pan	sine	cpm	often
struct	cosine	cosine	s
n	samples	freq	speed
swingBy	struct	room	fast
ply	jux	cat	s
octave	hush	octave	brak
sine	voicing	perlin	stack

scale	add	kaleid	shift
initCam + src	posterize	kaleid	shape
osc	shape	render	kaleid
initCam + src	hush	color	initImage
modulate	scroll	gradient	noise
shape	osc	gradient	kaleid
initImage	repeat	shape	modulate

osc	expand	slow	noise
gain	chunk	stack	rev
*rand	sometimesBy	delay	*rand
freq	pan	noise	sometimes
end	mask	pressBy	gain
compress	cosine	degradeBy	cat
swingBy	n	chop	sometimesBy

posterize	noise	osc	rotate
posterize	osc	initCam + src	solid
rotate	scale	osc	luma
render	scroll	color	color
gradient	shift	shape	pixelate
osc	voronoi	fft	luma
repeat	shape	repeat	modulate

voicing	s	choose	jux
note	striate	*rand	sine
sustain	saw	s	saw
slow	osc	crush	stack
stack	xfade	sometimesBy	saw
palindrome	vowel	gain	pianoroll
echo	hush	sine	fast

blend	hush	layer	rotate
fft	fft	osc	hush
bpm	posterize	noise	kaleid
initImage	gradient	layer	diff
pixelate	hush	scroll	render
modulate	voronoi	mask	noise
hush	initVideo	shift	diff

s	decay	voicing	osc
room	room	hush	stack
sometimesBy	often	osc	sustain
fast	release	n	cat
speed	samples	freq	palindrome
note	samples	freq	crush
note	sometimes	slice	osc

posterize	initCam + src	fft	luma
hush	kaleid	initCam + src	initVideo
mult	posterize	layer	osc
osc	shape	kaleid	repeat
layer	fast	pixelate	gradient
modulate	thresh	scale	shape
initScreen + src	hush	solid	initScreen + src

n	n	beat	iter
hush	echo	n	note
note	run	saw	slice
saw	brak	iter	s
rarely	every	arp	sine
*rand	rarely	struct	*
*	*	*	*

voronoi	solid	shape	mask
kaleid	noise	noise	shift
fast	gradient	fft	kaleid
render	modulate	noise	modulate
kaleid	color	shape	initVideo
*	color	kaleid	kaleid
*	*	*	*