



POLITECNICO
MILANO 1863

GRANULANDS

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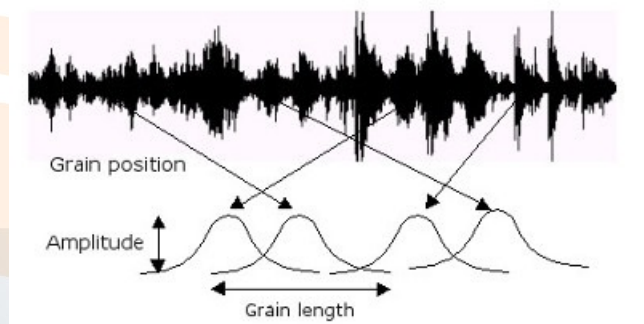


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Granular Synthesis

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

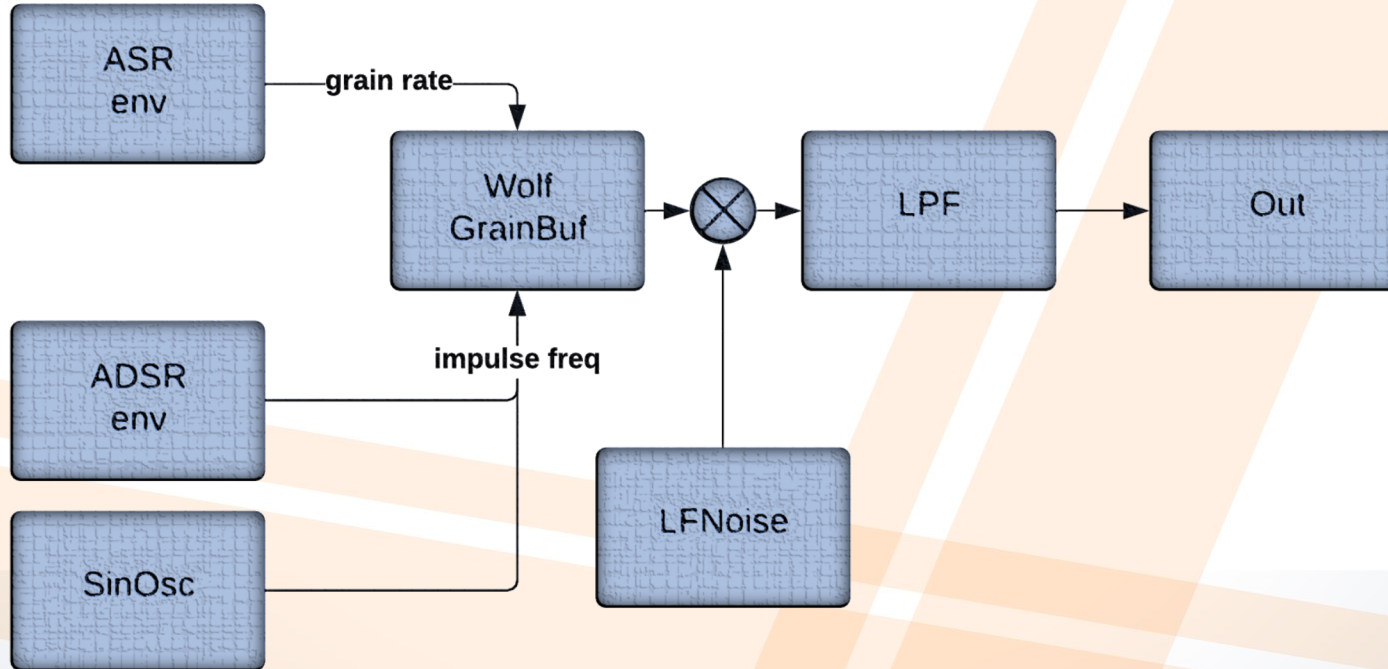
The goal was to create different Foley sounds using Granular Synthesis



Sound Synthesis



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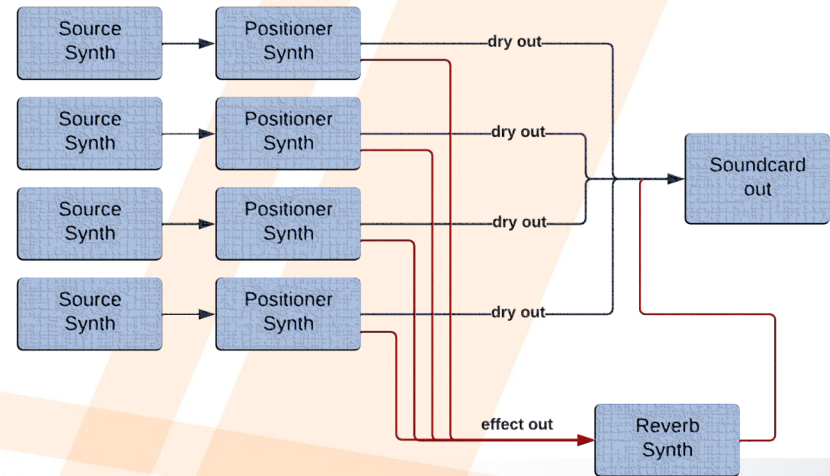


Example of sound synthesis diagram (Wolf)

Controls



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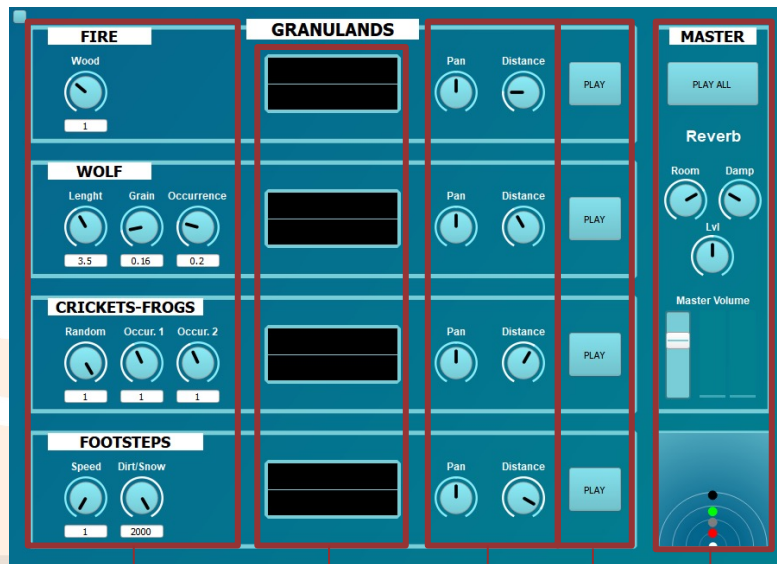




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Controls

Channels
Controls



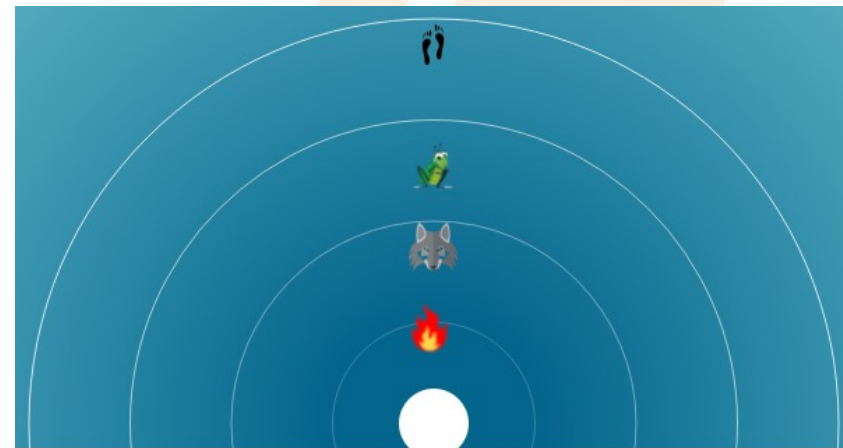
Sound
Controls

Oscilloscopes

Spatial
coordinates

Play Buttons

Master and
Reverb
Controls



Spatial position controller



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THANK YOU!

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