



**POLITECNICO**  
MILANO 1863

# GRANULANDS

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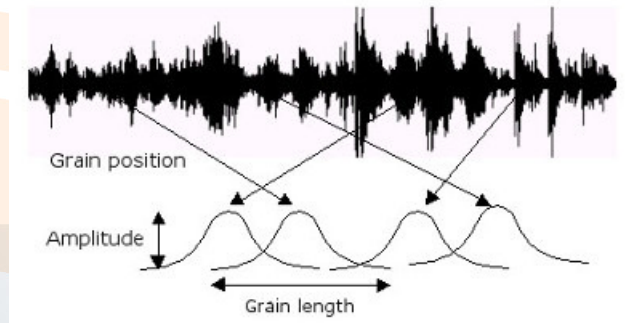
# Granular Synthesis



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Granular Synthesis algorithms can generate short audio clips called grains starting from a sample

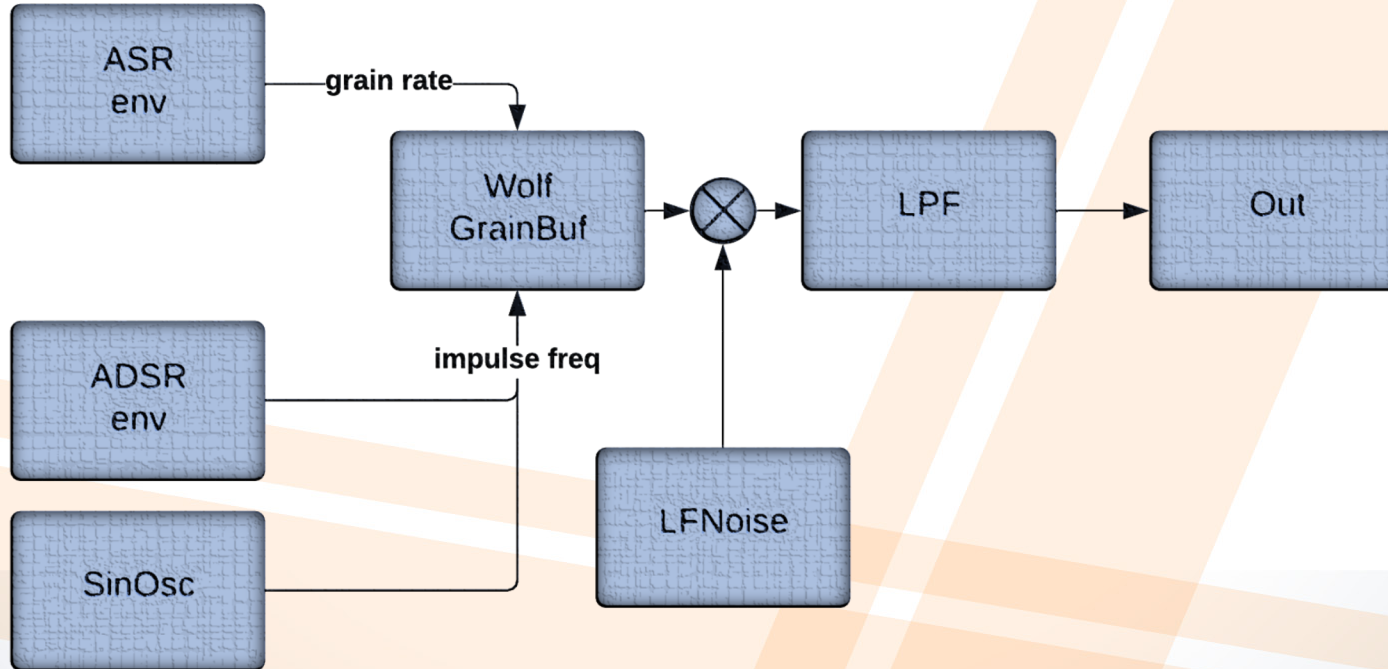
The goal was to create different Foley sounds using Granular Synthesis



# Sound Synthesis



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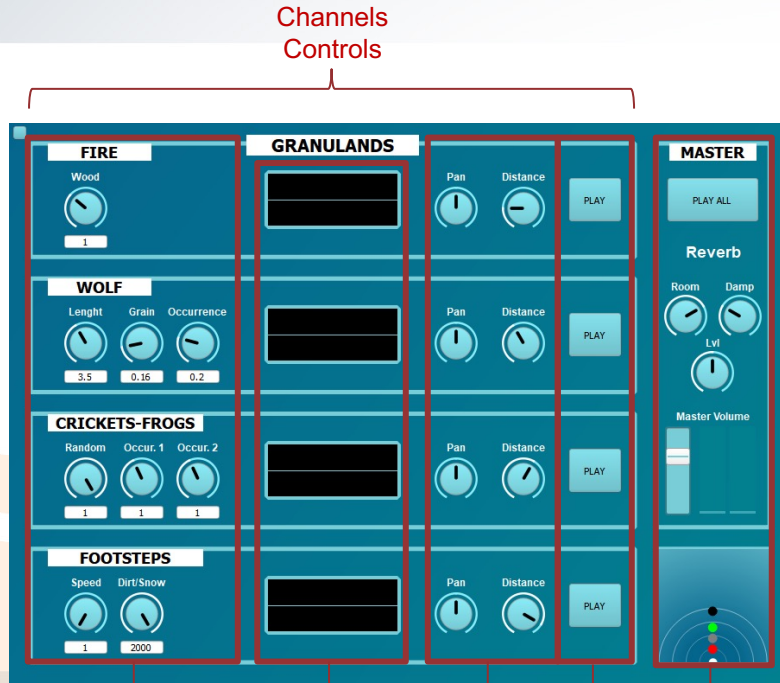


Example of sound synthesis diagram (Wolf)

# Controls



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Channels  
Controls

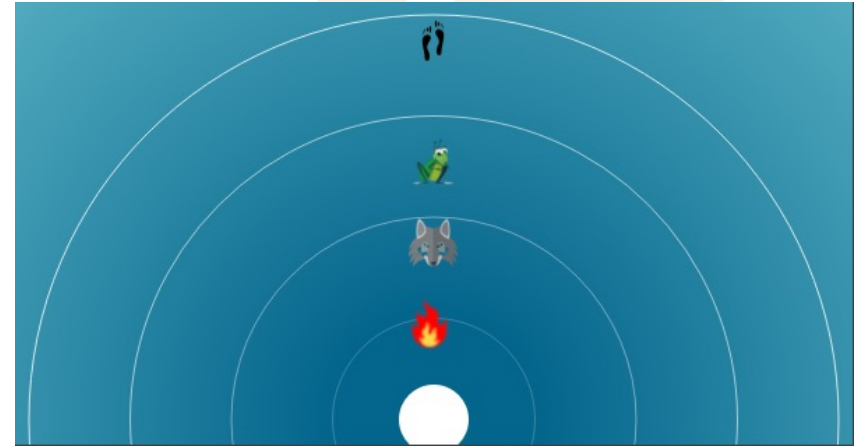
Sound  
Controls

Oscilloscopes

Spatial  
coordinates

Play Buttons

Master and  
Reverb  
Controls

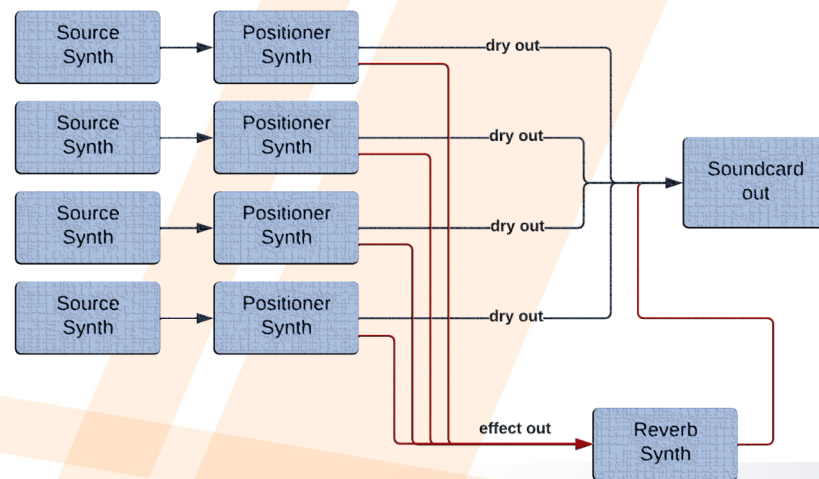
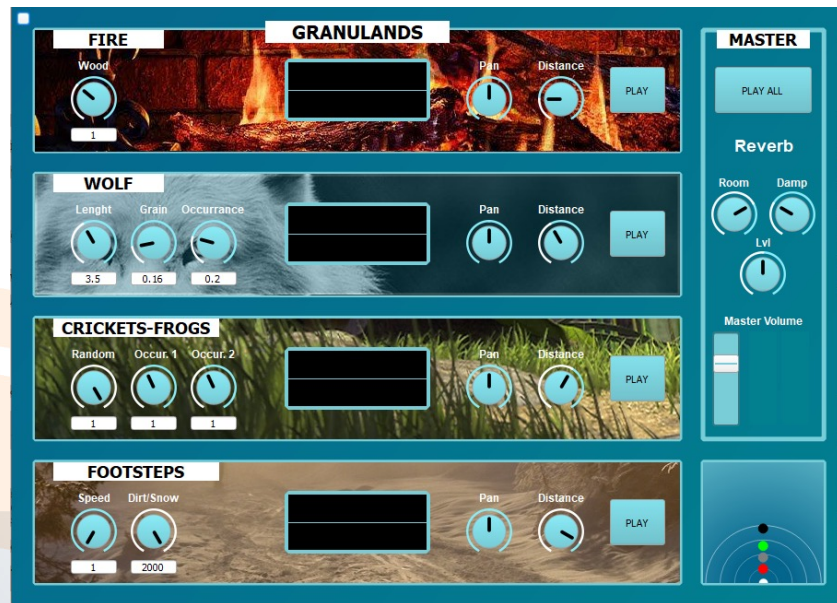


Spatial position controller

# Controls



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# THANK YOU!

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