POLITECNICO
MILANO 1863
POLO TERRITORIALE DI **CREMONA**

MASTER OF SCIENCE
MUSIC AND ACOUSTIC
ENGINEERING

Master of Science Music and Acoustic Engineering
Computer Music – Languages and Systems

Homework 2: Additive Synthesis

GROUP 16
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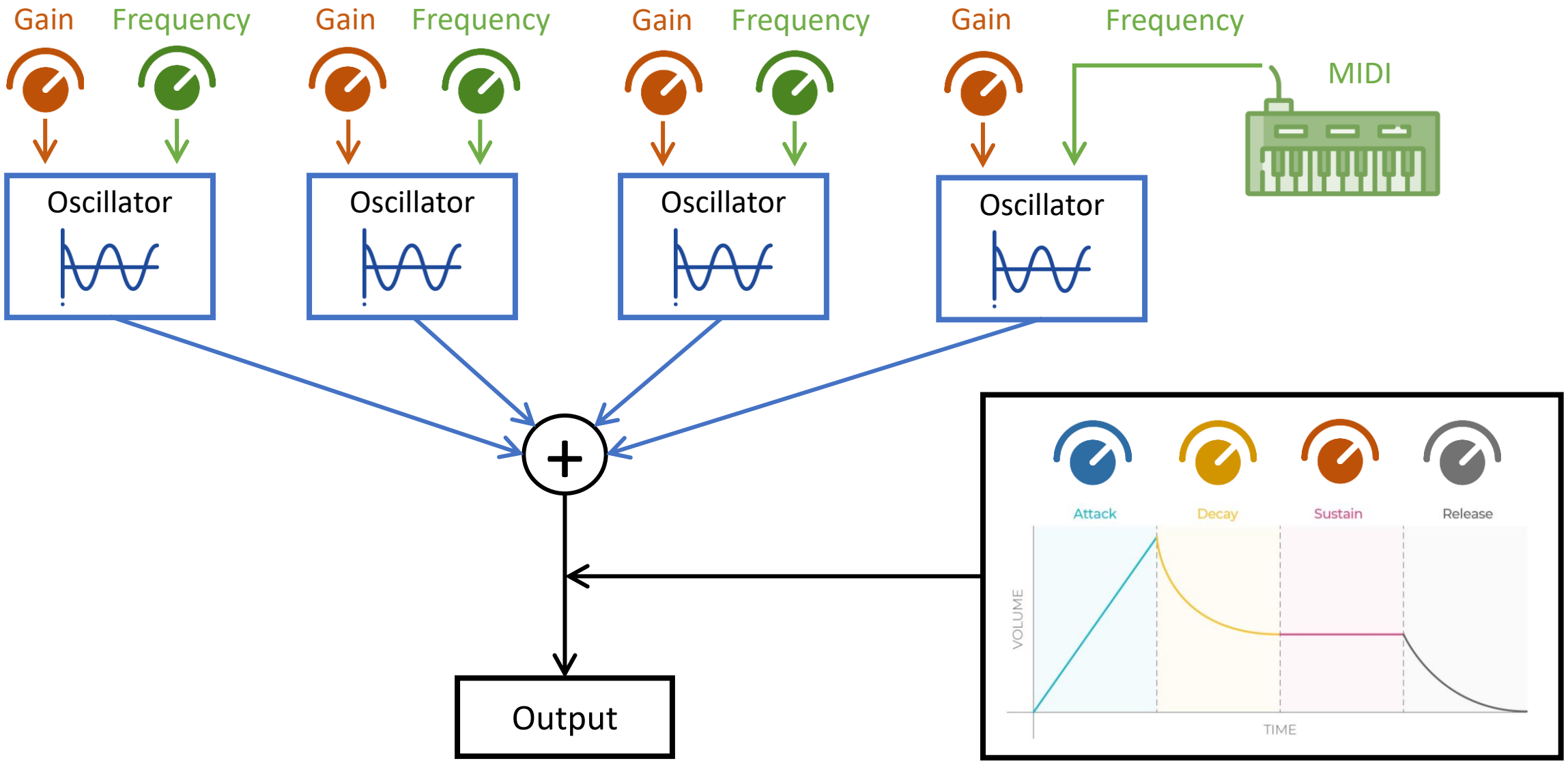
ADDITIVE SYNTHESIS



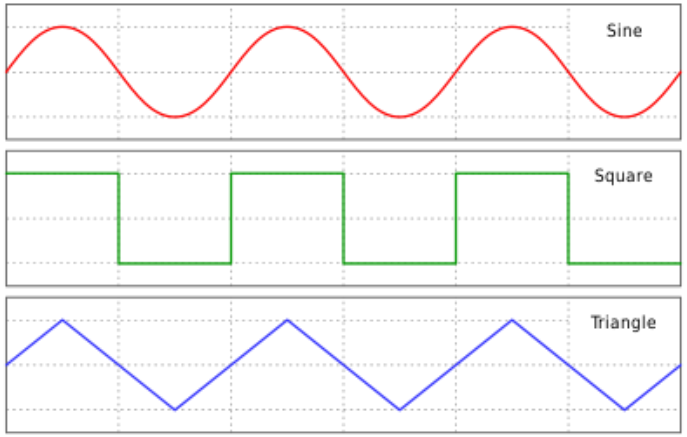
GOALS FOR THE BACK-END

- Optimization of resources and readability
- Polyphony
- Different waveforms

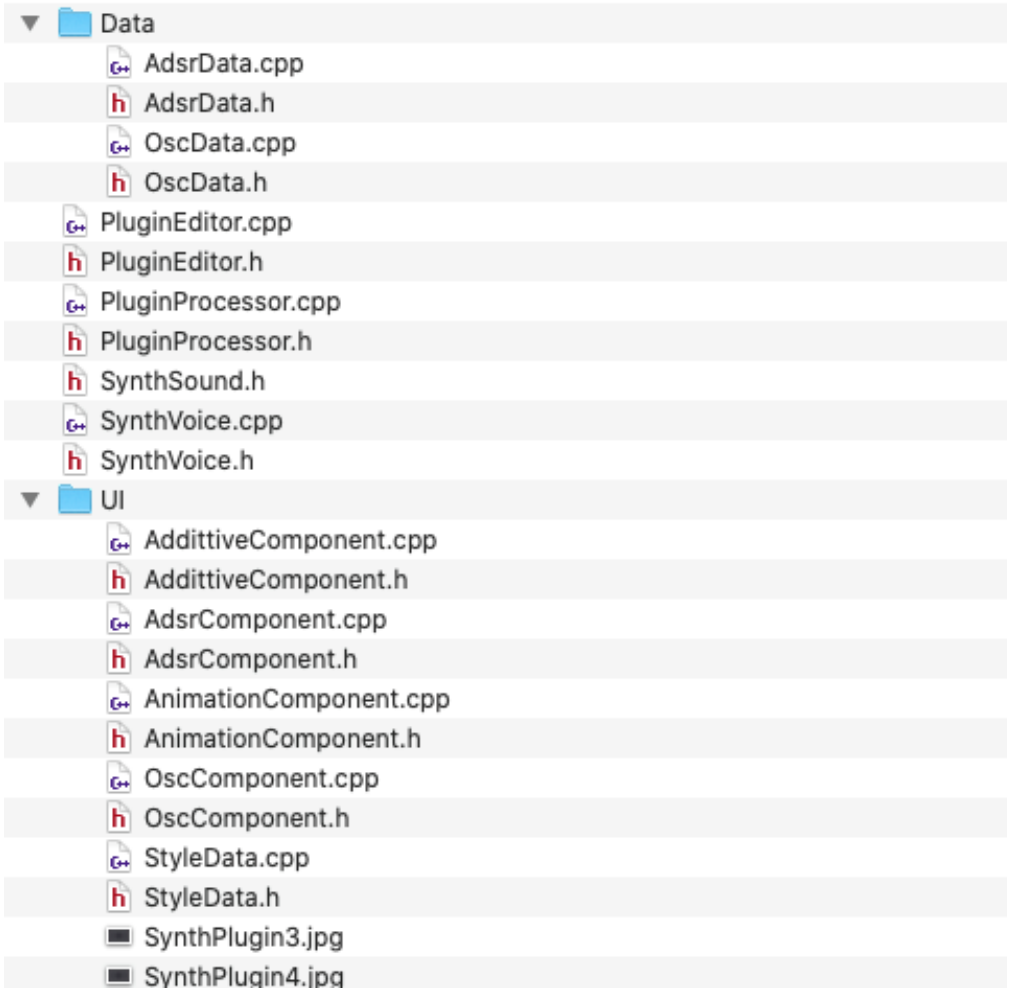
Sine

Square

Triangle

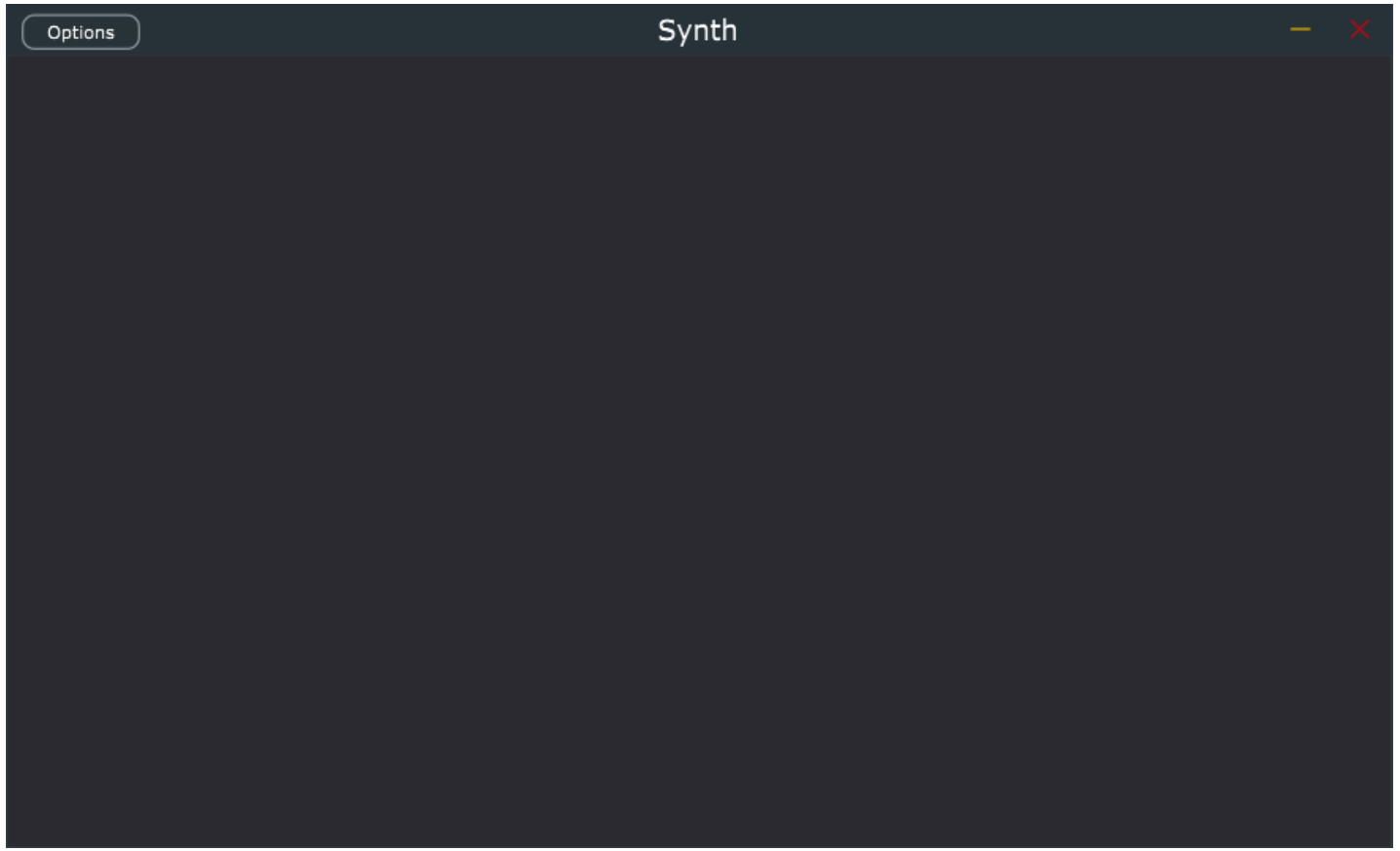


- Knobs for parameters control
- Real-time modifications



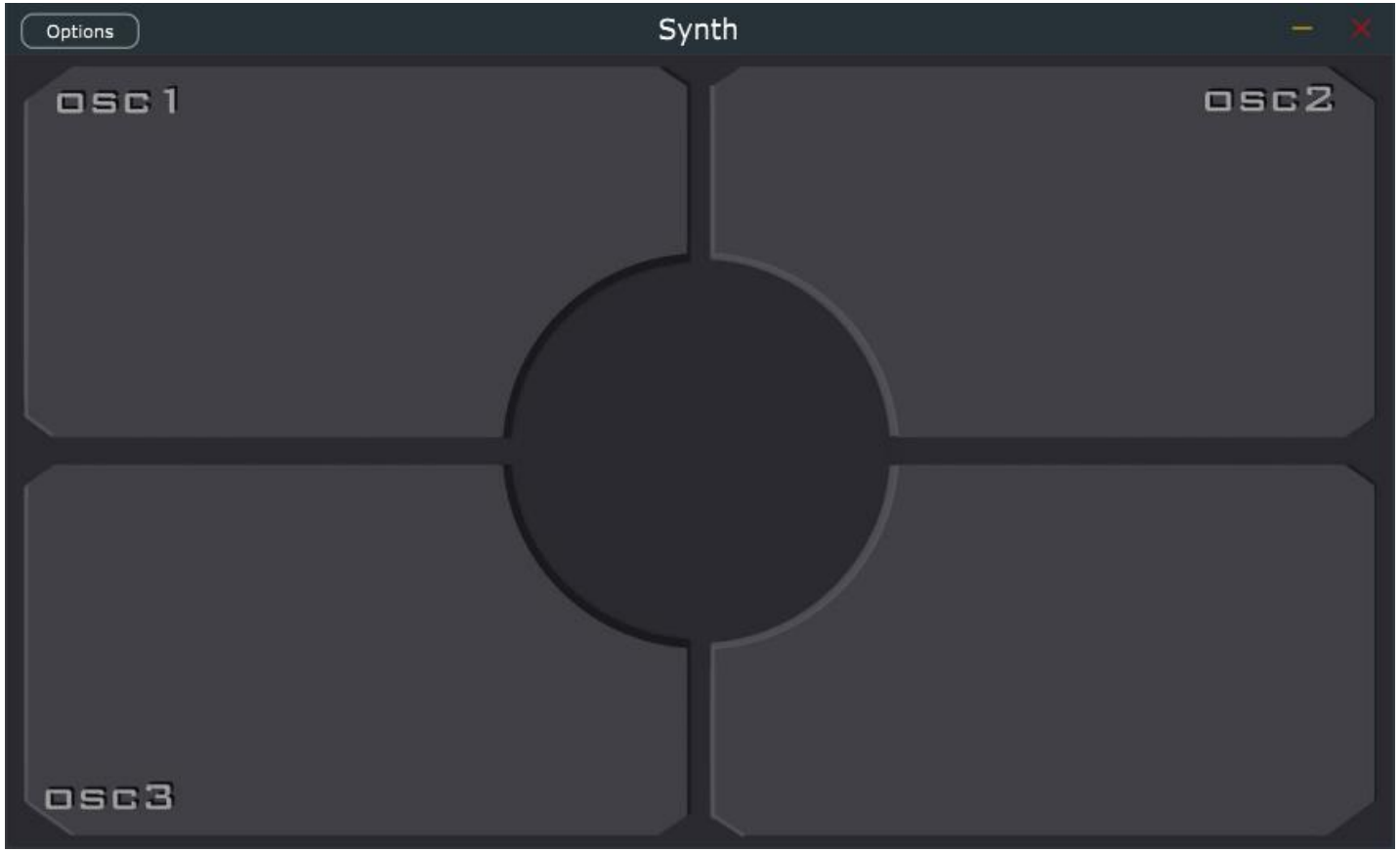
GOALS FOR THE FRONT-END

- Layer graphical structure of the GUI
  - plugin editor



GOALS FOR THE FRONT-END

- Layer graphical structure of the GUI
  - plugin editor
  - animation component



GOALS FOR THE FRONT-END

- Layer graphical structure of the GUI
  - plugin editor
  - animation component
  - additive component

GOALS FOR THE FRONT-END

- Layer graphical structure of the GUI
  - plugin editor
  - animation component
  - additive component
  - oscillator box

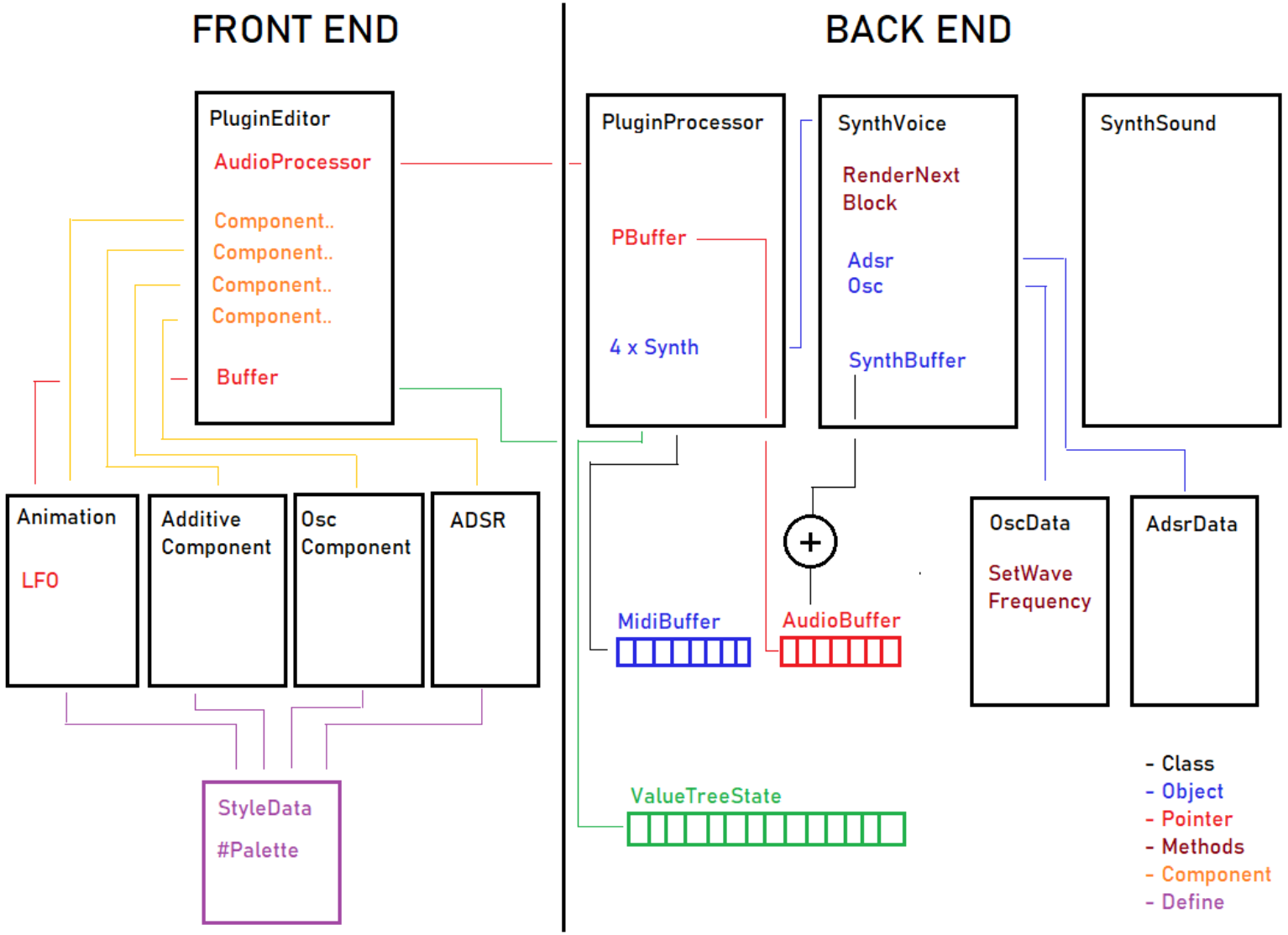
GOALS FOR THE FRONT-END

- Layer graphical structure of the GUI
  - plugin editor
  - animation component
  - additive component
  - oscillator box
  - ADSR component

GOALS FOR THE FRONT-END

- Layer graphical structure of the GUI
  - plugin editor
  - animation component
  - additive component
  - oscillator box
  - ADSR component
- Cool animation around the central knob
- Graphical parameters control

STRUCTURE OF THE SYNTHESIZER



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Thanks for your attention!