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Composition 2

Upon opening, the main patch audio should be turned on and the triggers for each of the envelopes must be clicked. Then the file called lynden-chords3 must also be opened so the triggers for the metro, counter, and lindenmeyer initializer must be clicked. If the L-system has yet to be generated, the production message must be loaded, then the jitter object must be triggered.

I was interested in changing the envelopes throughout the lindenmeyer composition to create organic sounding music. I accomplished this through using a store object in the main file of the composition to store slightly altered versions of envelopes for each voice. These different voices are iterated through as the composition progresses.

I wanted to further alter the sound of the synth by adding an element of vibrato to the synth. This was accomplished within the synth file. The cycle object allowed me to modulate the frequency that would be added to each individual voice, effectively creating a vibrato sound.

The lindenmeyer production function was altered until a pleasant sound was identified. I experimented with L-system algorithms found online, but straying too far from the original implementation yielded strange sounding tones.

Finally, a horizontal panning element was added to the synth. From within the main patch, the horizontal "panning" of the envelope could be modulated, creating sounds with a more robust character.