Rhythm generation
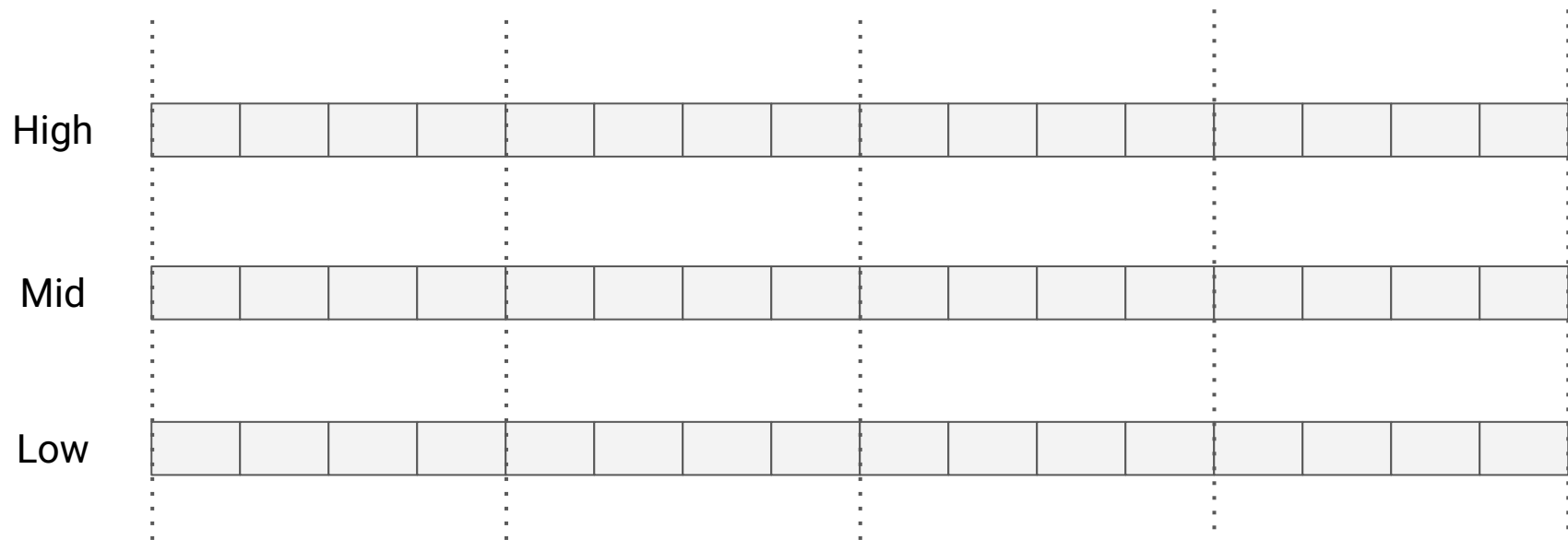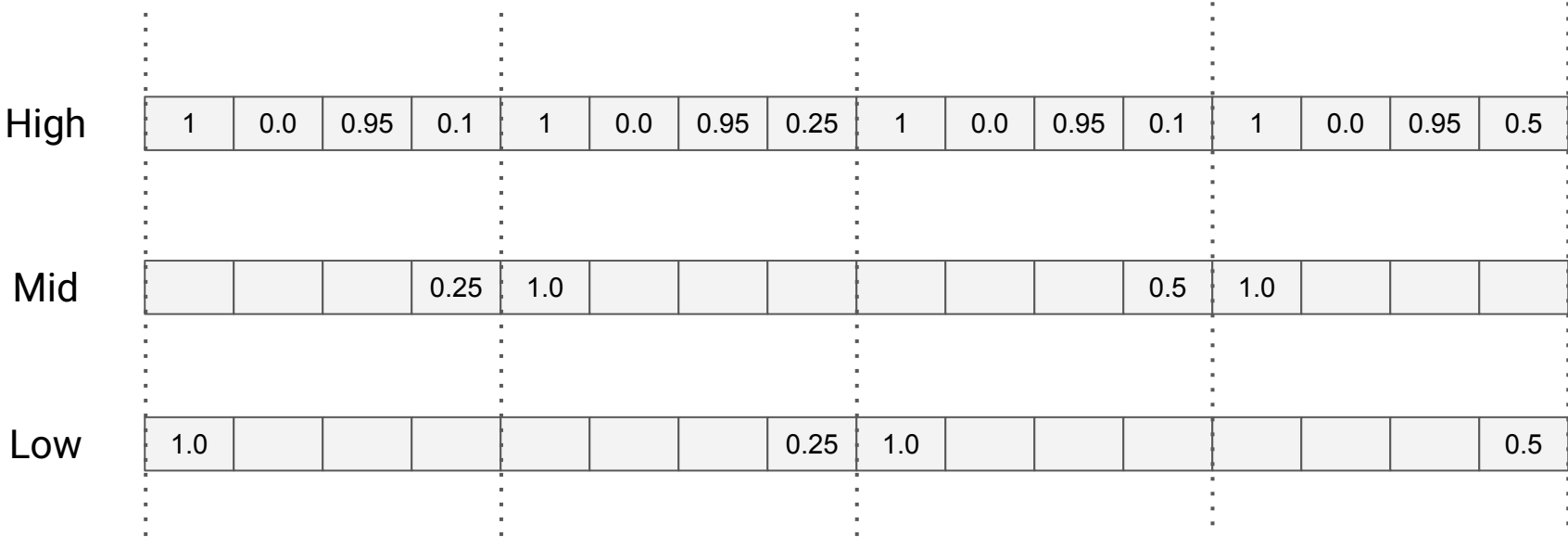
csd2a - sessie 1
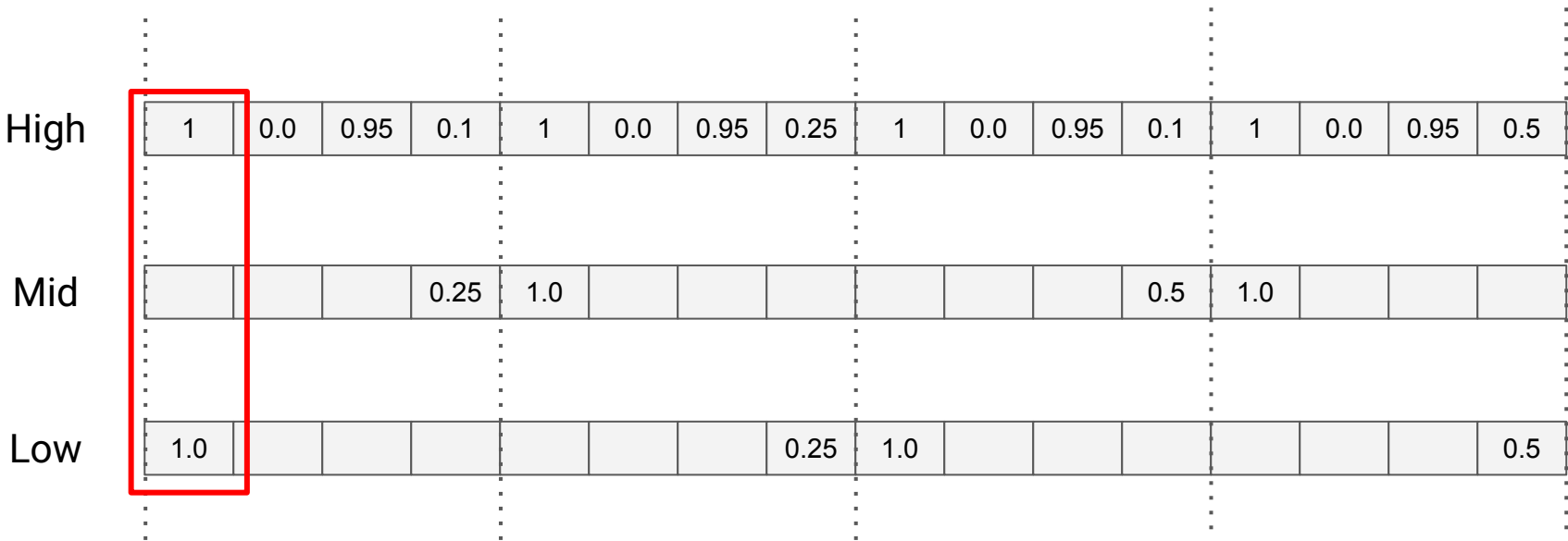
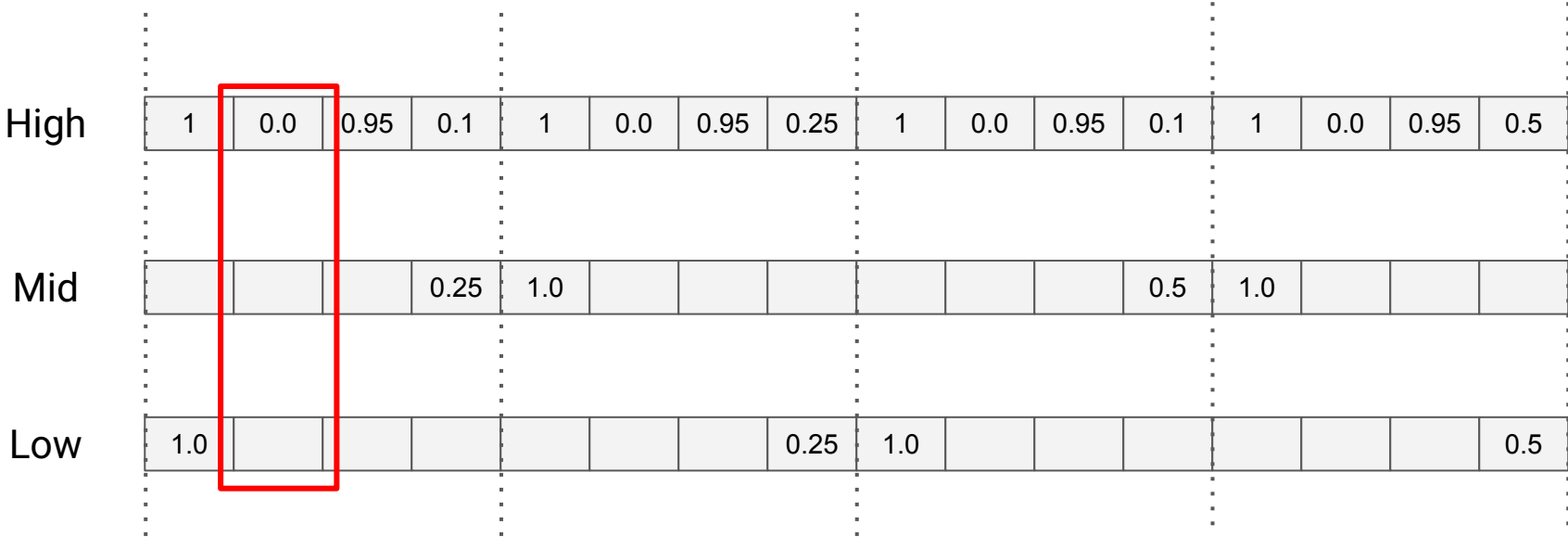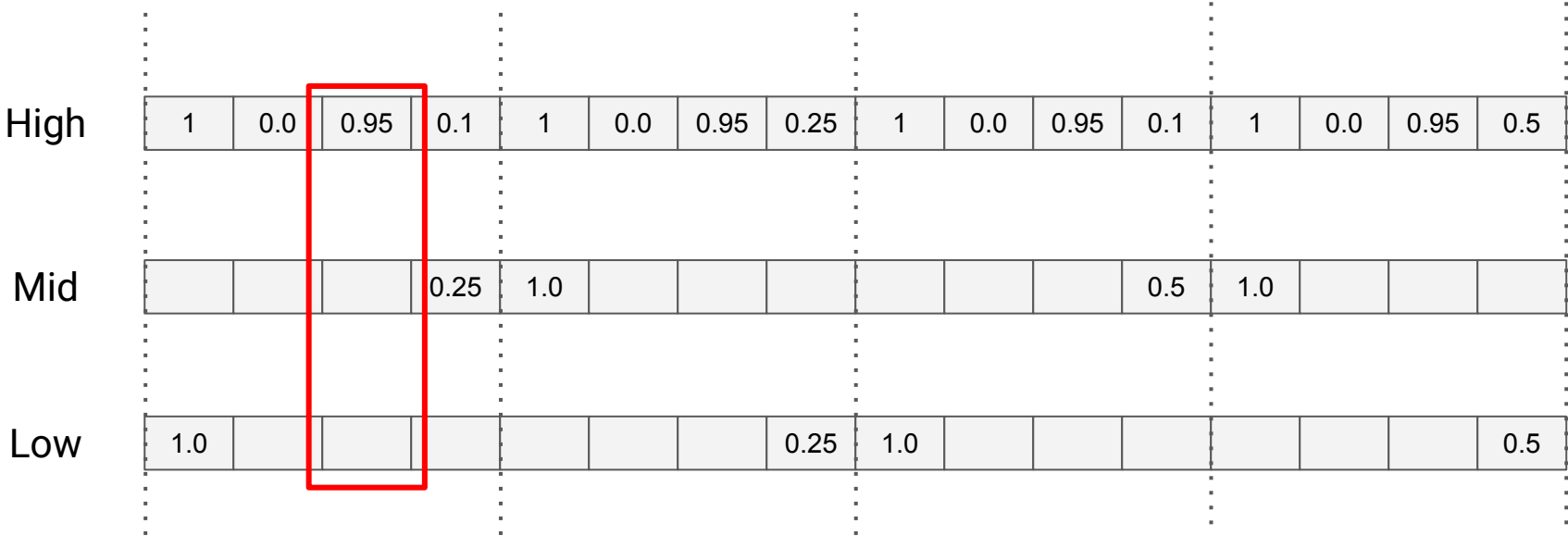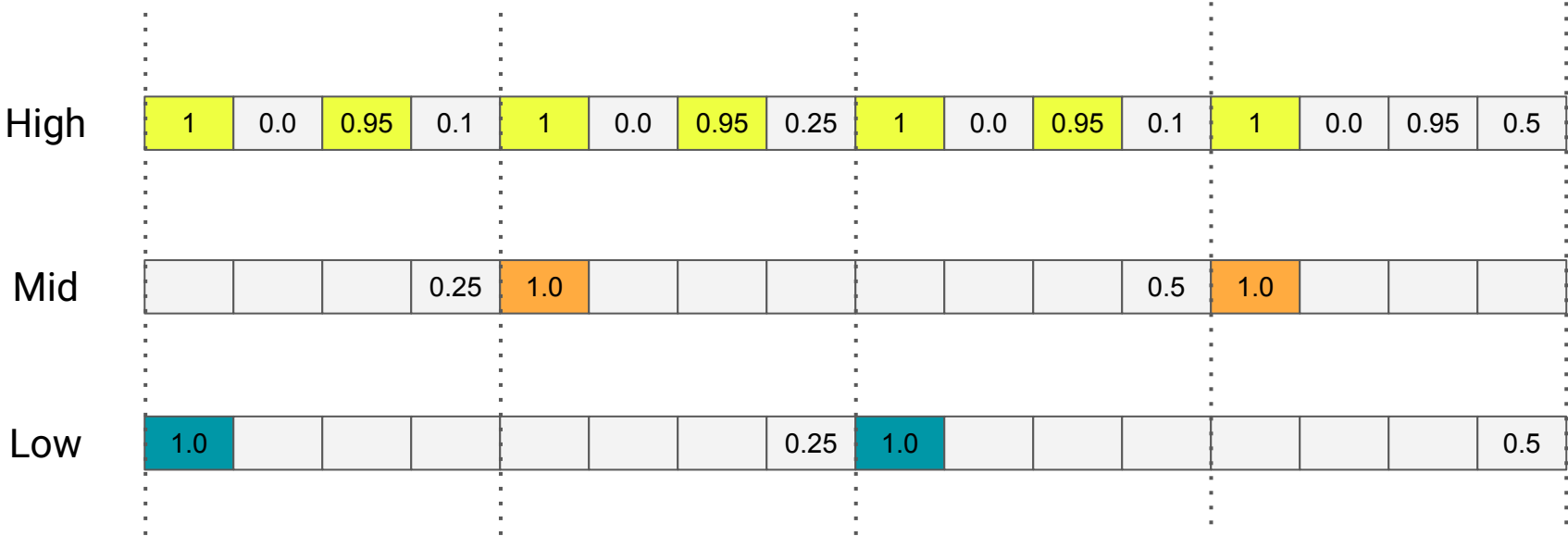# Probability based on position in measure

Probability based on position in measure

Probability based on position in measure

High	1	0.0	0.95	0.1	1	0.0	0.95	0.25	1	0.0	0.95	0.1	1	0.0	0.95	0.5
Mid				0.25	1.0							0.5	1.0			
Low	1.0							0.25	1.0							0.5

Probability based on position in measure

High															
1	0.0	0.95	0.1	1	0.0	0.95	0.25	1	0.0	0.95	0.1	1	0.0	0.95	0.5

Mid															
			0.25	1.0							0.5	1.0			

Low															
1.0							0.25	1.0							0.5

Probability based on position in measure

Probability based on position in measure

High	1	0.0	0.95	0.1	1	0.0	0.95	0.25	1	0.0	0.95	0.1	1	0.0	0.95	0.5

Mid				0.25	1.0							0.5	1.0			

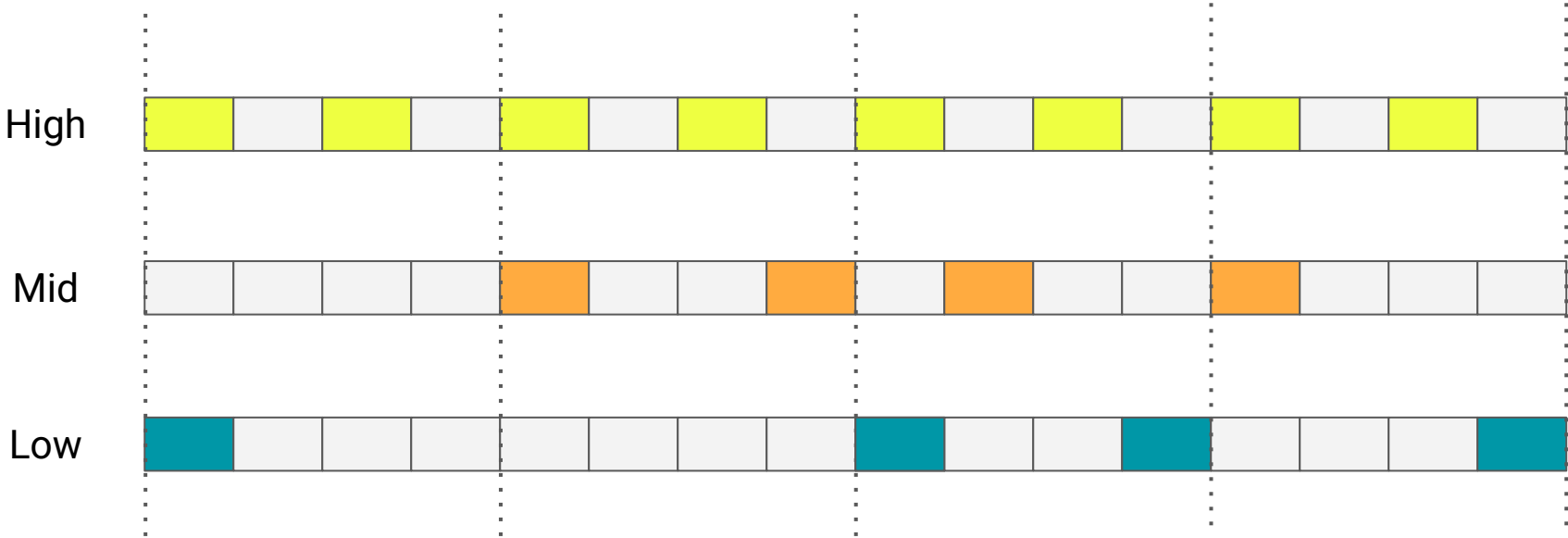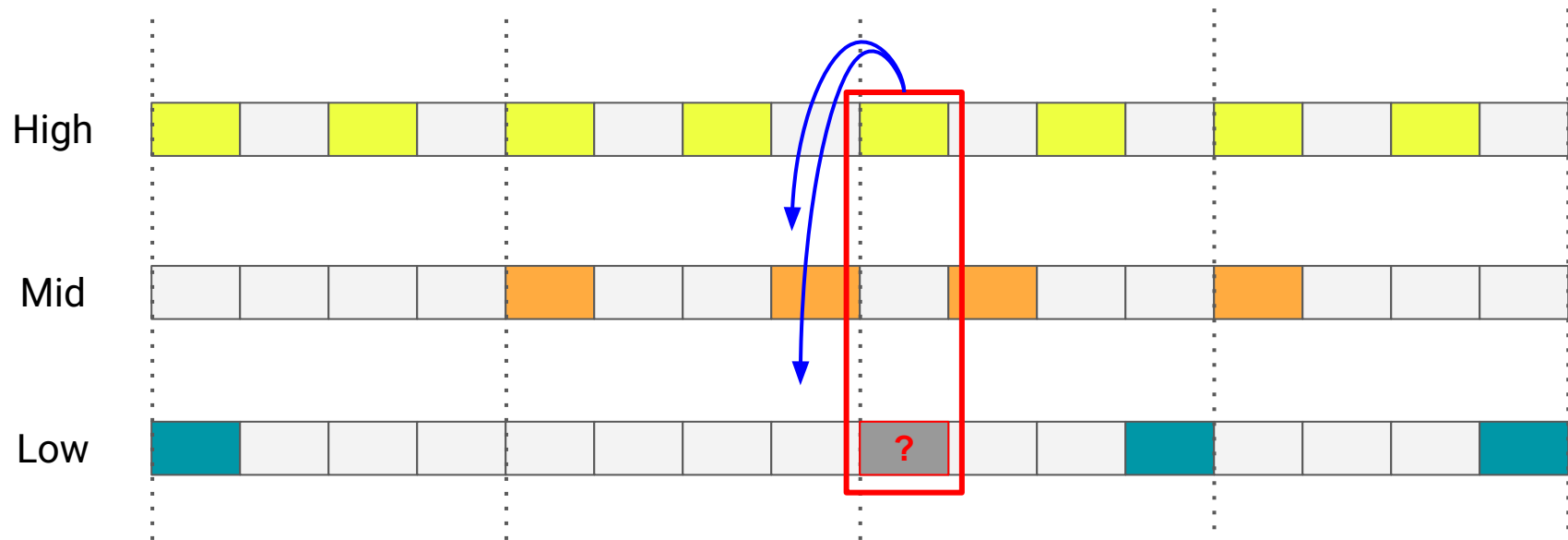|															
Low	1.0							0.25	1.0							0.5

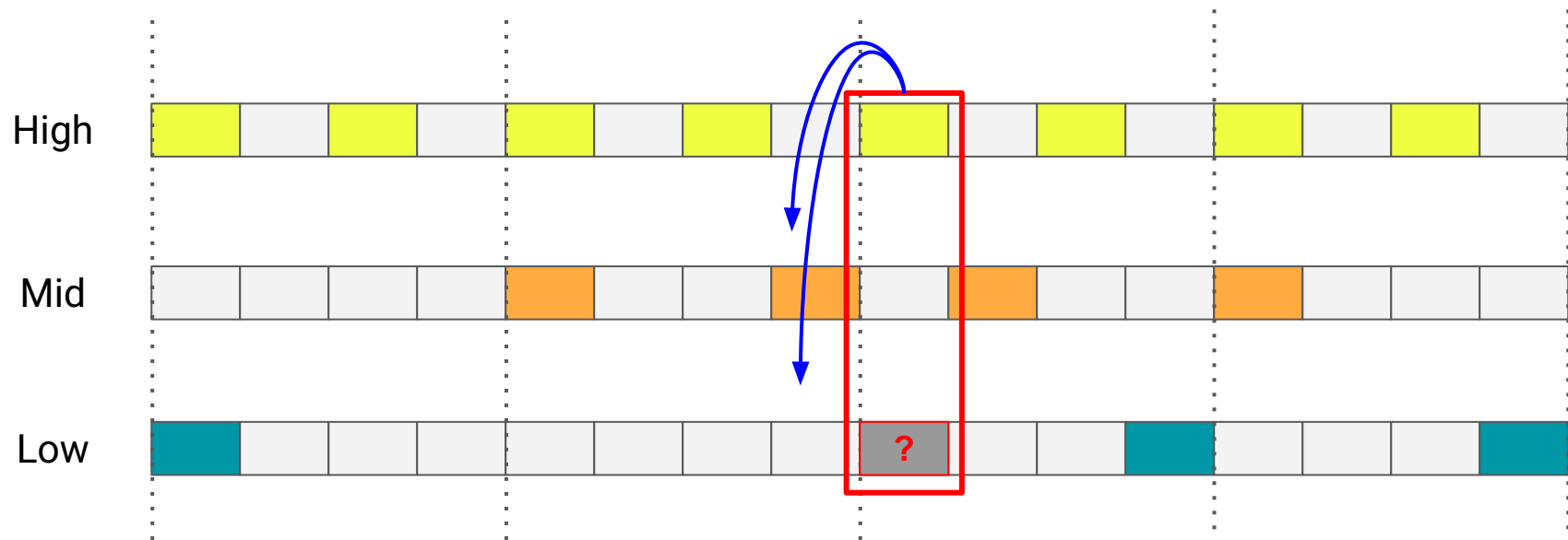# Probability based on position in measure

Probability based on position in measure

Probability based on position in measure
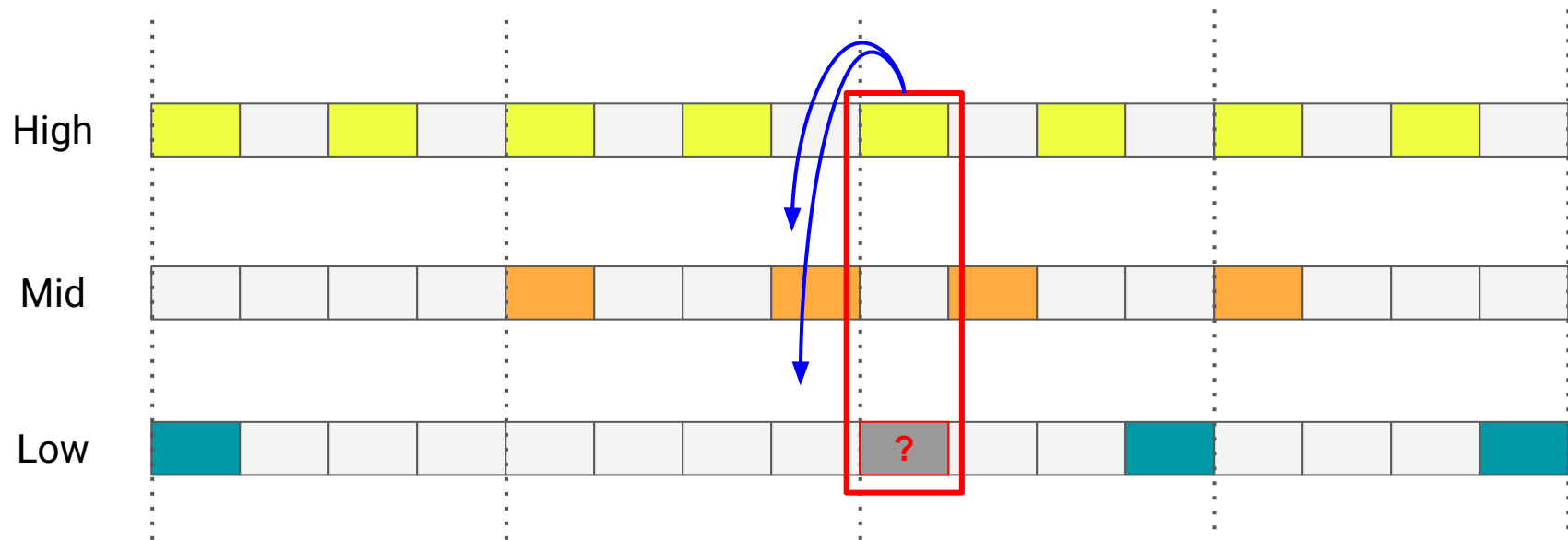
Probability based on position in measure


```
# generate note for 'Low'
if (prevMid(cur_index)) {
    probabilityLow *= 0.1
}
```
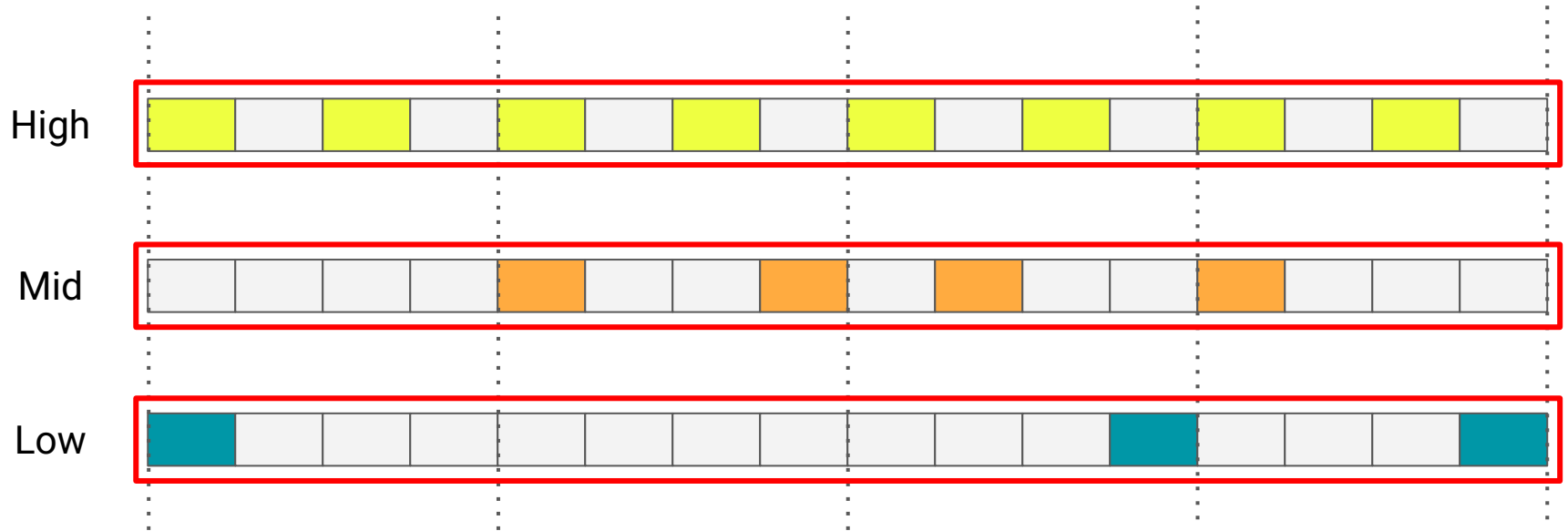
Probability based on position in measure


```
# generate note for 'Low'
if (prevMid(cur_index)) {
    probabilityLow *= 0.1
}
```

Looking back even further?

Probability based on position in measure


```
# 1. Generate list per layer.

# 2. Remove / add notes
reviewing the other layers and
predefined dependencies
```

Probability based on position in measure

High

Mid

Low

```
# 1. Generate list

# 2. Remove / add n
reviewing the other layers and
predefined dependencies
```

Pros
-   offers a lot of control
-   ...

Cons
-   requires quite some configuration
-   requires complex configurations in case of
    dependencies between layers
-   needs a configuration per time signatures

Rhythm generation strategies

- Probability based on position in measure

- ...

Iemand ideeën?