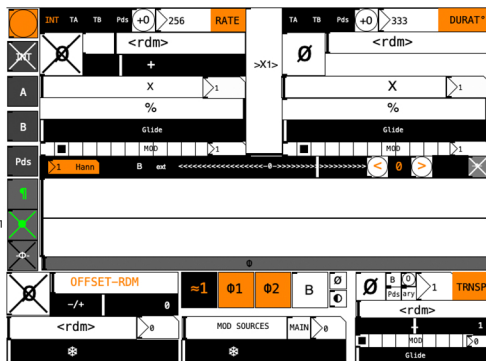# GRANULAR AV

«Granular synthesis is a sound synthesis method that operates on the microsound time scale. These small pieces are called grains...;. Multiple grains may be layered on top of each other, and may play at different speeds, phases, volume, and frequency, among other parameters.»

-INT,TA,TB..
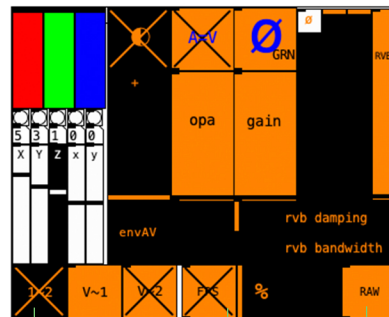Receive clock

-INT, A , B...
Choose source

-At load:
-go to the beginig of the file.
-Send audio Enveloppe 0>1

Turn On/Off
visualisation

-Turn On Random.
-Add Random value
every x bang and repeat
it that many or less..

-Follow **Φ2**, (granulation playback position) or **Φ1** (SMPL playback position) every x bang and repeat it that many or less..

≈**1:** Play the SMPL audio and video

Change video and audio when ≈**1** is selected / V~ :select source.

Control over frame rate