Sound Design Workshop

Names:	
	What do you think "rel" stands for? Why?
2)	What do you think "rate" means? Why?
3)	What do you think "startPos" means? Why?
4)	What do you think "amp" controls? Why?
5)	Did you come up with any interesting sounds?

Cheat Sheet

- Hit CTRL + B to boot the server. Do this before anything else.
- Hit CTRL + ENTER (together) to run a line of code.
- Place the cursor anywhere inside the parenthesis -- '()' -- of the "Pbindef" and hit CTRL
 + ENTER or place the cursor on line #8 and hit CTRL + ENTER
- Hit CTRL + '.' (period) or place the cursor on line #9 (or #25) and hit CTRL + ENTER to stop playing a sample.

What was she talking about again?

- Every person in your group should pick a parameter and change the numbers for that parameter. Try different numbers from really small (0 or 0.01) to big (9 or 10).
- Listen to what change you hear. Note it down.
- Think about what that parameter does to the sample.
- Have fun, make some noise, and note down any cool stuff you come up with to share at the end!

TERMS

• What on Earth is a "parameter"?

- ★ The words before the numbers are called parameters.
- ★ They control some aspect of the sound you hear.
- ★ In programming, parameters act like inputs that give information to a function to do something.
- What is a sample? A snippet of a larger audio file.