

Synthesis 2

Programming and Music I
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Exercises

Exercises - Synthesis

1. Turn a one-line sound example to a *SynthDef*
2. Make a *SynthDef* based on a noise and a filter
3. Create a *SynthDef* using an Oscillator and randomness
4. Use splay.ar and array expansion with multiple Saw waves
5. Make a *SynthDef* that ‘glisses’ from a frequency to another
6. Create a *SynthDef* that combines 2 x noises
7. Make a percussion-like *SynthDef*
8. Create a simple synth and play multiple times in chords

