Clapping Music Write-up
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My clapping music patch consists of two metronomes, one controlling the repeating pattern and one controlling the rotating pattern. There is a drunk dial attached to the rotating pattern which is used to vary the speed of the second metronome, emulating a “drunk player”. There is two toggles. Either can be used to start playing the piece, and the first is used to stop/ start playing from beginning. The second is used to stop the pattern/continue where it left off.

The second pattern is rotated after a certain number of pattern repetitions using zl rot object. The number of repetitions of the second pattern can be selected using the preset object (default is 2 repetitions). This preset object contains the number to be fed into the counter object to count the number of metronome ticks (ex. 1 repetition of pattern = counter 11, 2= counter 23)

There is a second preset object used to select which phrase to begin on. The integer value stored in the preset is converted to binary then combined into a message using pack which is fed into zl rot object.

I found this assignment fairly straightforward to complete, the most difficult part was implementing the drunk dial and figuring out how to change the starting pattern. It was interesting to hear a patch play a musical piece completely on it’s own and it was the first experience I have had with automating a song.