Parrot Patch Write-up
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My patch uses a gate to detect changes in amplitude to check if recording should begin. When a change over the threshold is detected, the change object outputs a 1 and the sel object starts a timer which will correspond to the buffer length. There is a short delay before the buffer is played back with a line object to control the fade in/out of the buffer. I played around with the line object values to try to minimize clips occurring from playback. I also included a reverse playback option which can be initiated by clicking a message box.

My patch performs a delay based pitch shift on the audio before recording into the buffer. I chose to use a delay based time-shift over the freqshift object to better maintain the integrity of the audio. I used two phasors to create a “chipmunk chorus” effect. The pitch shift uses tapin and tapout objects to create the delay, time shifted phasors to avoid phasing, and a cosine window to avoid clips.

I enjoyed experimenting with ways to manipulate the audio in this assignment, and learned about delay based pitch shifting as well as the tapin and tapout max objects. I learned how to record and playback from a buffer and manipulate the playback.