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# Euclidean Algorithm for auto-generative patterns in a Supercollider application

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PROJECT OF COMPUTER MUSIC COURSE

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## 0.1 Introduction

Here we have to write the introduction about the purpose of the project, the language adopted and the source of inspiration (modular synthesizers, videos...)

## 0.2 Development of application

In this chapter we will introduce to Supercollider objects and to style of programming adopted (OO, class definitions...)

### **0.2.1 Algorithm**

In this section we will write about the class of the algorithm and its relationship with paper algorithm

### **0.2.2 SynthDefs and Gui Layout**

In this section we will speak about the SynthDefs, their pattern controllers (Pdefs and Pbinds) and the Gui definitions.

### **0.3 Conclusions**

In this section we will conclude the report providing short synthesis of the project and Github analysis.