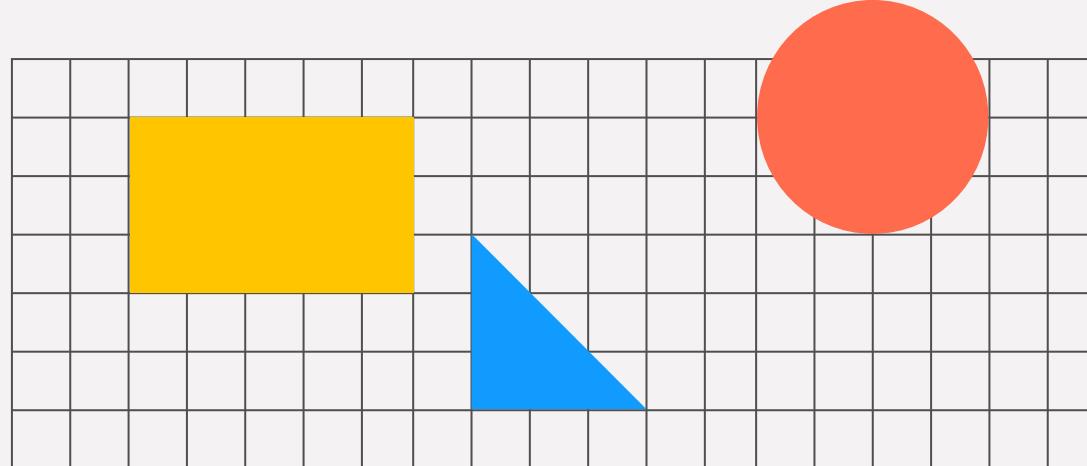


troll-star-on-the-roof

lilith santos - a luisa mei overview



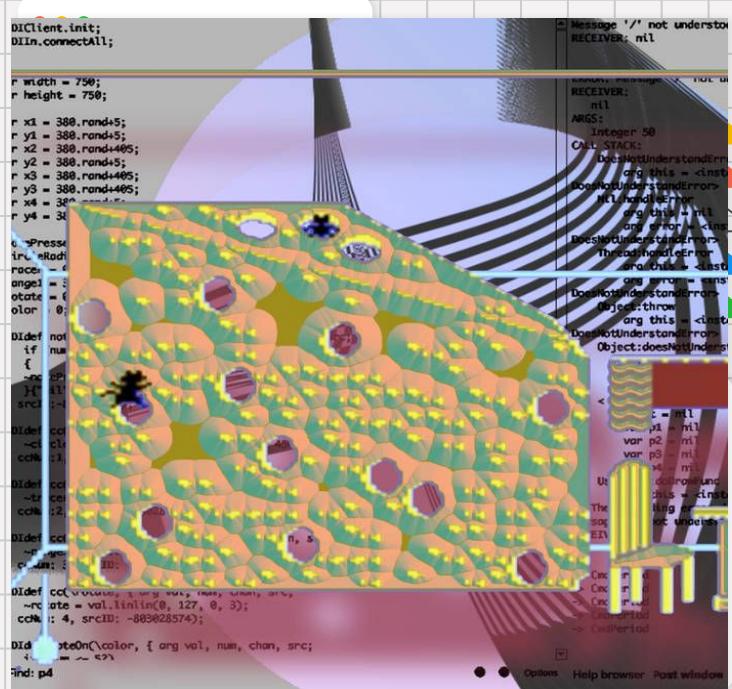
about luisa mei



- Born in Italy, moved to Pennsylvania as a child
- Currently based in Upstate New York



on aesthetics



- The album art already is indicative of Luisa's artstyle
- The whole album consists of granular pieces: nothing too cohesive but full of experimentation
- troll-star-on-the-roof consists of a bright, plastic sounding soundscape followed by riveting rhythms that follow due to granular

Behavior (of the track)



- it's almost like the track itself is breathing, constantly changing form past the 30 second mark.
- The granular and tonality of the sample lends itself to some interesting time stretching qualities.
- it then starts to distort past anything recognizability at first, before reintroducing some motifs that come back later in the composition
- but where are the elements coming from ?



Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

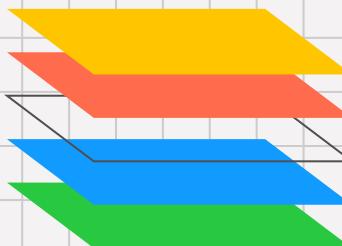
Tips

the patch

```
SynthDef(\gs,
  {arg buf, out, pan=0, amp=1, rate=1, pitch=1,
   atk=0.1, sus=1, rls=0.4,
   speed, length, centerPos;
   var env, sound, trig;
   env = EnvGen.ar(Env([0, 1, 1, 0], [atk, sus, rls]),

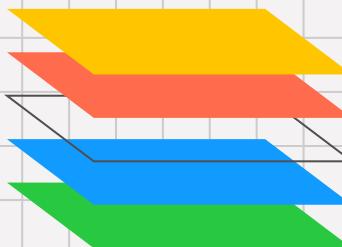
doneAction:2);
  trig = Impulse.kr(speed);
  centerPos = centerPos*BufDur.kr(buf);
  Demand.kr(trig, 0, [centerPos, rate, speed, length, amp]);
  sound = TGrains.ar(
    numChannels: 2,
    trigger: trig,
    bufnum: buf,
    rate: rate,
    centerPos: centerPos,
    dur: length,
    pan: pan,
    amp: amp,
  );
  sound = PitchShift.ar(sound, 0.2,
  (1/(rate.abs))*(pitch.midiratio),0.0,0.001);
  sound = Pan2.ar(sound,pan);
  sound = sound*amp*env;
  Out.ar(out,sound);
}).add;
```

on code



- luisa told me that she was running the granular through a midi controller.
- pitch map was used to the keyboard, but it could very much be a theoretical
- the percussion elements seems to be scrubbing through the sample and are generated through the code.

on code (luisa)



- luisa confirmed all of these suspicions for me, but brought up something interesting
- they edit some of their tracks into ableton after recording - that's how they got the distortion!!