

# Sheep Computer Card

This card was originally styled after the Landscape Human-Controlled Tape-Transport (HC-TT) that allows you to do manually move tape play heads by turning a crank. In this case the idea was that the audio would only play one sample at a time when you sent it a fast enough clock.

...Then I got a bit carried away and realized that if I played more than one sample at a time I could get into granular territory. The result is a weird take on a clouds-style granular delay with a re-pitching/time stretching lilt. Incoming audio is sliced up in real-time and while the limited maximum number of grains (14) limits its ability to do some things Emilie's (incredible) work on Clouds/Beads allow, this one has a unique focus on time stretching and digital degradation. It's 8-bit, 24 kHz sample rate, and has about 5.2 seconds of stereo audio in its freezable, always listening buffer. Feeding the output back to the input with various paths around the system is encouraged! Self patching the LFO to the grain scrub position is also encouraged, this let's you control the "rate of time" passing with the attenuverter.

**A big thank you to Tom Whitwell & Chris Johnson for the Workshop System and the ComputerCard platform.**

**Inspiration for this card also came from Shabazz Palaces excellent record Black Up that uses lo-fi time-stretching to great effect.**

