

Rhythmicon Write-up
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This current patch is an improvement from my previous version. My previous patch worked with a separate metronome assigned each harmonic a midi key, and a limitation of that previous patch was that the key press had to be timed precisely, making it difficult to play.

Because of this I decided to redo my solution so that all of the harmonics were controlled by a central metronome. This metronome goes into a counter object, and the time that each harmonic is played is controlled by a select object with the calculated fraction. ex. sel 0 0 (fund) sel 0 8 (2nd harm).

The patch can be played using the k slider object, one key press turns the harmonic on, and the user doesn't need to worry about timing the key press as it will always play on time. A second key press will turn the harmonic off. A pair of logical statements detect when a key press occurs by tracking the pitch and velocity.

It was interesting to hand the issue of timing over to the patch to automate, it reminded me a bit of quantization of midi notes during live performance in ableton live. I found my solution to be bit tedious, particularly calculating the exact timing of each harmonic for the select object but overall I am happy that I redid my solution for this patch as it can now be played much more easily, and timing of the key presses doesn't matter because the notes will always play in time.