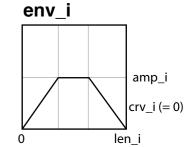
# granular dynamic stochastic waveshaping

# params x num. of breakpoints amp\_i pos\_i position in sample as portion of sample crv\_i envelope attack / decay curve vals len\_i envelope length





## process

### initialize

create intial breakpoints, all amps 0, divide sample evenly...

## step

read amplitude from index in sample buffer, add to amplitude in the env currently being read from and load back the new amplitude. If an env is finished / moving onto the next one then step all of the params for the next one before moving on and swapping the current env with the following env

