

Granularsynthese

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Real-time Audio Programming in C SS20

Dozenten:

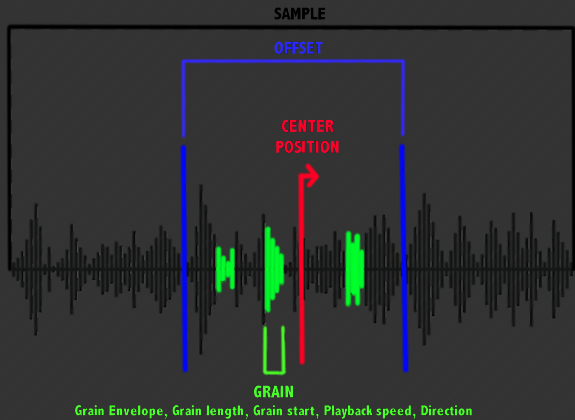
16. Juli 2020



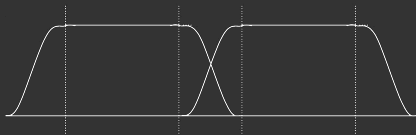
Asynchronous Stored Sample Granular Synthesis

- Asynchronous: Stochastically spawned grains
- Stored Sample: Samples of each grain are known at construction

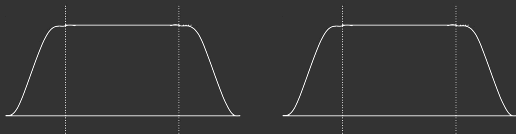
[Ross Bencina, Implementing Real-Time Granular Synthesis, 2001]



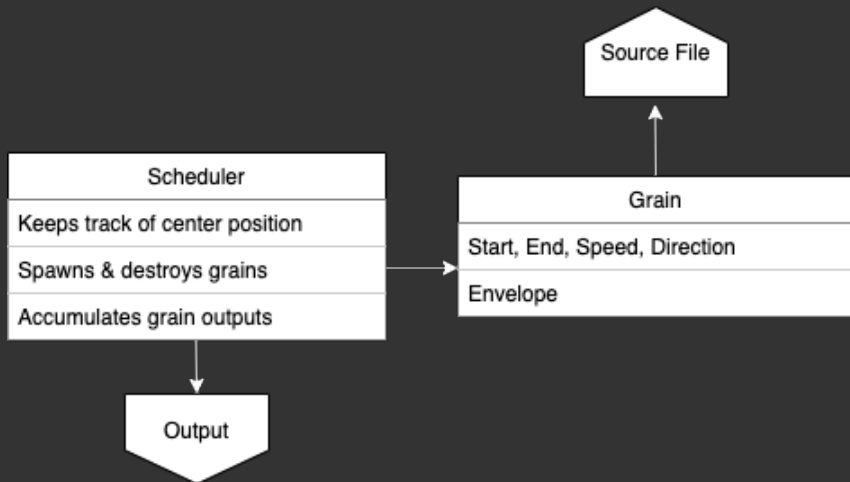
High Grain Density



Low Grain Density



Max number of grains influences simultaneous number of grain lanes



Motivation

- Experimentieren mit verschiedenen Parametern
 - Density, Grain Envelopes & Parameter
- Experimentieren mit eigenen Samples
- Umgang mit PD Externals lernen

ENDE