

View on GitHub

# The Manual

# Writing Super Collider Synthesisers For Sonic Pi

This manual is based on Sonic Pi 5 (Technical Preview).

### Gordon Guthrie



### Chapter 1 - First beeps

- Introduction
- Installing Supercollider
- First beep in SuperCollider
- First synth in Sonic Pi
- Setting up Sonic Pi from source

## Chapter 2 - Existing synths in Sonic Pi

- All the synths
- How synths are currently defined and invoked (Part 1 Overtone)
- How synths are currently defined and invoked (Part 2 SuperCollider)

#### Chapter 3 - Deep dive

- Deep dive
- Investigating Sonic Pi and error messages
- Loggin, loggin, loggin

- How built-in synthdefs are loaded
- How SonicPi plays built-in synths

# Chapter 4 - The world of built-in synths

• How built in synths behave

# Chapter 5 - Recreating the beep synth

- Understanding UGens, channels, mixing and panning
- Second synth
- Moar UGen stuff
- Funky stuff part uno variables

# Chapter 6 - What's next

What's next

TheManual is maintained by gordonguthrie.

This page was generated by GitHub Pages.