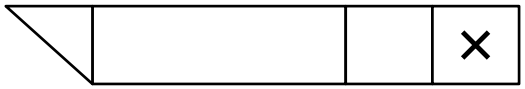
Scenario 4

Participants were shown a video which introduced Full Choosers, duration control via the Time Chooser, and the hard and soft stop mechanism.

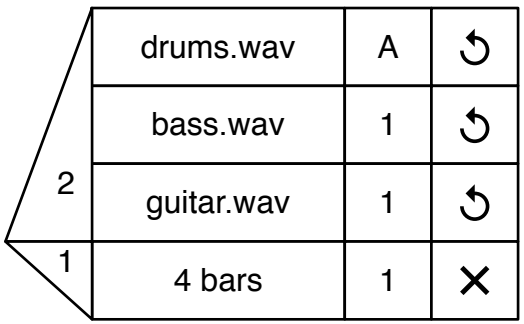


Keeping the Soundable Chooser you made for scenario 2, create a single-lane Time Chooser using the supplied template.

- Make a four bar rest.
- Now you have made the rest, find two ways to quickly skip it. What do you think the nose cone value could be? What would happen if you gave the nose cone that value?
- What impact would there be if you changed the weight of the lane?

Next, take the Time Chooser and snap it onto the Soundable Chooser created in scenario 2. What is the impact of this?

The result of Scenario 4:



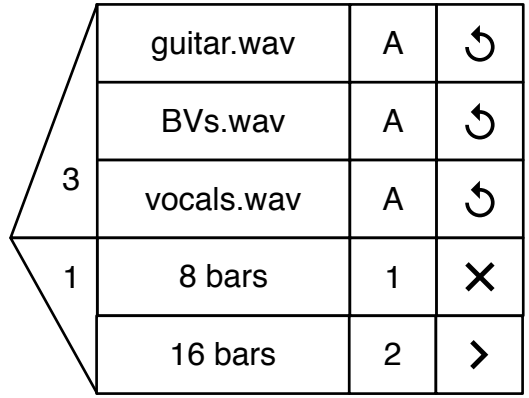
Scenario 5

Look at this Chooser and say what will happen when the Chooser is played. The drums and bass samples are four bars long. The marimba sample is two bars long.

- How many samples will play? Will they loop or play once? What effect would changing the loop setting on the drums have?
- How long will the Chooser play for? What happens when the duration elapses?
- What would happen if the Time Chooser was set to a soft stop?
- What would happen if the Time Chooser nose cone stayed at 1 and the Soundable Chooser nose cone was changed to 2? To 1? To zero?
- How could you make it infinite playback? How could it be made into a rest? Skipped entirely?

Scenario 6

Here is a Chooser containing a Time Chooser with multiple lanes.



- What do you expect to happen in the Soundable Chooser?
- What will happen in the Time Chooser? Which lane is more likely to be selected? What are the consequences of the selection of the uppermost Time Chooser lane? What will be different if the lower Time Chooser lane is selected?
- What other values are possible for the nose cone of the Soundable Chooser?
- What other values are possible for the nose cone of the Time Chooser?