

Episode 03

Designing a basic GUI for the Subtractive Synth



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Basic GUI for a subtractive synth in SuperCollider

Demonstration

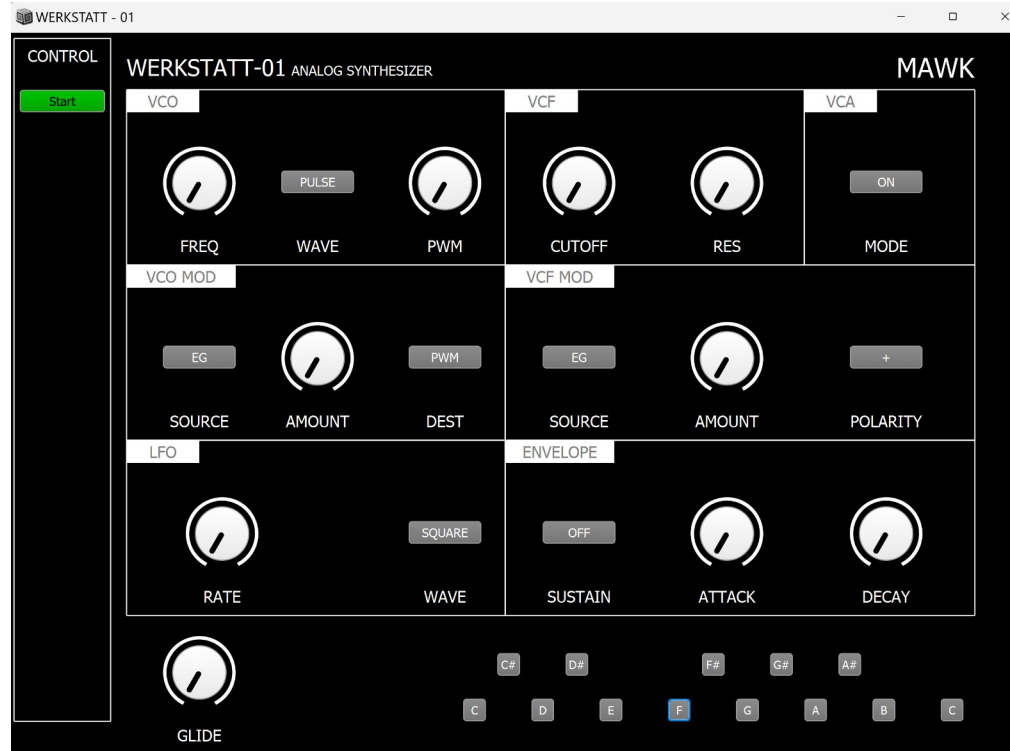


The moog Werkstatt-01



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The MAWK Werkstatt-01



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Sound on credits by James McCarthy

```
delay-example-james-mccarthy.scd (~/Desktop/Computer-Music/supercollider_sketches) - SuperCollider IDE
File Session Edit View Language Server Help

mawk_werkstatt_gui.scd x delay-example-james-mccarthy.scd

1 (
2 {
3   var s, z, y;
4   // 10 voices of a random sine percussion sound :
5   s = Mix.ar(Array.fill(10, { Resonz.ar(Dust.ar(0.2, 50), 200 + 3000.0.rand,
6     0.003))) );
7   // reverb predelay time :
8   z = DelayN.ar(s, 0.048);
9   // 7 length modulated comb delays in parallel :
10  y = Mix.ar(Array.fill(7, { CombL.ar(z, 0.1, LFNoise1.kr(0.1.rand, 0.04, 0.05),
11    15) }));
12  // two parallel chains of 4 allpass delays (8 total) :
13  4.do({ y = AllpassN.ar(y, 0.050, [0.050.rand, 0.050.rand], 1) });
14  // add original sound to reverb and play it :
15  s+(0.2*y)
16 }.scope
17 )|
```

