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Artist Overview: PEPPIN

sooo fun fact:

i had the wonderful opportunity to interview them directly!

who is PEPPIN?



PEPPIN is a Boston based artist who specializes in electronic production, and live coding.

Their influences lie in:

- Machine Girl
 - 100 Gecs
 - SOPHIE

The genres:

- Hyperpop
- Electronic
- Breakcore-adjacent

Involved Projects

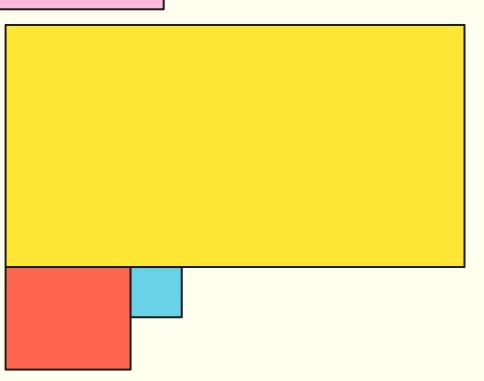




- SWEETGUM
 - Duo Project with GT
- PEPPIN
- A part of the Live Code scene in Boston
 - Opened for DJ_DAVE (esteemed live coder)
 - Frequent Collaborator w/ Switch_Angel

Humble Beginnings

- PEPPIN had started live coding after seeing one of their friends' performances for this exact class a while ago
- Afterwards, their interest for live coding had skyrocketed, and they decided to take the class in a later semester.
- This would be the start of their live-coding class, and learning the class through tidal cycles quickly paved the way for strudel to take over their workflow.



Live Coding Tech





- PEPPIN utilizes a lot of samples and chops
 - especially around harmonic and percussive (breaks) content
- later on, they started utilizing the synths within strudel a lot more

Live Coding Tech (ii)

```
//percussion
$drums:stack(
s ("kik:3").beat (jersey, 16) .gain("1") .c
//s ("kik:3").struct(kikdnb) .gain("1") .ch
s("rsnare:1").struct(snare) .gain(".7") .ch
//s("hh*8") .gain("1") ,
//s("perc:1*8") .channels("6:6")
s('hats:1' ).struct(hthouse).fast(4) .gain(
 s("percs30").struct(percz).channels("13:
  )._punchcard()
```

- for drums, they have a tendency to use stacks with "sound" code fields
- Also defining different structures with patterns

Live Coding Tech (iii)

```
36 $Pads2: s ("pads_t2:1/8")
   .fit()
     .gain(*1.5*
     .room(3) .roomsize(.5)
   //.slice(8, "<1 5> <2 6> <3 7 > <4 6>")
29 $Pads1: s ( pads_t2 0/8)
   .fit()
   .gain('2'
   .scrub (* 0.200 0.400 <.500 .900> <.800 .300>")
33 //.slice(24, "1 1 1 1 5 6 7 0")
```

36 \$Pads2: s ("pads_t2:1/8")

.gain(*1.5*)

.fit()

- in terms of resampling, PEPPIN
 has a methodology of making
 the samples in ableton, but then
 using the the .scrub field in order
 to "chop" it up
- post processing involves a LOT of reverb and delay :3

Future Projects?

- Finishing up a couple of remixes/ tracks with Switch_Angel
- More work on the SWEETGUM project
- a LOT of gigs coming up in the Boston scene - I implore you to take a look!

