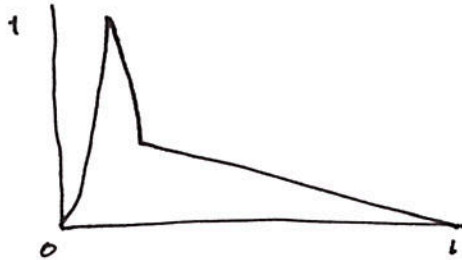


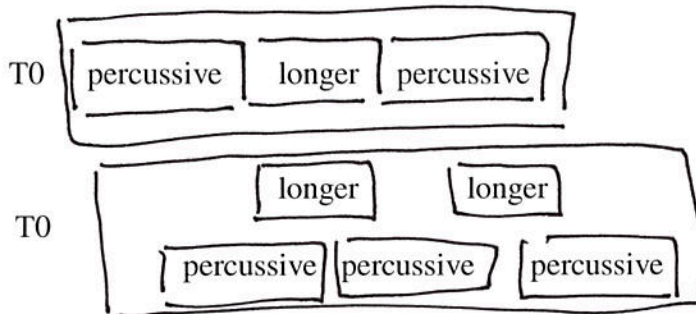
## Using DISSCO suggestions:

- **Select**(<list: a, b, c, d>, **RandomInt**(0,3))  
**CURRENT\_CHILD\_NUMBER**

- Make some percussive sounds, build new envelopes:



- Add more children types to **Bottom**: percussive and short, longer sustained (Random)  
to **T0**: a **Bottom** with percussive sounds  
a **Bottom** with longer sounds



etc.

- **Spatialization**: build a **SPA** file: from EnvLib use



and scale it (**Random**(0.1, 0.8) or **Random**(0.5, 0.9) etc.

**EnvLib**(n, scale), **CURRENT\_NUMBER**

**Random**(0,0.7)

**CURRENT\_TYPE**

now you have a **SPA file** you can use