limiter FX. MW adds tempo-synced pitch modulation via 2 square-shaped LFOs. 18 Macros and 2 switches are installed.

Patch Name	Description
Gliss Bells Granular	2x round robin water bells in multi-granular mode with glissandos caused by dipping the bell into the water, some water drops. Three granular controls are available for modulating grain speed/size/density and a switch for reversing the grains, MW randomizes grain pitch. A parallel Phasor filter can be dialed in, control the filter and the dry signal with dedicated Macros. More controls for EQ, chorus, delay, reverb and limiter FX are available. 16 Macros and 3 switches are installed.
Granular Tremolo Dip	Two layered water bell tremolos running in multi-granular mode, dipping the bell into the water while playing. Five granular controls and a switch are available for modulating grain speed/size/amount of grain spread modulation/position/amount of grain position control via AT/density and grain reverse. Dial in the tuned comb-filter with a Macro, add subtle comb-filter modulation with another Macro. Add re-triggering pan and LP filter modulation with the installed controls. More Macros for controlling EQ, delay, reverb and limiter FX are available. 17 Macros and 2 switches are installed.
Metal Sphere	L1: Spectrally processed water bell with several accents, running in multi-granular mode. Macros for controlling grain speed/size/position and amount of position modulation via AT are available. L2: Tonal soundscape derived from the same texture, sampled at two pitches, running in sampling mode. L3 only plays the tails of the sampling layer, looping back and forth.  Each layer has it's dedicated volume control, a tempo-synced filter envelope (velocity sensitive) can be dialed in with a macro for L1/2, L3 has permanent, tempo-synced HP filter modulation going on. Tempo-synced amplitude modulation with different LFO speeds per layer can be dialed in with the "AmpMod"-Macro, MW randomizes grain pitch in L1. More controls for phaser/delay/reverb/limiter FX are available. 20 Macros and an on/off-switch for the limiter are installed.
Mixed Water Bells RR 4-7 – KS	Key-switchable water bells, bell with two accents sampled at 4x round robin in L1 (KS @ A-1), glissando bell with single accents sampled at 7x round robin in L2 (KS @ B-1), the water splashes and drops are looped back and forth in all samples. Besides full ADSR-controls there are Macros available for dialing in the velocity sensitive, looped LP filter envelope and for controlling Thorus FX, delay, convolution reverb (using an ocean wave breaking on the seashore which I recorded in Greece as impulse response) and limiter FX. MW adds tempo-synced pitch modulation via 2 square-shaped LFOs. 12 Macros and 2 switches are installed.
Reso Bell	Water bell with two accents running in multi-granular mode, grain position modulated by a multi-envelope. The „Grain Worx“-Macro decreases grain spread and position randomization and shifts grain position to the left, MW randomizes grain pitch. Dial in the tuned comb-filter with a Macro, add comb-filter modulation with another Macro. Controls for stereo-flange modulation (UVI Wide), HP filter modulation and LP cutoff are available. More Macros for controlling delay/reverb/limiter FX are installed. This patch has 13 Macros and an on/off-switch for the limiter.

Patch Name	Description
Singing Bowl Dip RR3	Water bowl with glissando caused by dipping the bowl in to the water after the initial attack, 3x round robin on oscillator level (Random Cycle), MW introduces audio rate modulation assigned to pitch. Besides full ADSR-controls there are Macros available for dialing in pitch randomization (+/- 2 octaves with the Macro fully engaged), pan alternation, velocity sensitive LP filter and velocity sensitive wave-shaper distortion. FX controls for dynamic compression, delay and convolution reverb are available. 15 Macros and 3 switches are installed.
Stretch Bell Tremolo KS	Two key-switchable, time-stretched and further processed water bell textures running in multi-granular mode, key-switches are located at A-1/B-1. Macros for controlling grain speed/size/position and amount of position modulation via AT are available. A tuned bandpass filter provides more tonality, as it's running in parallel mode, the filter signal can be mixed with the dry signal, re-triggering LP filter modulation can be dialed in with another Macro and there is a control for controlling filter modulation speed. MW randomizes grain pitch, more Macros are available for controlling flanger/delay/reverb/limiter FX. PB ist set to +/- 12 semitones and also affects the cutoff of the tuned BP filter. 18 Macros and an on/off-switch for the limiter are installed.
Water Bowl 4 VEL	A singing bowl swimming in the bathtub, drowning after it has been hit, 4 crossfading velocity layers, the highest one has an accent at the end when the bowl hits the bottom of the bathtub, only the tails of the samples are looped back and forth. Besides full ADSR-controls and a Macro which controls overall amplitude velocity sensitivity there is a Macro for controlling the amount of tuned LP filtering, at hard left position the LP filter will be chromatically tuned. There is a control for dialing in pitch randomization (+/- 2 2 octaves with the Macro fully engaged) and for controlling amount of ring modulation and RM modulation. 3 Macros and a switch control the convolution reverb (using a SCIFI texture as impulse response) more Macros are available for controlling amount of chorus FX, wave-shaper distortion, delay, algorithmic reverb and limiter. MW adds vibrato. 19 Macros and 3 switches are installed.
Waterbells FX RR8 KS	Patch using eight processed water bell accents with long reverb tails running in round robin on oscillator level (Random Cycle) layered with a pluck oscillator in L2 which uses one of the bell samples to excite it's resonators (2 strings in stereo mode). The pluck oscillator has a dedicated volume control, a switch activates the sustain of the noise oscillator (and adds notch-filtering on layer level), another Macro dials in modulation of the Inharmonicity-parameter (for RM-like effects) and there is a control for chorus mix (on layer level of the pluck synth). The VEL Filter-Macro reduces LP filter cutoff and makes the cutoff velocity sensitive. Three key-switches located between A-1 – B-1 let you select both layers (A-1), only the bells (A#-1) and only the pluck synth (B-1). MW adds fast square-shaped vibrato to the bells and fast pan modulation to the pluck synth. More controls for phaser/delay/reverb/limiter FX are available. 12 Macros and 3 switches are installed.

Please enjoy the sounds!

Simon Stockhausen, November 1st - 2017