The proposed application, provides a comprehensive and flexible environment for real-time sound creation and manipulation, offering users a wide range of tools and techniques to explore the possibilities of digital sound synthesis. Based on a hybrid approach that integrates concepts of additive synthesis, digital signal manipulation, and pattern generation, the application allows for a wide range of sonic and musical experiments.

In terms of sound synthesis, the application predominantly employs additive synthesis, specifically designed to simulate the vibration of a string. This method approach is a simplification of modal synthesis, where complex sound waves are approximated by summing multiple sine waves and involves generating complex sounds by summing multiple sinusoidal signals, each representing a harmonic component of the sound. The SynthDef defines the frequencies and amplitudes of these sinusoids based on a fundamental frequency and user-defined parameters such as stiffness and pose. This allows users to create rich and detailed harmonic spectra, enabling the creation of nuanced and dynamic sounds.

Once the sound is generated through additive synthesis, the application includes a real time granular processor for further sound manipulation. This granular processor allows for the creation of complex sounds by combining sinusoidal signals through audio grains extracted from a buffer. The flexibility of the SynthDef allows users to creatively modulate and manipulate sounds through the application of several processing blocks.

Additionally, the application offers a wide range of tools for generating and manipulating musical patterns. Using a combination of timed sequences and generative patterns, users can intuitively and dynamically control the trigger, duration, frequency, and other parameters of sounds. This approach enables the creation of complex and varied musical structures, suitable for both live performance and studio music composition.

It is important to understand the philosophy of our instrument: the process of creating rhythms and melodies is purely generative, giving the user the freedom to explore uncharted territories by interacting with a system designed to suggest new directions for the musician.

The extensibility of the application make it suitable for a wide range of musical contexts, allowing users to explore new frontiers in interactive music composition. By giving the user control over randomness, we have created a system that excels in experimenting with polyrhythms and complex melodies, while also providing the ability to improvise solo or with other musicians.

**Additive Synthesis: Simulating String Vibration**

In this application, the string's vibration is simulated by generating an array of frequencies corresponding to the harmonic series of a vibrating string. Each frequency is slightly detuned to simulate the natural imperfections in a real string. The detuning is controlled by a stiffness parameter, which adjusts both a constant detune applied to all harmonic frequencies and a variable part that depends on the harmonic number.

Amplitude arrays are created to define the strength of each harmonic, influenced by factors such as the position on the string where it is plucked (p\_pose). These amplitudes are calculated using a formula that simulates the energy distribution of a real vibrating string, resulting in a more realistic sound.

This additive synthesis approach allows for precise control over the harmonic content of the sound, enabling the creation of rich, complex timbres.

**Pattern Generation**

The pattern generation process in the application is a crucial component that shapes the rhythmic and melodic structure of the sound. This process involves creating and manipulating rhythmic patterns, note sequences, and modulation values.

* Euclidean Rhythm Generation

At the core of the rhythmic pattern generation is the Euclidean rhythm algorithm. This algorithm distributes a specified number of beats as evenly as possible across a given number of steps. For example, if you want to distribute 5 beats over 16 steps, the Euclidean algorithm ensures that these beats are spaced as evenly as possible, creating interesting and often complex rhythmic patterns.

The steps parameter defines the total length of the rhythm cycle, while the pulses parameter determines how many of these steps will contain beats. The rotation parameter then shifts the pattern, effectively changing the starting point of the cycle, which adds further variation to the rhythm. This rotation can be controlled and modified in real-time, allowing dynamic changes to the rhythm during performance.

* Combination with Random Sequences

In addition to the Euclidean rhythm, the application integrates randomness to further enhance the variability and unpredictability of the patterns. A random sequence is generated and updated continuously, with each element in the sequence being a binary value (0 or 1), determined by a coin flip biased by the probability parameter. This sequence is then combined with the Euclidean rhythm using logical operations such as OR, AND, XOR, and NAND.

These operations determine how the two patterns interact. For instance, using an OR operation means that a step will be active (a beat will occur) if either the Euclidean rhythm or the random sequence has a beat at that step. This combination can create highly intricate and evolving rhythmic patterns that blend deterministic structure with stochastic elements.

* Looping and Modulation

The application also supports looping, allowing sections of the generated random sequence to be repeated. Users can enable or disable looping for different patterns, and they can specify the length of these loops. This feature is especially useful for creating cyclical rhythmic motifs or repetitive melodic phrases.

Modulation is another key aspect of the pattern generation process. Parameters such as note velocities and modulation values (which affect timbral changes) are also generated dynamically. These values can be looped and modulated over time, adding expressive dynamics and evolving textures to the sound.

The modulation loop operates similarly to the rhythmic loop, where a sequence of modulation values is continuously rotated and updated. This sequence can be influenced by Gaussian distributions, allowing for controlled randomness in the modulation values. By adjusting parameters like standard deviation and expected value, users can fine-tune the range and variability of the modulation. In summary, the pattern generation in this application is a sophisticated process that combines deterministic algorithms, such as Euclidean rhythms, with stochastic elements, like random sequences and Gaussian-distributed modulation values. These patterns are dynamically manipulated and can be looped, rotated, and modulated, providing a rich and versatile framework for generative music.