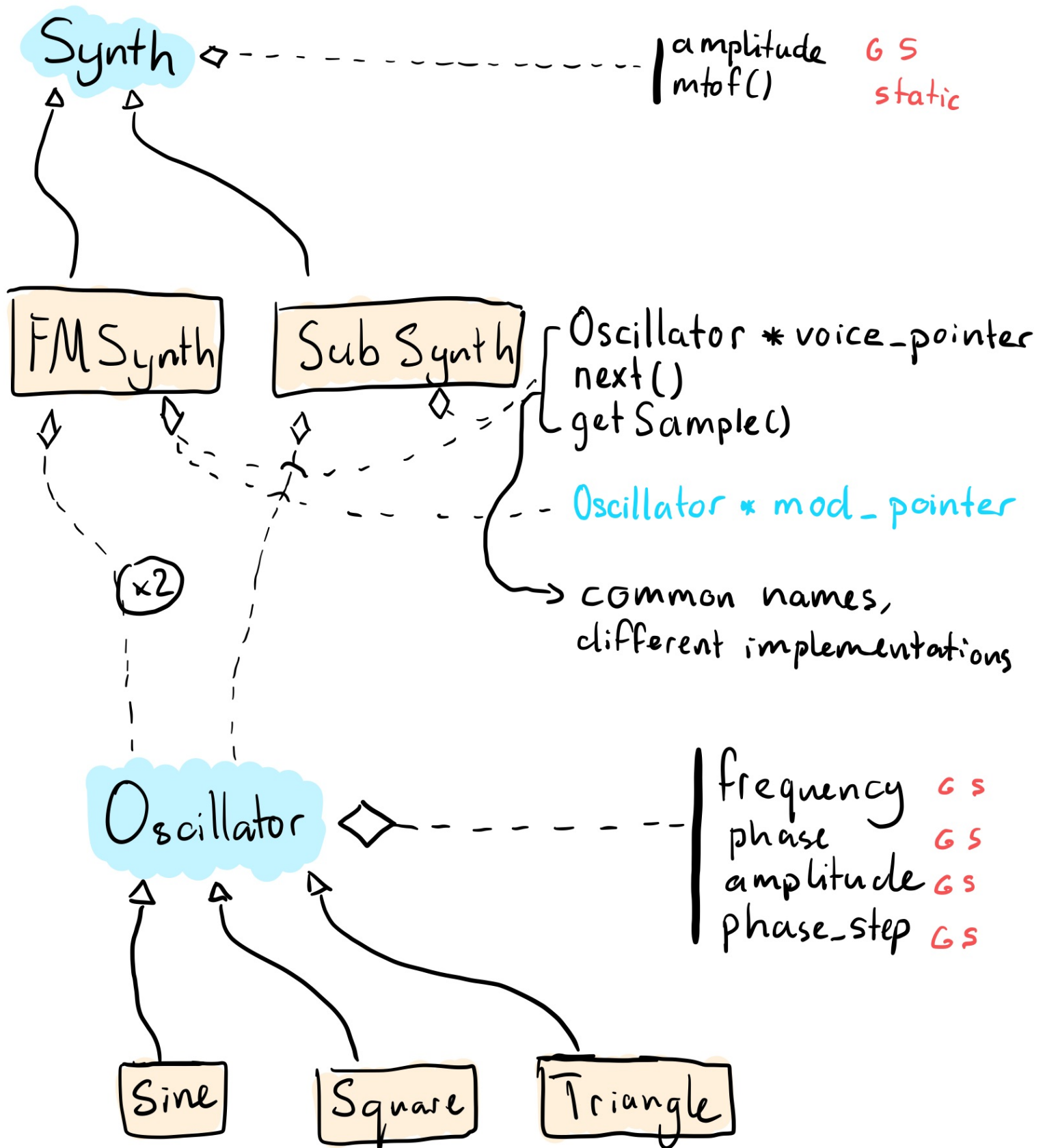


Synthesis

melody →



Melody

audio flow →

vector melodies

Melody

initialization:

pick n random midi note values
From a scale and add a
common random root

repeat n times:

[0 2 4 5 7 9 11 12]



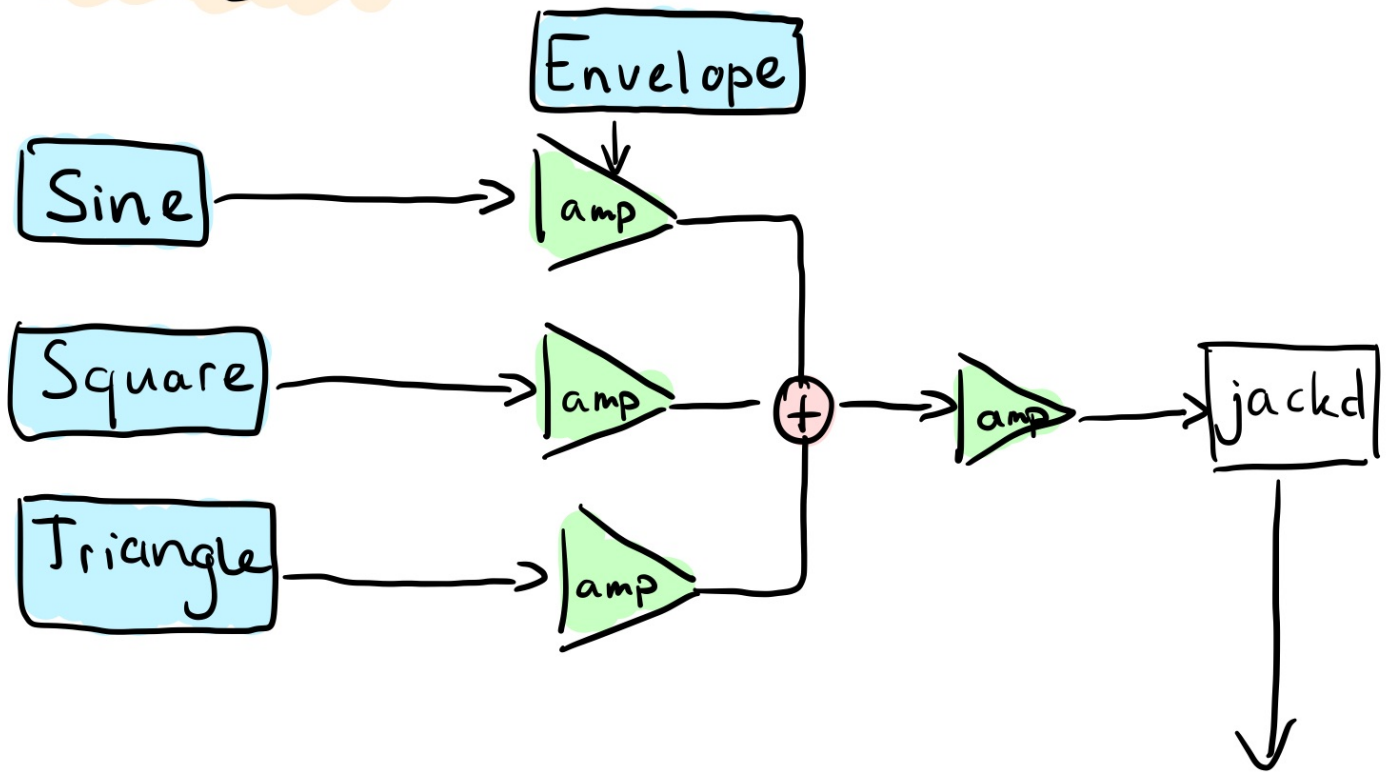
⊕

← random[36, 64]



melody.append

SubSynth



FM Synth

