

MODULAR SYNTHESIS

Automatonism & PureData

sadnoise – Waterworks 2024: Festival of Experimental Sound



Modular Synthesis

- Sound sources: oscillators, samplers
- Modifiers: filters, amplifiers, FX
- Control signals: envelopes, LFOs
- Sequencers, clock generators

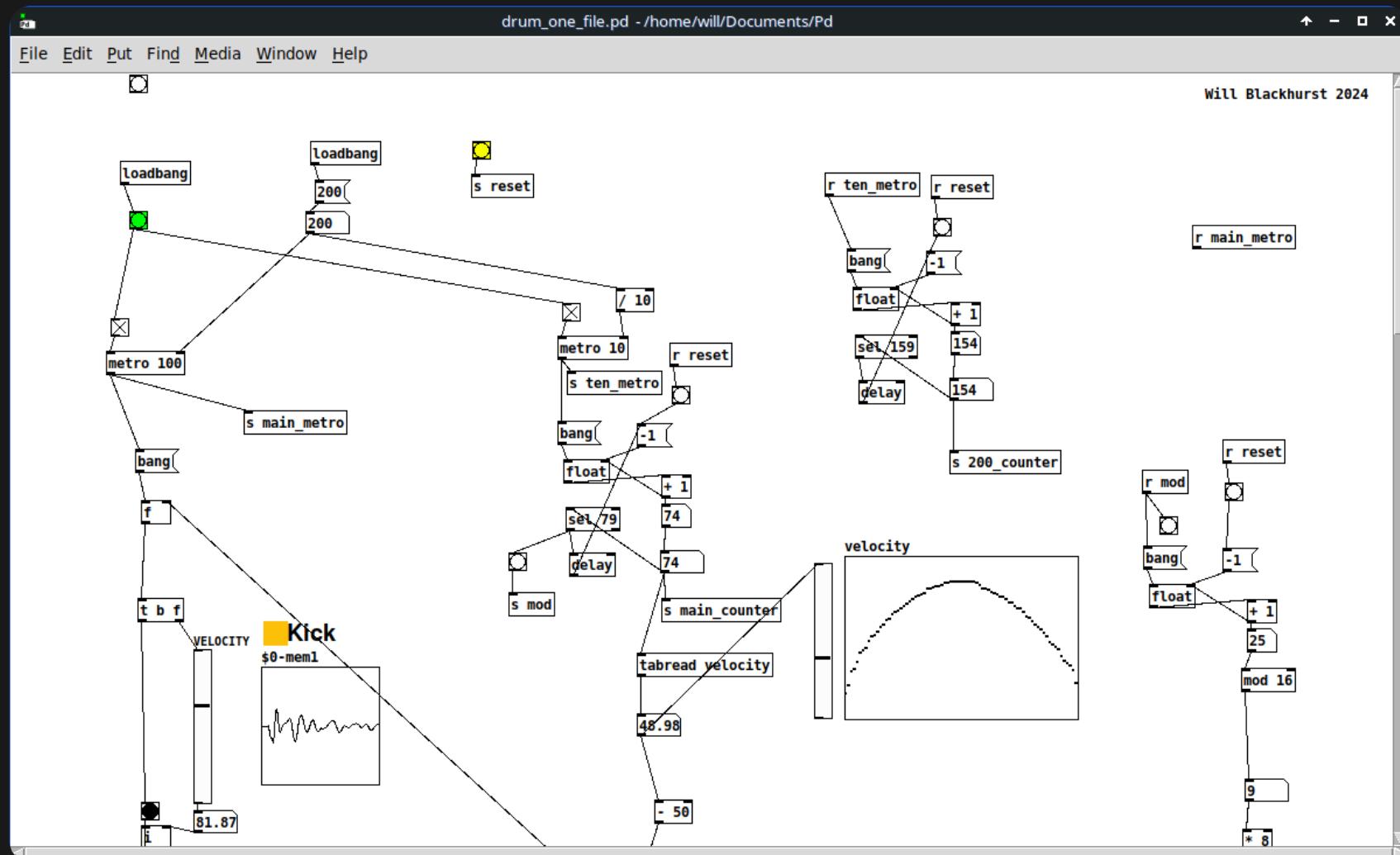
PureData

- visual programming language for music
- related to Max/MSP, Reaktor, and other music environments
- idiosyncratic, but we will basically ignore

Automatonism

- library built in Puredata
- super simple
- based on Eurorack modular concepts

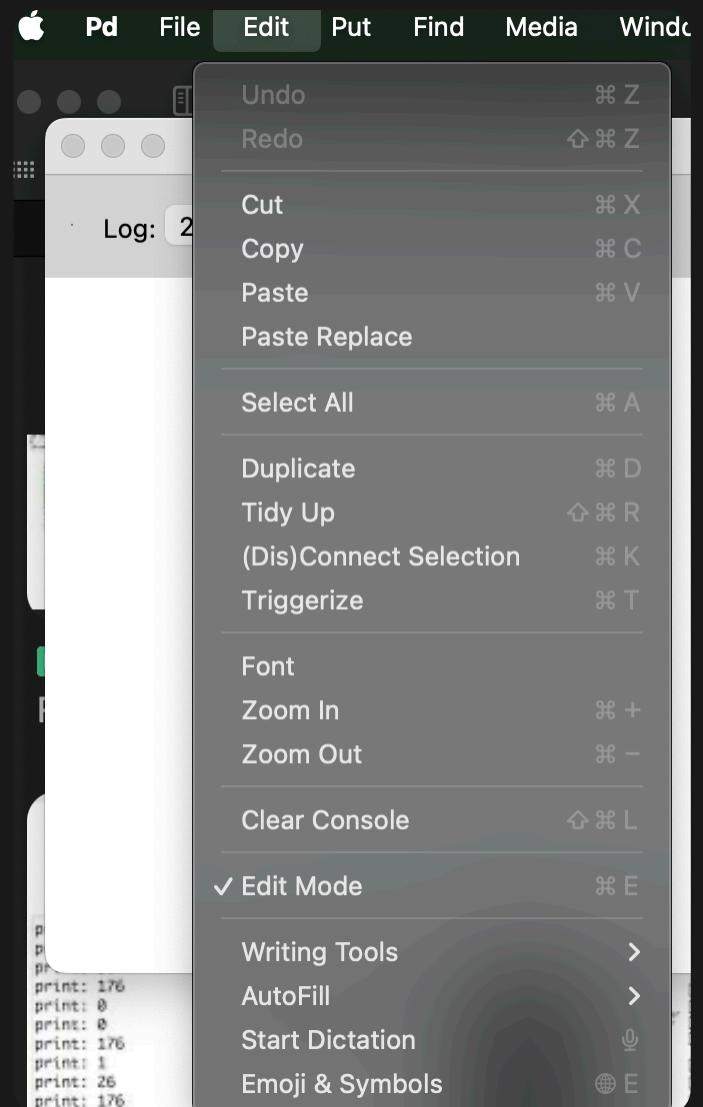
PUREDATA



PUREDATA

Essential:

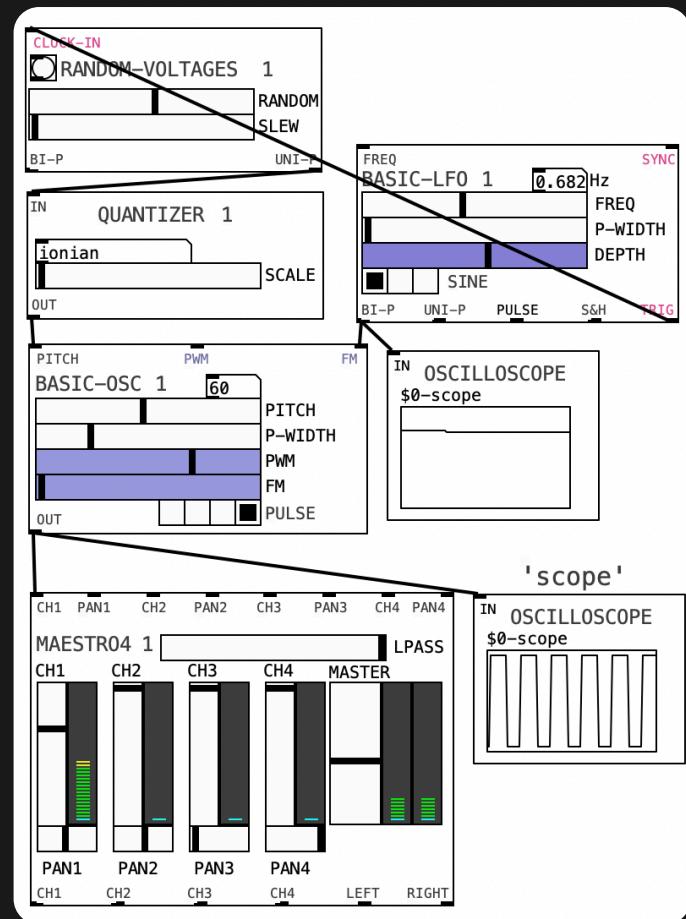
- Edit mode: allows for adding objects and connecting
- Filepath: PD \Rightarrow settings \Rightarrow path (will do later)
- Adding objects: in “Put” menu



AUTOMATONISM

Modules:

- In on top, out on bottom
 - Module parameters sliders are white
 - Purple inputs are for control voltage
 - Purple sliders attenuate CV input
 - Red in/out is for sync/trigger



Sound Source
Oscillator

Filter

Amplifier (VCA)

FREQ

CV

~~trig~~
Sequencer

out

Quantizer

Envelope

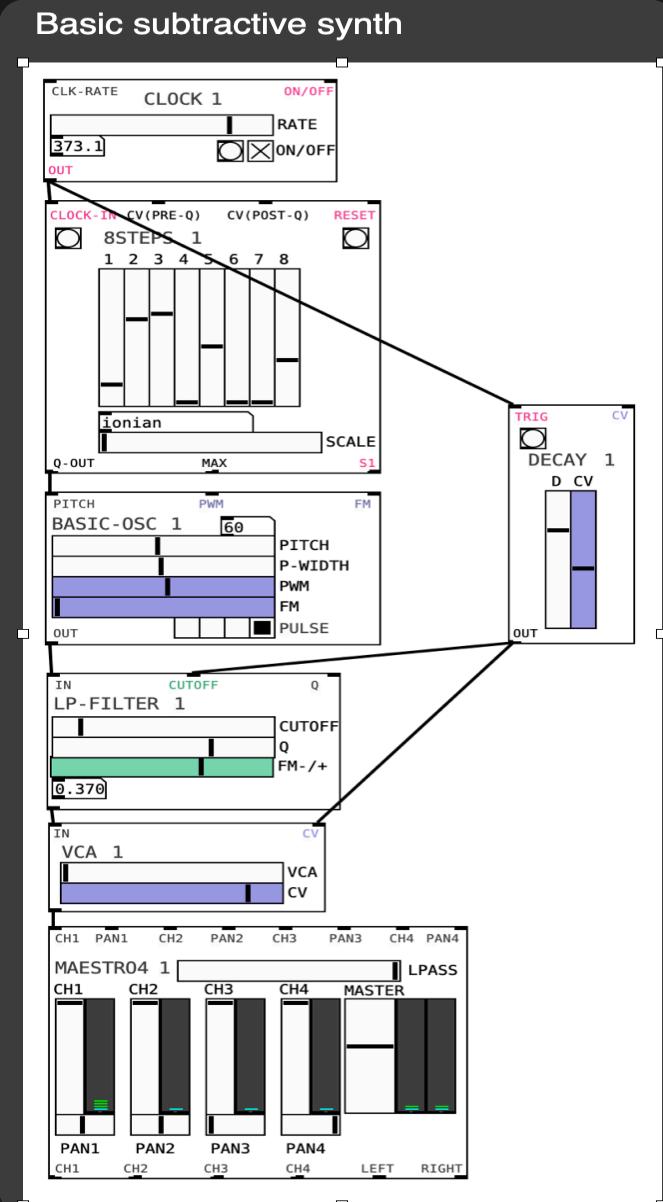
gate

CLOCK

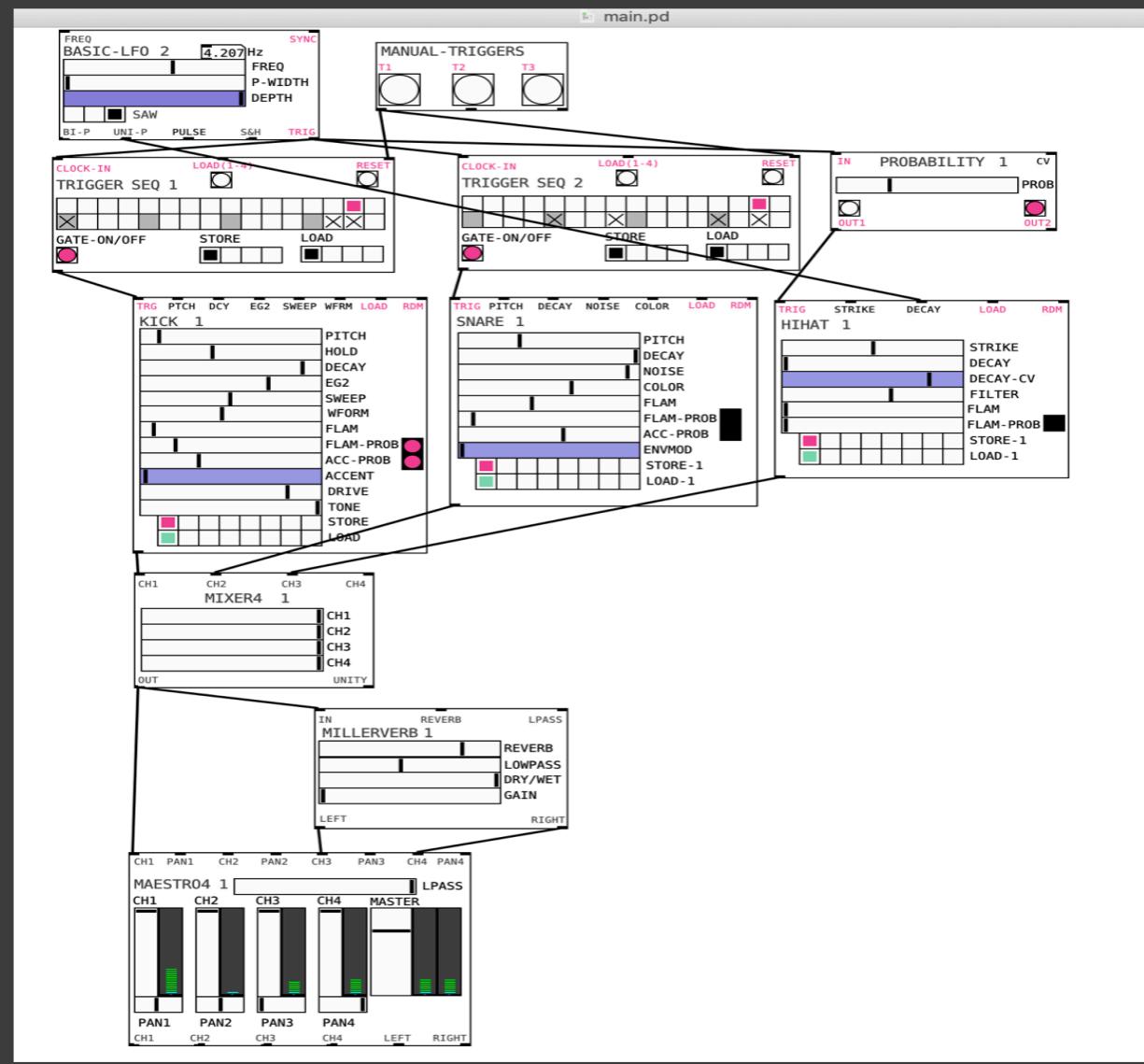
MIXER/OUTPUT (MAESTRO)

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Drum sequencer



watch some videos automatonism automitonism class github

automatonism basics

- adding modules
 - name and instance number
- maestro output
- pd setting audio output

module types

- outputs / mixers
- sound sources
 - parameter names and ranges
 - we will address parameters with EXACTLY their name
 - instance numbers allows for targeting individual modules
 - CV and CV inputs
 - white sliders: standard parameter
 - blue slider: CV attenuator
 - green slider: bipolar CV attenuator
- control sources
- audio modifiers
- sequencers