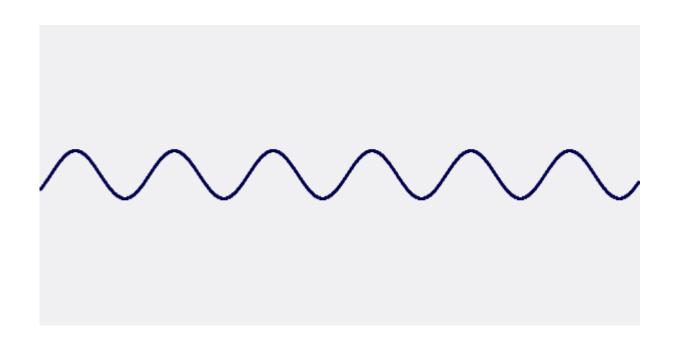


#### JSS-01 JavaScript Software Synthesizer

Michael Kolesidis

#### What is Sound?

In physics, sound is a vibration that spreads as an <u>acoustic wave</u>, through a transmission medium such as a gas (the air), liquid or solid.



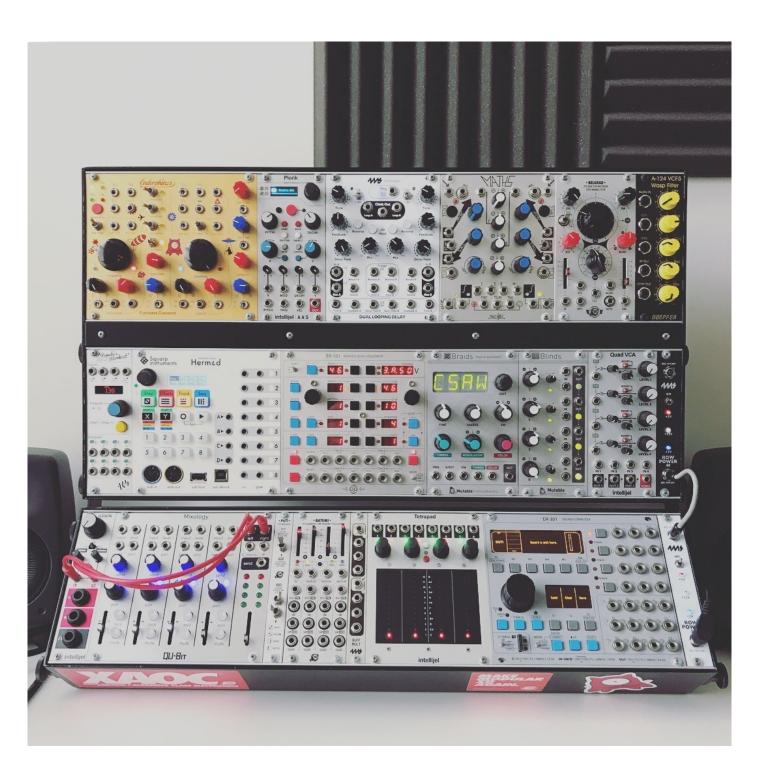
## What is a Synthesizer?

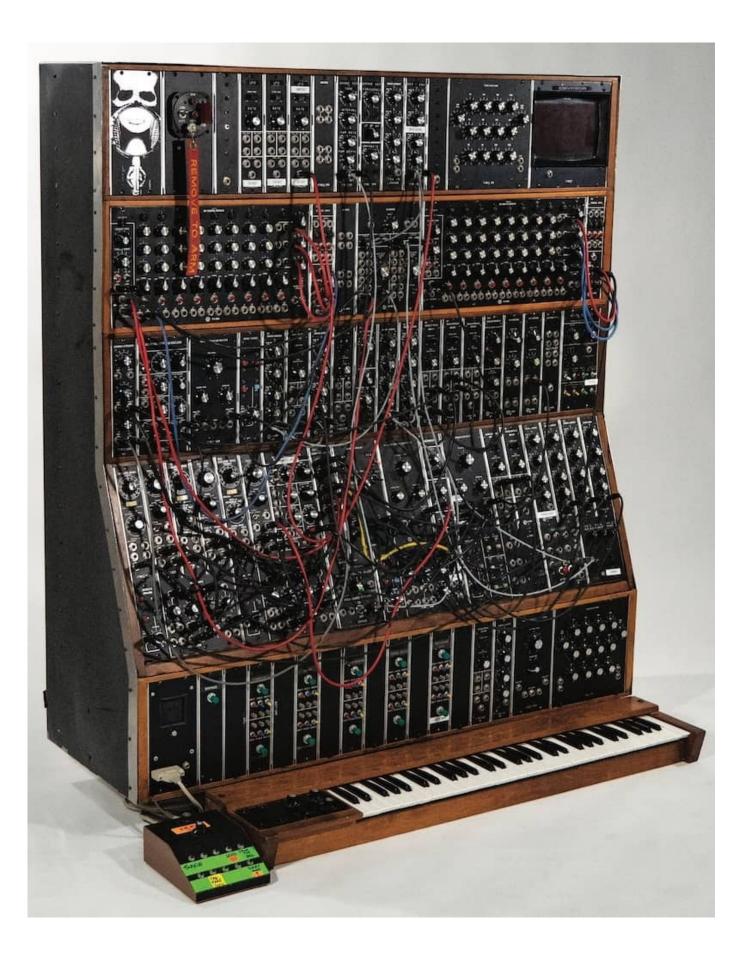
A synthesizer is an electronic musical instrument that generates audio signals.

## Hardware Synthesizers









## Software Synthesizers

Emulate the functions of hardware synthesizers (usually written in C++)



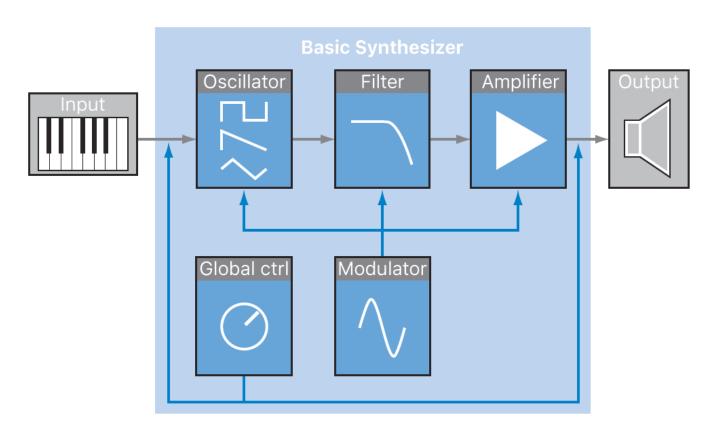


### Remember: Sound is a WAVE!



#### Oscillator

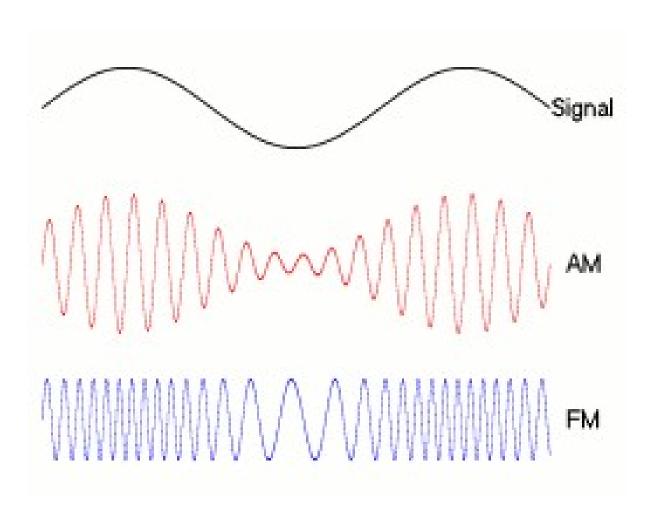
An electronic oscillator is an electronic circuit that produces a periodic, oscillating electronic signal, often a sine wave or a square wave or a triangle wave.



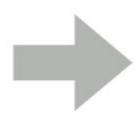
## Wave Frequency

Wave frequency is the number of waves that pass a fixed point in a given amount of time.

# FM Synthesis Frequency Modulation Synthesis



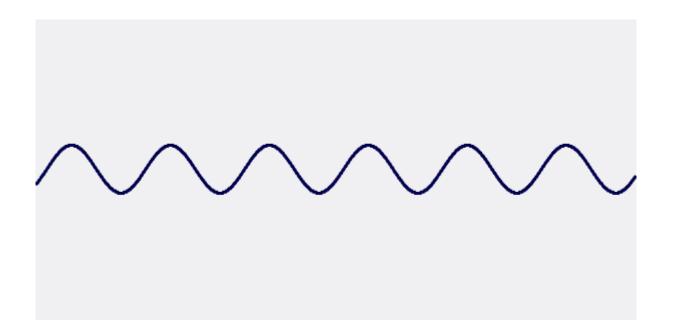
#### Oscillator (Carrier)

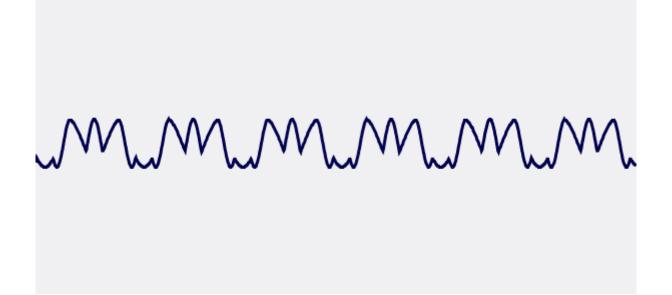






Oscillator (Modulator)





## **Technologies**



NexusUl



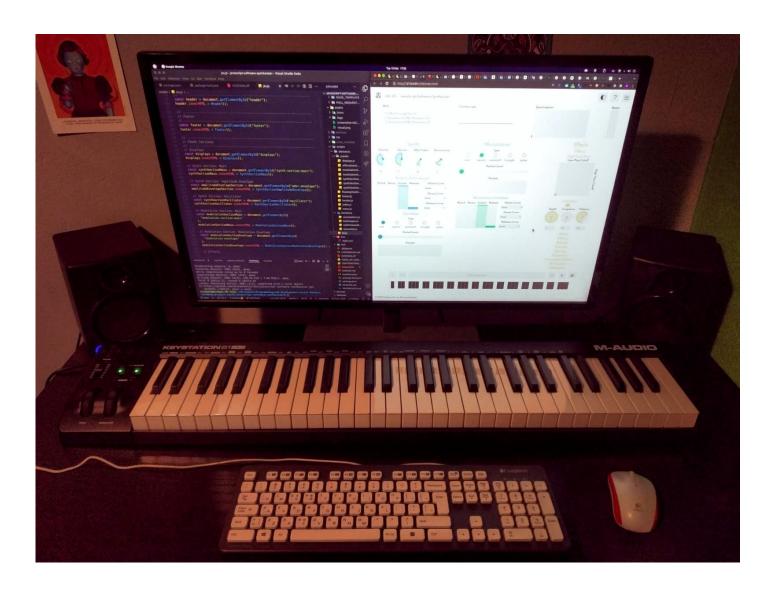
p5<sub>\*</sub>Js



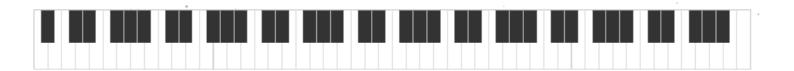


#### Controls

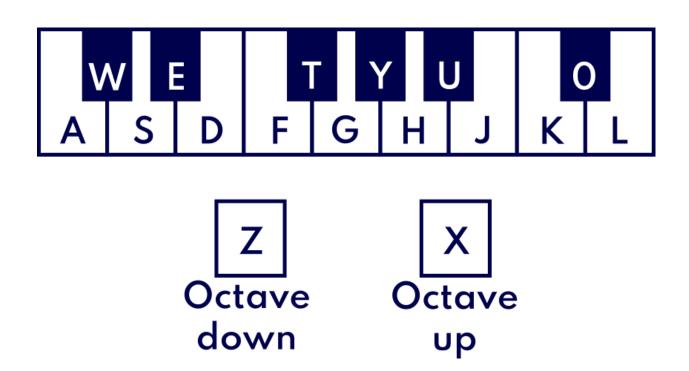
## Three ways to play the synthesizer



### On-screen keyboard



#### Computer keyboard



## MIDI Keyboard



#### **Future Plans**

#### Create a community!

- Dark Mode
- Help Mode with tooltips on hover (using the FloatingUI library)
- Presets to save the various configurations
- Full MIDI implementation with ability to choose input device and support for MIDI controllers
- Recorder
- Responsive Design
- Support more types of synthesis (additive, subtractive etc.)
- Switch to TypeScript
- Switch to React

Copyright (c) 2022 Michael Kolesidis Licensed under the MIT License