



Scenario 1

1	drums.wav	1	
	bass.wav	1	

Participants were shown a video which introduced lanes, nose cone, weighting including always play, and loop/non-loop functionality.

Here is a Soundable Chooser with two samples.

- If this Chooser is played by itself, how many samples will play?
- How do you know?
- How likely is it that the drums.wav sample will play? How could you make it more likely to play?
- How could you make the Chooser play both samples?
- How would you make it play no samples?

Scenario 2

Using the provided template, make a Soundable Chooser which has three lanes – those lanes should contain looping drums, bass and guitar samples. Make it so that two play at once – the drums always play, and either bass or guitar will be selected with equal probability.

Next, make it so the guitar doesn't play.

Scenario 3

1	2 bars	1	×
	4 bars	2	×

Participants were shown a video which introduced Time Choosers, multiple lanes, and nose cone restrictions.

Here is a Time Chooser with two lanes.

- Describe what will happen when this Chooser is run by itself.
- The nosecone is currently set to 1. What else could it be set to? What would happen if it is changed?
- How could you make a duration of 2 bars most likely to be selected?