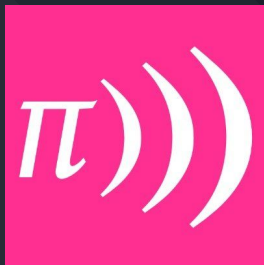


# Sonic Pi



Learn to code, compose, and perform music

# The UI





# Play a beep

play 60



# Play a beep

play 60



50, 20, 65



# Learning about sleeps

play 60  
play 70

VS

play 60  
sleep 1  
play 70




# Learning about sleeps

play 60  
play 70

VS

2, 4, 5   play 60  
                    ↓  
                  sleep 1  
                  play 70



play 60 = play :c

play 60 = play :c

Some other values for notes:

- :a = 69
- :b = 71
- :d = 62
- :e = 64
- :f = 65
- :g = 67



# More about playing notes

Pitch

play :cs

Pitch

play :cb





# More about playing notes

Pitch



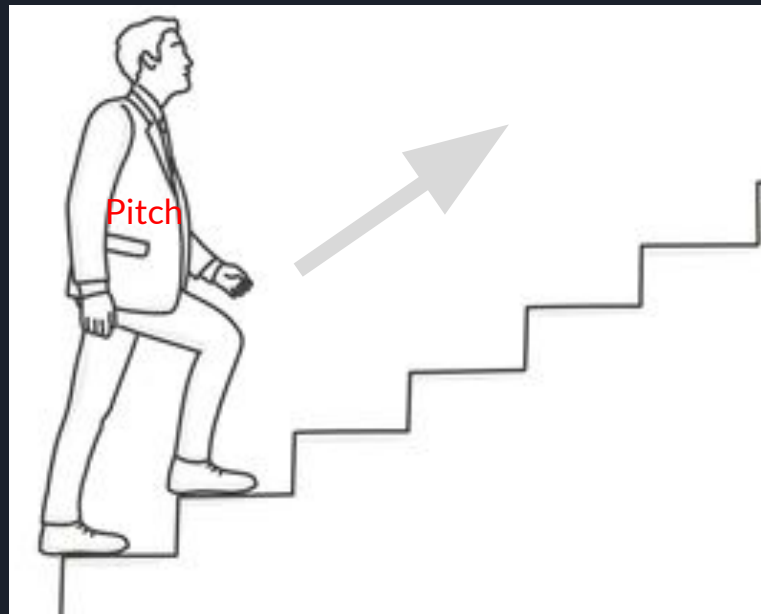
play :cs

Pitch

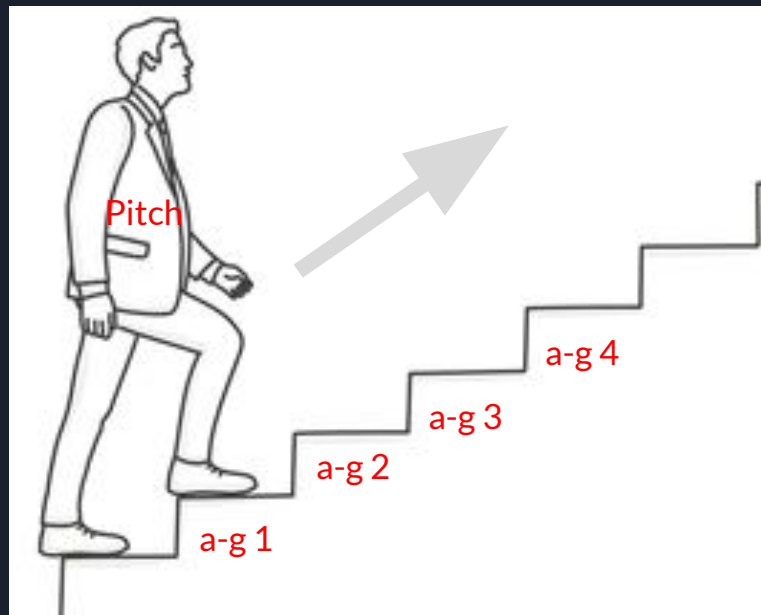


play :cb

# Learning about Octaves



# Learning about Octaves





# Playing Chords

```
play :c4  
sleep 1  
play :d4  
sleep 1  
play :e4
```

VS

```
play_chord [:c4, :d4, :e4]
```

\* Remember you can only use letter notes for the play chord command



## Play Pattern

play 60

sleep 1

play 70

sleep 1

play 80

VS `play_pattern [60, 70, 80]`



Using sustains

play :c4 → play :c4, sustain: 1



# Using Synthesizers

```
use_synth :blade
```

```
play 60
```

```
sleep 1
```

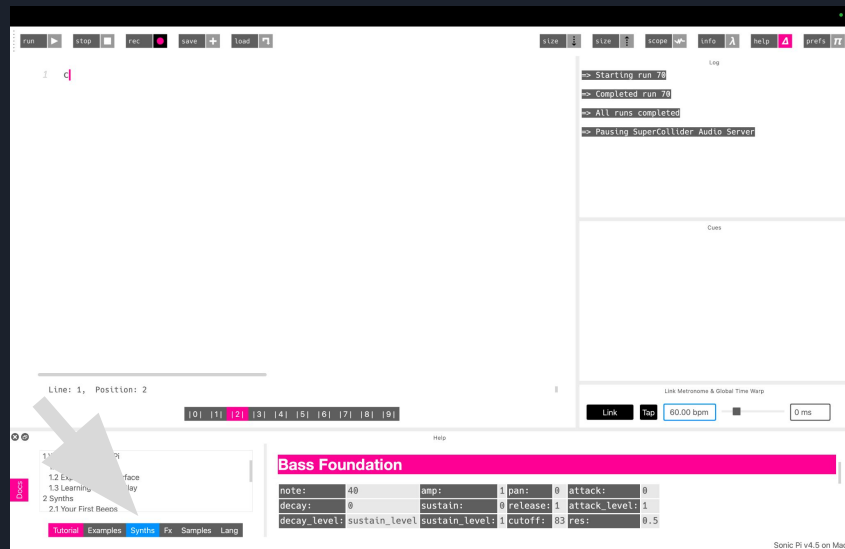
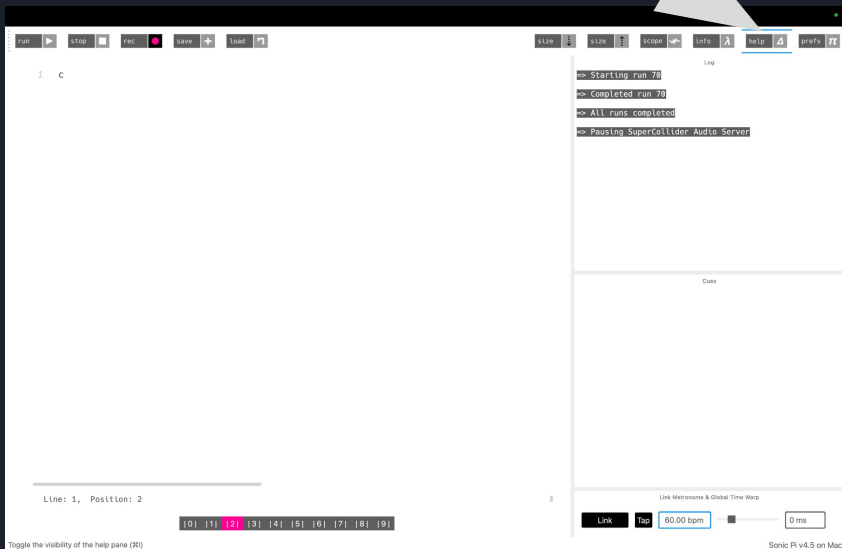
```
use_synth :supersaw
```

```
play 70
```

# List of all the synthesizers


Step 1.

Step 2.





# Using Repeats



```
play 60  
sleep 1  
play 70  
sleep 1  
play 80  
sleep 1  
play 60  
sleep 1  
play 70  
sleep 1  
play 80  
sleep 1  
sleep 1  
play 60  
sleep 1  
play 70  
sleep 1  
play 80  
sleep 1
```



```
3.times do
```

```
  play 60  
  sleep 1  
  play 70  
  sleep 1  
  play 80  
  sleep 1
```

```
end
```



Speeding up or slowing down

`use_bpm 120`

`2.times do`

`play 60`

`sleep 1`

`play 70`

`sleep 1`

`play 80`

`sleep 1`

`end`



## Using Live Loops

```
live_loop :melody do
```

```
  use_bpm 120
```

```
  play 60
```

```
  sleep 1
```

```
  play 70
```

```
  sleep 1
```

```
  play 80
```

```
  sleep 1
```

```
end
```



## Changing the volume

```
live_loop :melody do
  use_bpm 120
  play 60, amp: 2
  sleep 1
  play 70, amp: 1
  sleep 1
  play 80, amp: 4
end
```



Pan: -1 = Audio  
comes from the  
left speaker

No Pan = Audio  
comes from both  
speakers

Pan: 1 = Audio  
comes from right  
speaker

```
Using Panning
live_loop :melody do
  use_bpm 120
  play 60, amp: 2, pan: -1
  sleep 1
  play 70, amp: 1
  sleep 1
  play 80, amp: 4, pan: 1
  sleep 1
end
```



## Using samples

play 60

sleep 1

sample :ambi\_soft\_buzz

sleep 1

play 70

# List of all the samples

Step 1.

Step 2.





Now  
compose your  
own music!