

```

1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpls  = 10
11  nchnls  = 2
12
13      instr 1
14      ;p4 grain pointer (in seconds)
15      ;p5 pan (0...1)
16
17      ipanl  table  1-p5 ,4,1
18      ipanr  table  p5 ,4,1
19
20
21      andx   line   p4,p3,p4+p3
22      asig    tablei andx*sr,1
23
24      k1  oscil   30000,1/p3,2
25      asig  =    asig*k1
26
27      outs   asig*ipanl, asig*ipanr
28
29      endin
30 </CsInstruments>
31
32 <CsScore bin="gmask">
33 {
34 f1 0 65536 1 "axaxaxas.aif" 0 4 1
35 ;= 1.4861 sec
36
37 f2 0 8193 19 1 1 270 1
38 f4 0 8192 9 .25 1 0
39 }
40
41 f 0 5
42
43 p1 const 1
44
45 p2 const .02
46 ;p2 rnd uni mask .005 .1 map 1
47
48 p3 const .04
49 ;p3 range .04 .2
50
51 p4 seg [0 1.44 ipl 0]
52 ;p4 seg [0 1.44 ipl -2]
53 ;p4 range 0 1.44
54 ;p4 rnd uni mask .002 .05 map 1
55 ;accum wrap 0 1.4
56
57 p5 const .5
58 </CsScore>
59 </CsoundSynthesizer>
60
61

```

```

1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmps   = 10
11  nchnls   = 2
12
13          instr 1
14 ;p2 onset
15 ;p3 duration
16 ;p4 base frequency
17 ;p5 fm index
18 ;p6 pan (L=0, R=1)
19
20 kenv      expon      1,p3,0.01
21 kindx      expon      p5,p3,.4
22 a1 foscil kenv*10000,p4,1,1.143,kindx,1
23 outs      a1*(1-p6),a1*p6
24
25          endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 8193 10 1
31 }
32
33 f 0 20
34
35 p1 const 1
36
37 p2          ;decreasing density
38 rnd uni
39 mask [.03 .5 ipl 3] [.08 1 ipl 3] map 1
40 prec 2
41
42
43 p3          ;increasing duration
44 rnd uni
45 mask [.2 3 ipl 1] [.4 5 ipl 1]
46 prec 2
47
48
49 p4          ;narrowing frequency grid
50 rnd uni
51 mask [3000 90 ipl 1] [5000 150 ipl 1] map 1
52 quant [400 50] .95
53 prec 2
54
55 p5
56 rnd uni
57 mask [2 4] [4 7]
58 prec 2
59
60 p6 range 0 1
61 prec 2
62 </CsScore>
63 </CsoundSynthesizer>
64
65

```

```

1 <CsSoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmps   = 10
11  nchnls   = 2
12
13  garev    init    0
14
15  instr    1
16
17  ;p4 transposition (1=normal)
18  ;p5 table number (1...6)
19  ;p6 pan (0...1)
20  ;p7 dry/wet (0...1)
21
22  ipanl     table    1-p6 ,10,1
23  ipanr     table    p6 ,10,1
24
25  k1  expon  .5,p3,.01
26  a1  loscil k1,p4,p5,1,0,0,2
27  a1  linen  a1,0,p3,.05
28
29  garev    = garev + a1*p7
30  a2       = a1*ipanr
31  a1       = a1*ipanl
32  outs     a1*(1-p7*p7),a2*(1-p7*p7)
33
34  endin
35
36  instr 99
37
38  krev      expseg   .03,p3-5,4,5,4
39  kral      linseg   0,p3*.3,1.1,p3*.3,0,p3*.4,0
40  kral      = kral*kral
41
42  a1  alpass  garev, kral,.05
43  a2  alpass  garev, kral,.06
44  a1  = a1 * kral
45  a2  = a2 * kral
46  a1r reverb2  garev+a1,krev,.3
47  a2r reverb2  garev+a2,krev*1.2,.33
48  outs a1r+a1/2,a2r+a2/2
49
50  garev    = 0
51
52  endin
53 </CsInstruments>
54
55 <CsScore bin="gmask">
56 {
57 f1 0 0 -1 "door1.aif" 0 4 1
58 f2 0 0 -1 "door2.aif" 0 4 1
59 f3 0 0 -1 "door3.aif" 0 4 1
60 f4 0 0 -1 "door4.aif" 0 4 1
61 f5 0 0 -1 "door5.aif" 0 4 1
62 f6 0 0 -1 "door6.aif" 0 4 1
63
64 f10 0 8192 9 .25 1 0
65 i99 0 27
66 }
67
68 f 0 20
69
70 p1 const 1
71
72 p2 rnd beta .05 .1
73 mask (12 .01 18 .2) (12 .1 18 1)
74
75 p3 seg [.3 1.2 ipl 0.4]
76
77 p4 rnd uni mask [3 .8 ipl .4] [5 1.2 ipl .4]
78
79 p5 range 1 6
80 prec 0
81
82 p6 range 0 1
83
84 p7 seg (2 0 18 .5 ipl 1)
85 </CsScore>
86 </CsSoundSynthesizer>

```

```

1 <CsSoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr = 44100
10  ksmpls = 10
11  nchnls = 2
12
13  instr 1 ;mallet ?
14
15  ;p2 onset
16  ;p3 duration
17  ;p4 pitch (0-4)
18  ;p5 octav (7-9)
19
20  kenv oscil 1,1/p3,2
21  kindx pow kenv,6,.5
22  iton table p4,5
23  a1 foscil kenv*8000,cpspch(p5+iton),1,4,kindx,1
24  outs a1*(1-p4/4),a1*p4/4
25
26  endin
27
28  instr 2 ;metal plate
29
30  ;p2 onset
31  ;p3 duration
32  ;p4 pitch (0/1)
33
34  kindx expon 1,p3,.001
35  a1 rand 100
36  a2 oscil 10000*kindx,3000+1500*p4+a1*(1+kindx),1
37
38  outs a2*p4,a2*(1-p4)
39  endin
40
41  instr 3
42
43  ;p2 onset
44  ;p3 duration
45  ;p4 pitch (0-3)
46
47  kenv oscil 1,1/p3,3
48  kindx oscil 2,1/p3,4
49  a1 foscil kenv*11000,100+p4*20,1,1.4,kindx,1
50  outs a1,a1
51
52  endin
53 </CsInstruments>
54
55 <CsScore bin="gmask">
56 {
57 f1 0 8193 10 1
58 f2 0 8193 5 1 8193 .003
59 f3 0 8193 8 .8 1000 1 2192 .3 5000 0
60 f4 0 8193 5 1 1193 0.02 7000 .01
61 f5 0 8 -2 0 .02 .04 .07 .09
62 }
63
64
65 f 0 20
66
67 p1 const 1
68
69 p2
70 rnd exp 2
71 mask .1 .5 map 1
72 quant .1 .96
73 prec 4
74
75 p3
76 range .4 .5
77 prec 2
78
79 p4 range 0 4
80
81 p5 range 7 9
82
83
84
85 f 0 20
86

```

```
87 p1 const 2
88
89 p2 rnd rlin -1
90 mask .3 1 map 1
91 quant .3 .96
92 prec 2
93
94
95 p3 range .4 .5
96 prec 2
97
98 p4 range 0 1
99
100
101 f 0 20
102
103 p1 const 3
104
105 p2 rnd beta .2 .5
106 mask .1 1 map 1
107 quant .2 .9
108 prec 2
109
110 p3 range .8 1.5
111 prec 2
112
113 p4 range 0 3
114 </CsScore>
115 </CsoundSynthesizer>
116
117
```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpls  = 10
11  nchnls   = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 speed factor (=transposition)
18
19    kenv    oscil      30000,1/p3,2
20    aindx   line       p2,p3,p2+p3*p4
21    asig     tablei    aindx*sr,1
22
23    out      asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 f 0 2.2
35
36 p1 const 1
37
38 p2 const 0.01 ;constant grain interonset 10 ms
39
40 p3 const 0.02 ;constant grain duration 20 ms
41
42 p4 const 1.5 ;speed*1.5 = fifth higher
43 </CsScore>
44 </CsoundSynthesizer>
45
46
```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpr    = 10
11  nchnls    = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 speed factor (=transposition)
18
19    kenv     oscil      30000,1/p3,2
20    aindx    line       p2,p3,p2+p3*p4
21    asig      tablei    aindx*sr,1
22
23    out      asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with pitchshift.orc !
35
36 f 0 2.2
37
38 p1 const 1
39
40 p2 const 0.01 ;constant grain interonset 10 ms
41
42 p3 const 0.02 ;constant grain duration 20 ms
43
44 p4 seg [1 2.2 ipl .3]
45       ;acceleration = glissando
46 </CsScore>
47 </CsoundSynthesizer>
48
49
```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpr    = 10
11  nchnls    = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 speed factor (=transposition)
18
19    kenv     oscil      30000,1/p3,2
20    aindx    line       p2,p3,p2+p3*p4
21    asig      tablei    aindx*sr,1
22
23    out      asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with pitchshift.orc !
35
36 f 0 2.2
37
38 p1 const 1
39
40 p2 const .02 ;constant grain interonset 20 ms
41
42 p3 const .04 ;constant grain duration 40 ms
43
44 p4 range .5 2 ;random intervall
45 quant .5 1 ;only harmonics
46 prec 3
47 </CsScore>
48 </CsoundSynthesizer>
49
50
```



```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr = 44100
10  ksmpr = 10
11  nchnls = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 speed factor (=transposition)
18
19    kenv oscil 30000,1/p3,2
20    aindx line p2,p3,p2+p3*p4
21    asig tablei aindx*sr,1
22
23    out asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with pitchshift.orc !
35
36 f 0 2.2
37
38 p1 const 1
39
40 p2 const .02 ;constant grain interonset 20 ms
41
42 p3 const .04 ;constant grain duration 40 ms
43
44 p4 range .75 1.5 ;random intervall
45 prec 2
46 </CsScore>
47 </CsoundSynthesizer>
48
49
```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmps   = 10
11  nchnls  = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 sound file pointer
18    ;p5 speed factor (=transposition)
19
20    kenv    oscil      20000,1/p3,4
21    aindx   line       p4,p3,p4+p3*p5
22    asig     tablei    aindx*sr,1
23
24    out      asig*kenv
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;95962
31 f4 0 8193 8 0 4096 1 4096 0
32 }
33
34 f 0 11
35
36 p1 const 1
37
38 p2 const 0.01 ;constant grain interonset 10 ms
39
40 p3 const .02 ;constant grain duration 20 ms
41
42 p4 const .002 ;1/5 tempo
43 accum on
44 prec 3
45
46 p5 const 1.5 ;fifth higher
47 </CsScore>
48 </CsoundSynthesizer>
49
50
```

```

1 <CsSoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr = 44100
10  ksmps = 10
11  nchnls = 1
12
13  instr 1
14
15  ;p2 onset
16  ;p3 duration
17  ;p4 sound file pointer
18  ;p5 speed factor (=transposition)
19
20  kenv oscil 20000,1/p3,4
21  aindx line p4,p3,p4+p3*p5
22  asig tablei aindx*sr,1
23
24  out asig*kenv
25 endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1
31 f4 0 8193 8 0 4096 1 4096 0
32 }
33
34 ;for use with pitch+time.orc !
35
36 f 0 22
37
38 p1 const 1
39
40 p2 const 0.02 ;constant grain interonset 20 ms
41
42 p3 const 0.04 ;constant grain duration 40 ms
43
44 p4 const .002 ;1/10 tempo
45 accum on
46 prec 3
47
48 p5 range .5 2.5
49 quant .5 (0 0 5 1 17 1 22 0)
50
51
52 f 5.5 16.5 ;a second field
53
54 p1 const 1
55
56 p2 const 0.01 ;constant grain interonset 10 ms
57
58 p3 const 0.02 ;constant grain duration 20 ms
59
60 p4 const .002
61 accum on
62 prec 3
63
64 p5 const 3.0
65 </CsScore>
66 </CsSoundSynthesizer>
67
68

```

```

1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmps   = 10
11  nchnls   = 2
12
13  instr 1
14
15  k1 oscil 8000*p5,1/p3,1
16  a1 oscil k1,p4,2
17  outs a1*(1-p6),a1*p6
18
19  endin
20 </CsInstruments>
21
22 <CsScore bin="gmask">
23 {
24 f1 0 8193 8 0 4096 1 4096 0
25 f2 0 8193 10 1 .5 .3 .2 .1
26 }
27
28 f 0 10 ;field 1: shepard grains
29
30 p1 const 1
31
32 p2 range .001 .005
33
34 p3 range .02 .03
35
36 p4 rnd tri
37 mask 200 800
38 quant [200 50] .95 [0 150]
39
40 p5 range .5 .6
41
42 p6 rnd uni
43 mask (0 0 5 .8 10 0) (0 .2 5 1 10 .2)
44
45 f 4 6
46
47 p1 const 1
48
49 p2 range .001 .005
50
51 p3 range .04 .08
52
53 p4 rnd tri
54 mask [2000 1000] [2010 3000]
55
56 p5 range .3 .4
57
58 p6 range 0 .2
59
60 f 6.5 9.5
61
62 p1 const 1
63
64 p2 rnd uni
65 mask [.001 .1] [.005 .2] map 1
66
67 p3 range .04 .08
68
69 p4 rnd tri
70 mask [4000 2000] [8000 3000] map 1
71
72 p5 rnd uni
73 mask [.3 .5] [.4 .8]
74
75 p6 range .8 1
76
77 </CsScore>
78 </CsoundSynthesizer>
79
80
81

```

```

1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpls  = 10
11  nchnls   = 2
12
13  instr 1
14
15    ;p4 frequency
16    ;p5 pan (0...1)
17
18    ipanl   table 1-p5 ,1,1
19    ipanr   table p5 ,1,1
20
21    k1      expon 1,p3,.01
22    a1      foscil k1*4200,p4,1,2.41,k1*6,2
23
24    outs    a1*ipanl, a1*ipanr
25
26  endin
27 </CsInstruments>
28
29 <CsScore bin="gmask">
30 {
31   f1 0 8192 9 .25 1 0
32   f2 0 8193 10 1
33 }
34
35 f 0 30
36
37 p1 const 1
38
39 p2 rnd uni
40 mask [.01 .002 ipl 0] [.1 .01 ipl 0]
41
42 p3 range .5 1
43
44 p4 rnd uni
45 mask [860 80 ipl -1.2] [940 2000 ipl 1] map 1
46 quant 100 .9 0
47
48 p5 rnd uni mask [.4 0] [.6 1]
49
50
51 f 31 33
52
53 p1 const 1
54
55 p2 seg [.08 .8 ipl 2]
56
57 p3 seg [.1 2]
58
59 p4 range 300 400
60
61 p5 seg [0 1]
62 </CsScore>
63 </CsoundSynthesizer>
64
65

```

```

1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpr    = 10
11  nchnls    = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 sound file pointer
18
19    kenv     oscil      20000,1/p3,2
20    aindx    line       p4,p3,p3+p4
21    asig     tablei     aindx*sr,1
22
23    out      asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34
35 ;original sound length = 2.2 sec
36 ;after timestretching = 11 sec
37 f 0 11
38
39 p1 const 1
40
41 p2 const .01 ;constant grain interonset 10 ms
42
43 p3 const .02 ;constant grain duration 20 ms
44
45 p4 const .002 ;constant walk through the soundfile table
46 accum on ;with 1/5 of interonset = timestretch factor 5
47 prec 3
48 </CsScore>
49 </CsoundSynthesizer>
50
51

```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr = 44100
10  ksmpr = 10
11  nchnls = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 sound file pointer
18
19    kenv oscil 20000,1/p3,2
20    aindx line p4,p3,p3+p4
21    asig tablei aindx*sr,1
22
23    out asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with timestretch.orc !
35
36 f 0 11
37
38 p1 const 1
39
40 p2 const .01 ;constant grain interonset 10 ms
41
42 p3 const .02 ;constant grain duration 20 ms
43
44 p4 seg [.01 .0004 ipl 4]
45 accum on ;from normal to very small time steps
46 prec 4 ;= exponential slow down
47 </CsScore>
48 </CsoundSynthesizer>
49
50
```

```
1 <CsSoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr = 44100
10  ksmpr = 10
11  nchnls = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 sound file pointer
18
19    kenv oscil 20000,1/p3,2
20    aindx line p4,p3,p3+p4
21    asig tablei aindx*sr,1
22
23    out asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with timestretch.orc !
35
36 f 0 10
37
38 p1 const 1
39
40 p2 seg [.01 .12] ;rising grain interonset 10 ...120 ms
41 prec 2
42
43 p3 const .02 ;constant grain duration 20 ms
44
45 p4 const .01 ;constant walk through the soundfile table
46 accum on
47 prec 2
48 </CsScore>
49 </CsSoundSynthesizer>
50
51
```



```

1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpts   = 10
11  nchnls    = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 sound file pointer
18
19    kenv     oscil      20000,1/p3,2
20    aindx    line       p4,p3,p3+p4
21    asig     tablei     aindx*sr,1
22
23    out      asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with timestretch.orc !
35
36 f 0 11
37
38 p1 const 1
39
40 p2 rnd uni
41 mask (0 .05 5 .2 11 .05) (0 .1 5 .2) map 1
42 prec 2
43
44 p3 const .2
45
46 p4 seg [0 2.1] ;continuous moving but quantized pointer
47 quant .1 ; = repeat every grain a few times
48 </CsScore>
49 </CsoundSynthesizer>
50
51

```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpr    = 10
11  nchnls    = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 sound file pointer
18
19    kenv     oscil      20000,1/p3,2
20    aindx     line      p4,p3,p3+p4
21    asig      tablei    aindx*sr,1
22
23    out       asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with timestretch.orc !
35
36 f 0 11
37
38 p1 const 1
39
40 p2 range .01 .05 ;random grain interonset 10 ... 50 ms
41 prec 2
42
43 p3 range .04 .1 ;random grain duration 40 ... 100 ms
44 prec 2
45
46 p4 range 0 2.1 ;random pointer
47 prec 3
48 </CsScore>
49 </CsoundSynthesizer>
50
51
```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmpr    = 10
11  nchnls    = 1
12
13  instr 1
14
15    ;p2 onset
16    ;p3 duration
17    ;p4 sound file pointer
18
19    kenv     oscil      20000,1/p3,2
20    aindx     line      p4,p3,p3+p4
21    asig      tablei    aindx*sr,1
22
23    out       asig*kenv
24
25  endin
26 </CsInstruments>
27
28 <CsScore bin="gmask">
29 {
30 f1 0 131072 1 "schwermt.aif" 0 4 1 ;43520
31 f2 0 8193 8 0 4096 1 4096 0
32 }
33
34 ; for use with timestretch.orc !
35
36 f 0 11
37
38 p1 const 1
39
40 p2 rnd uni ;random interonset, exponential rising density
41 mask [.2 .005 ipl 1.5] [.4 .01 ipl 1.5] map 1
42 prec 4
43
44 p3 range .02 .05 ;random duration
45 prec 2
46
47 p4 range 0 2.1 ;random pointer
48 prec 3
49 </CsScore>
50 </CsoundSynthesizer>
51
52
```

```
1 <CsoundSynthesizer>
2 ; adapted from Andre Bartetzki's original cmask example
3 ; see http://www.bartetzki.de/en/index.html
4 <CsOptions>
5   -d -o dac
6 </CsOptions>
7
8 <CsInstruments>
9   sr      = 44100
10  ksmps   = 10
11  nchnls  = 2
12
13  instr 1
14
15  ipanl    table 1-p5 ,4,1
16  ipanr    table p5 ,4,1
17
18  andx     line   p4,p3,p4+p3*p6
19  asig     tablei andx*sr,1
20  kamp     oscil  8000,1/p3,2
21           outs   asig*kamp*ipanl, asig*kamp*ipanr
22
23  endin
24 </CsInstruments>
25
26 <CsScore bin="gmask">
27 {
28 f1 0 262144 1 "whisp.aif" 0 4 1
29   ;= 5.94 sec
30 f2 0 8192 19 1 1 270 1
31 f4 0 8192 9 .25 1 0      ; pan function
32 }
33
34 f 0 60
35
36 p1 const 1
37
38 p2 rnd uni
39 mask (0 .0005 37 .007 60 .003) (0 .003 37 .15 60 .005)
40
41 p3 rnd uni
42 mask [.3 .02] [.7 .04]
43
44 p4
45 seg [0 5.9]
46
47 p5 range 0 1
48
49 p6 rnd uni
50 mask (0 .3 25 1 40 .7) (0 2 4 1 25 1.2)
51 quant .3 (0 0 25 .9 30 0 45 .9 55 0) (40 0 45 1.5 55 0)
52 </CsScore>
53 </CsoundSynthesizer>
54
55
```