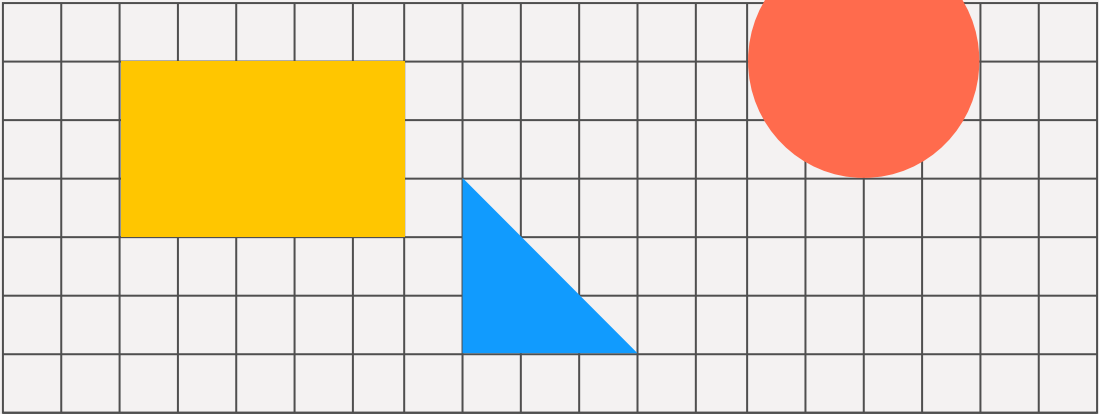
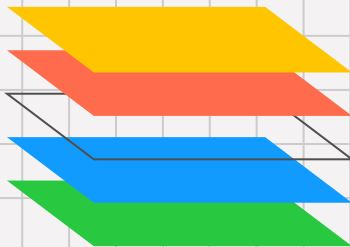


# troll-star-on-the-roof

lilith santos - a luisa mei overview



# about luisa mei



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





# 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 ?



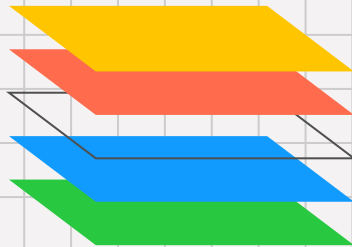
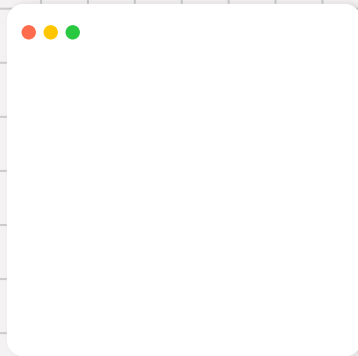
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

**Tips**

# the patch

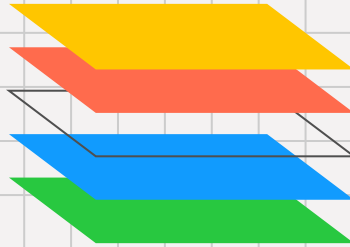
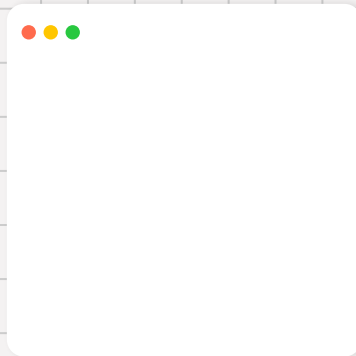
```
SynthDef(\gs,  
  {arg buf, out, pan=0, amp=1, rate=1, pitch=1,  
    atk=0.1, sus=1, rls=0.4,  
    speed, length, centerPos;  
    var env, sound, trig;  
    env = EnvGen.ar(Env([0, 1, 1, 0], [atk, sus, rls]) ,  
doneAction:2);  
  
    trig = Impulse.kr(speed);  
    centerPos = centerPos*BufDur.kr(buf);  
    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!!