Chuck Tutorial

Audio

* Audio Sample – amplitude of a digital wave at a certain time
* 44100 samples every second for each output channel

Code:

* Unit Generator:
  + Thing that generates or processes audio samples
  + dac : Digital/Analogue Converter
* Time vs duration
  + Time is a point in time, dur is a duration
* Mapping:
  + How one range of numbers map to another set of numbers
  + Types:
    - Linear mapping
  + asd
* asd

Syntax:

* 2::second => now. Let’s add 2 seconds to the
  + could be read as an attempt to change the value of ‘now’, which is actually the number of samples that have elapsed
  + now: an instance of time
  + 2::second: and instance of dur
  + dur plus time equals time
* asd

Chuck Instrument Plan:

How To:

* code so that when you pull out axis 2, you turn a saw wave on or off
  + I get that with the instruments you can use the noteOn command but how do you do it with oscillators
* Code so that when you pull out the

Questions:

* Why is the math like it is? Ie. T - gt.axis[1]\*135::ms => now;
* Where is the generating happening? Like where is the chuck code for where/when the notes play?

Overall Plan:

* White noise controlled left side

Plan:

* Axis[0]:
* Axis[1]:
  + Controls cutoff of freq filter to white noise
* Axis[2]:
  + Turns on a white noise generator & controls gain
* Axis[3]:
* Axis[4]:
* Axis[5]:
  + Controls wetness of reverb
* asd