```
( //front TO back, down to up -- general directions
{
    256.do({ //256 objects
        {
            HOAEncoder.ar(3, //High Order Encoder, 3rd
                LPF.ar( //Lowpass filter
                    PlayBuf.ar( //Playing audio from Buffer
                        1, //mono buffer
                        b, //actual buffer
                        rrand(0.1, 0.3) + LFNoise2.kr(5).range(0.01, 0.1),
                        //rate with randomness control
                        1, //trigger
                        rrand(SampleRate.ir * 70, SampleRate.ir * 80)
                        //starting position for buffer reproduction
                    )  *
                    EnvGen.kr( //Envelope generator for each object
                        // for amplitude shaping
                        Env.new(
                            [0, 1, 0],
                            [0.75, 0.75],
                            \lin ), //linear trajectory
                        1 //gate of the envelope - always on
                    ) * -6.dbamp, //Needed amplitude scaling
                    1000 //Cutoff Frequency
                ),
                Line.kr( //spatial positioning - Lines
                    (rrand(0, 10) * [-1, 1].choose).degrad,
                    //generating from the front, approximately
                    (rrand(170, 180) * [-1, 1].choose).degrad,
                    //ending to the back, approximately
                    1.5, //duration of the movement
                    doneAction:2 //killing the synth
                ),
                Line.kr(0, pi/4, 1)) //altitude
            //moving from down to up in 1 second
        }.play; //play it!
        rrand(0.1, 0.2).wait; //random waiting between objects
    });
}.fork;
)
```