

# silica - a musical modeling language

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# Professor Craig Graci's Clay/MxM

- A software package used to develop musical intuitions
- A programming language to model music
- Used in Professor Graci's Cog 316/CSC 490 - Cognitive Musicology

# What is silica?

- “Clay++”
- A superset of Clay, adding some new features
  - User-defined scales and modes
  - Functions
  - Scripting
  - Open source

# What is siren?

- **Silica Rendering EN**gine
- A sonic and graphical renderer for silica

# The Note

- A global object, operated upon by primitives
- Consists of various parameters:
  - scale degree
  - octave (register, location)
  - scale stack
  - duration
  - volume
  - tempo
  - instrument

# Primitives

- Act upon the note directly, manipulating one or more parameters
- A sampling:
  - `play` Plays the note
  - `rest` Rests the note
  - `rp` and `lp` Raise the pitch and lower the pitch
  - `x2`, `x3`, `x5`, `x7` **E**xpand the duration by a factor
  - `s2`, `s3`, `s5`, `s7` **S**hrink the duration by a factor
  - `inctempo` Increase the tempo by 10 BPM
  - `decvol` Decrease the volume by 100 (MIDI value)
  - `agogo` Change the instrument to agogo
  - `d-minor` Change the scale to Dm.

# The rest of the good stuff

**Meta Commands** Interact with silica at a level higher than the note.

Ex. *-state* or *-exit*

**Macros** Simple rewrite rules.

Ex. *asc3* » *3play+rp 3lp*

**Commands** Macros with embedded structure.

**Functions** Macros with replacement rules.

Ex. *hat(x) := x rp x lp x*

**Transforms** Manipulations on a Macro / Function / Command.

# Demo time?

- I'm sure you're probably confused at this point.
- One second while I set things up...



# Any questions?

- Feel free to ask.

# Where to get it

`http://silica.suspended-chord.info/`  
and  
`https://github.com/gatesphere/silica`