Euclidean Algorithm for auto-generative patterns in a Supercollider application

Project of Computer Music course

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Contents

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 programmation 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.