# FMP2

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FM Synthesizer Sequencer

#### Main idea

• Develop a FM Synth, a sequencer and an effects chain

In every step the oscillator section is fully editable

• Use of HTML, CSS, JavaScript and Model Control View pattern

• Instant view on step's status with respect to others through colors and visual effects

• Run on every common Browser

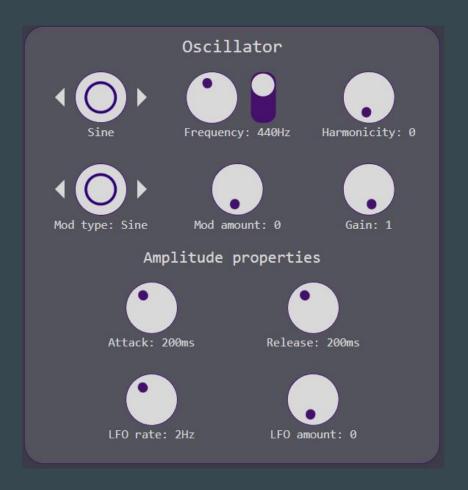
# What is a FM Synth

- Composed of two oscillators
  - The first is a carrier
  - The second modulates the first through frequency modulation

• Though very simple in its shape allows for many more sounds with respect to a traditional subtractive Synth

#### **Controls - Oscillator**

- Oscillator
- Frequency
  - Quantize switch
- Shape
- Modulator shape and amount
- Harmonicity
- LFO amount and frequency
- Attack and Release



#### **Controls - Effects section**

- Wave Folder: amount
- Distortion:
  - Amount
  - o Dry/Wet
- Flanger
  - Wave type
  - o Rate
  - **Depth**
  - o Width
  - Feedback
  - o Dry/Wet
  - Color (distortion)
  - Stereo

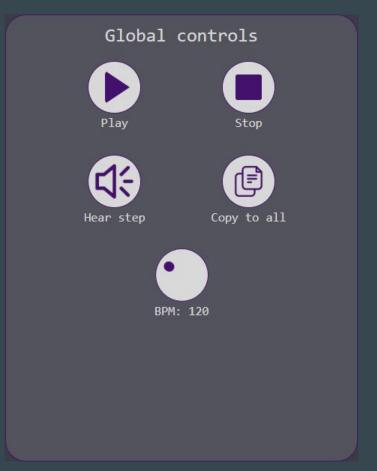


## **Controls - Beat track**



## **Controls - Globals**

- Play
- Stop
- Copy
- Hear Step
- BPM



# **Controls - Sequencer Bars**

- Each bar is a chanel
  - Channel 1: Melody
  - o Channel 2: Rhythm



#### **Aborted Features**

- Filter section;
  - was supposed to have selectable filter types and LFO modulating it
  - was fully functional, but had some issues regarding performances and sound
- Two additional channels
  - we decided to keep the project very simple to obtain maximum performances without compromising versatility

# **Future implementations**

- Collaborative live use
- Re-introduction of filter
- Adding functionalities to already present features
- Possibility to save status and songs
- Drag and drop copy of selected step
- Standalone effects section as plugin for DAWs
- MIDI controllable

Thank you for your attention