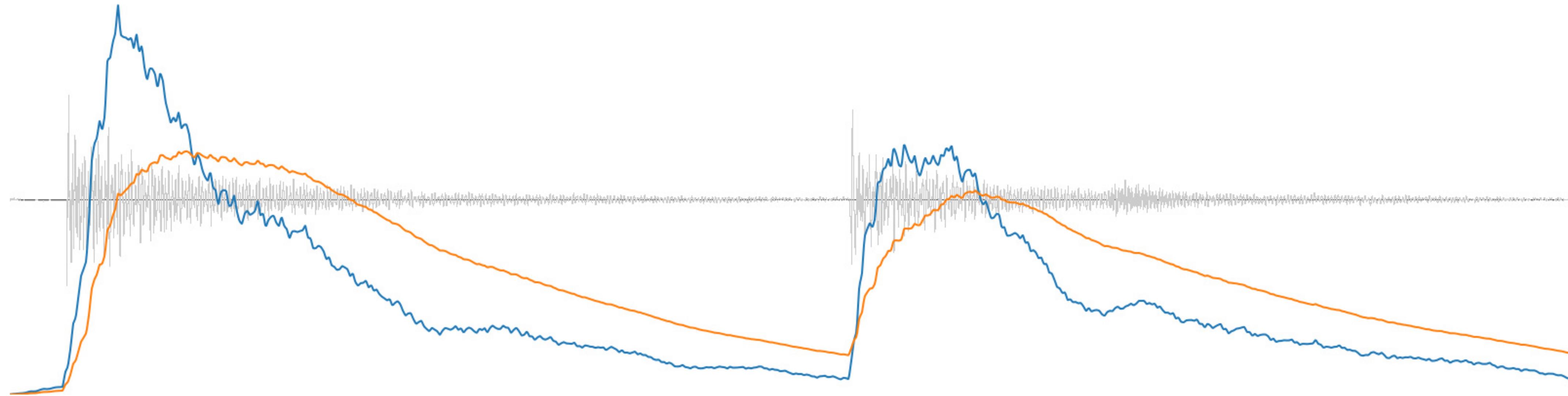


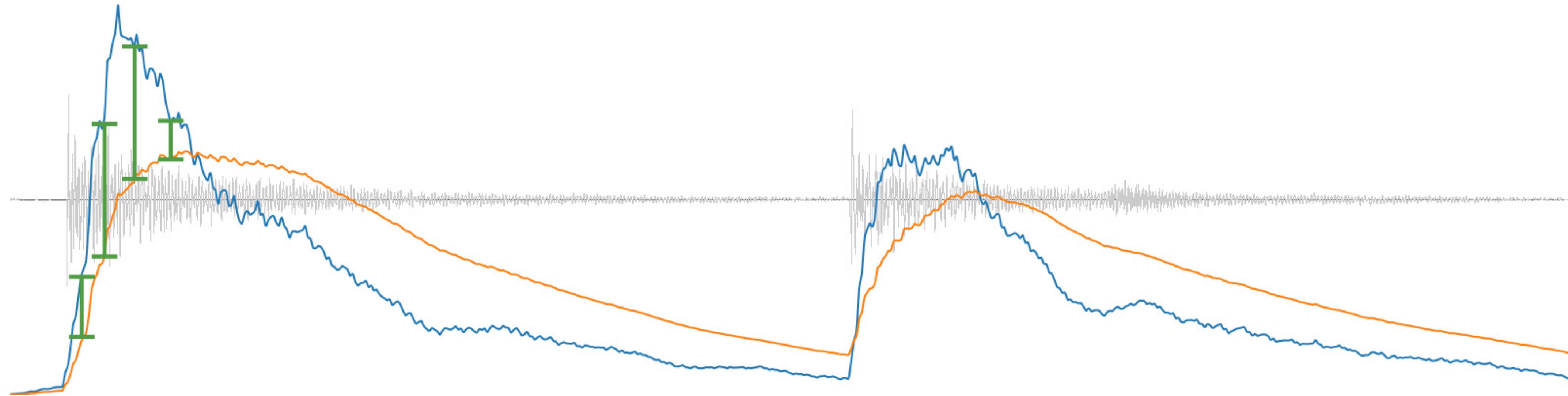
# Slicing Audio

slicing up audio temporally

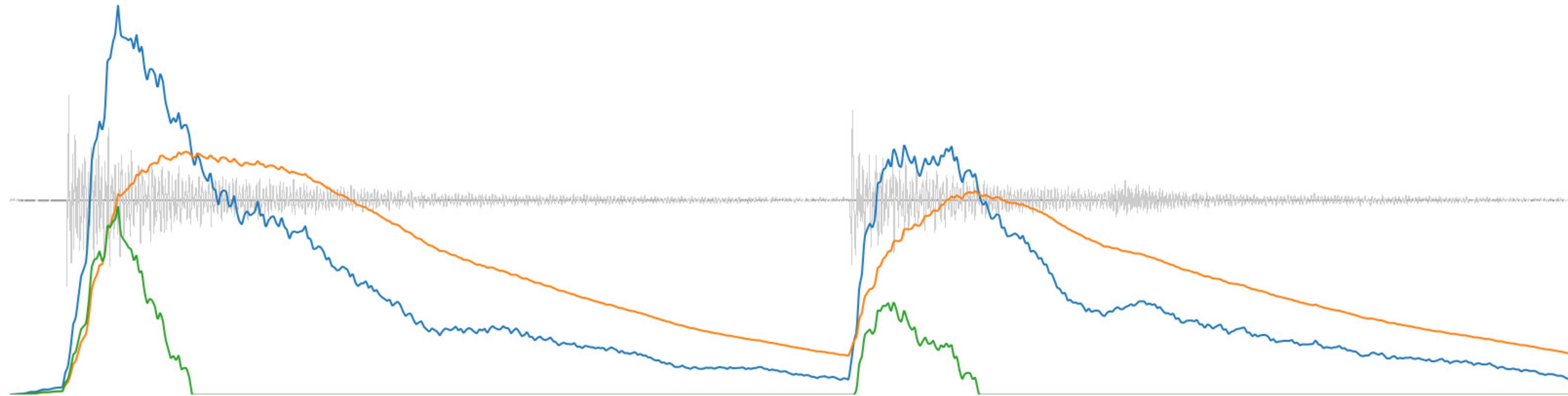




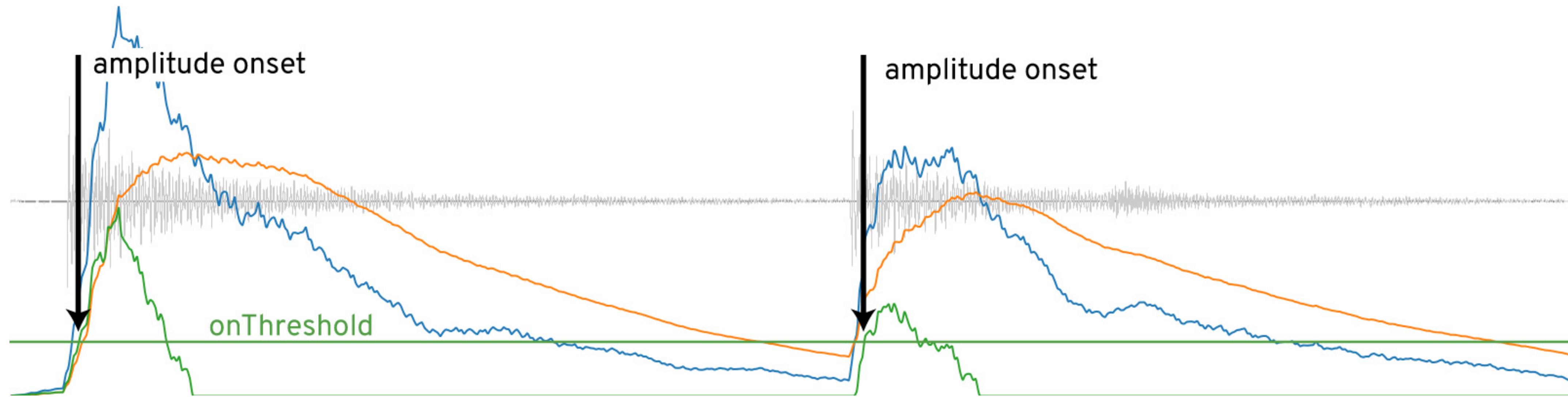
<https://learn.flucoma.org/reference/ampslice/>



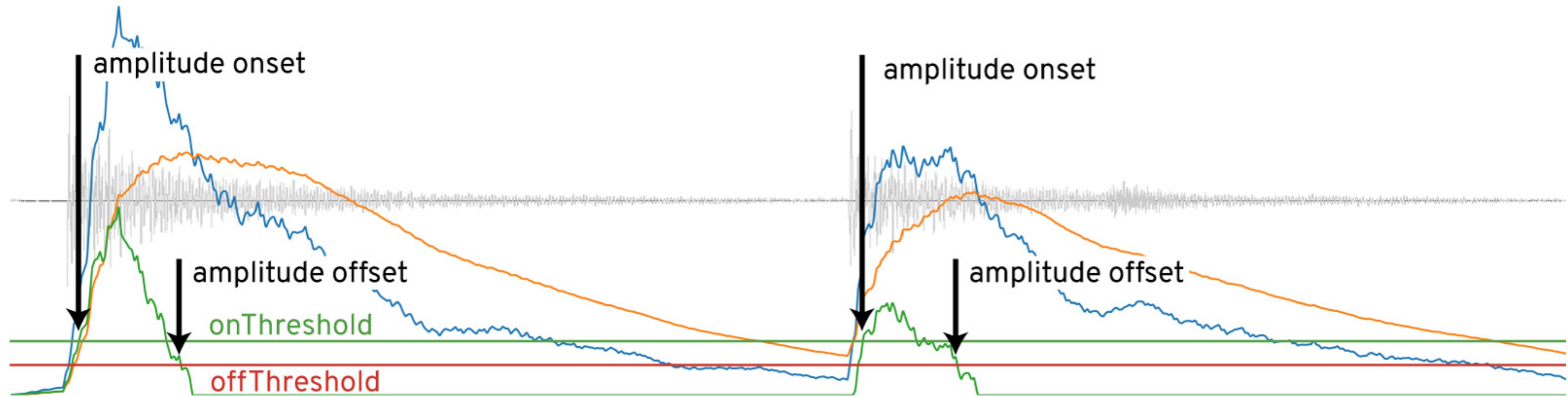
<https://learn.flucoma.org/reference/ampslice/>



<https://learn.flucoma.org/reference/ampslice/>



<https://learn.flucoma.org/reference/ampslice/>



<https://learn.flucoma.org/reference/ampslice/>



*Moon via Spirit*  
by Lauren Sarah Hayes

[learn.flucoma.org/explore/hayes](http://learn.flucoma.org/explore/hayes)

# Audio Descriptor Analysis

sort grains by pitch

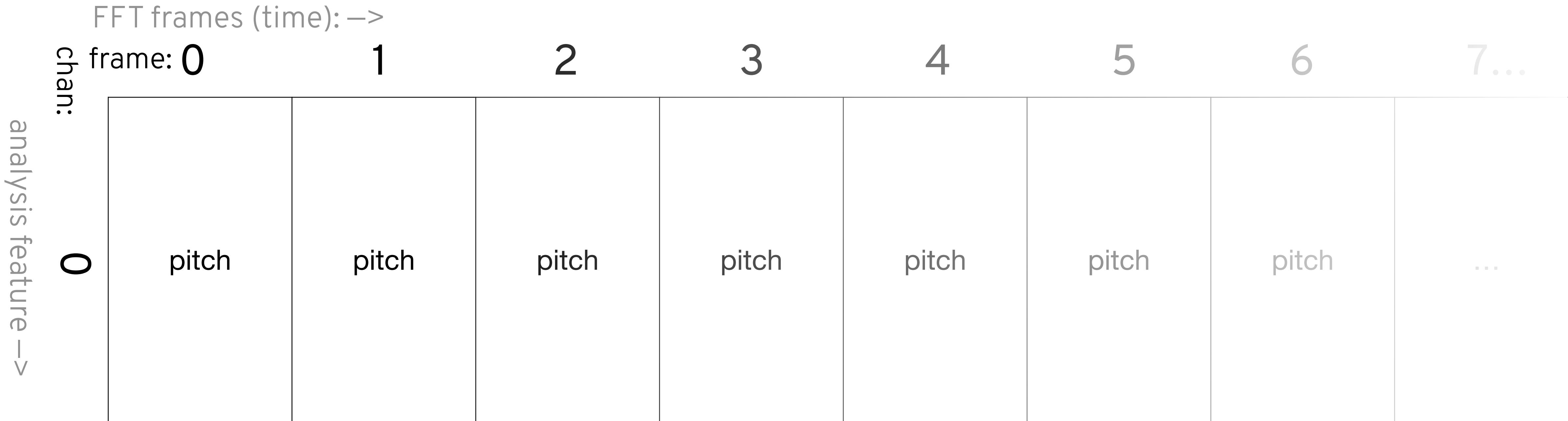
*go to patch*



# FluidBufPitch writes the analysis to a buffer

# FFT frames (time): →

# **FluidBufPitch** writes the analysis to a buffer



# FluidBufStats writes the analysis to another buffer

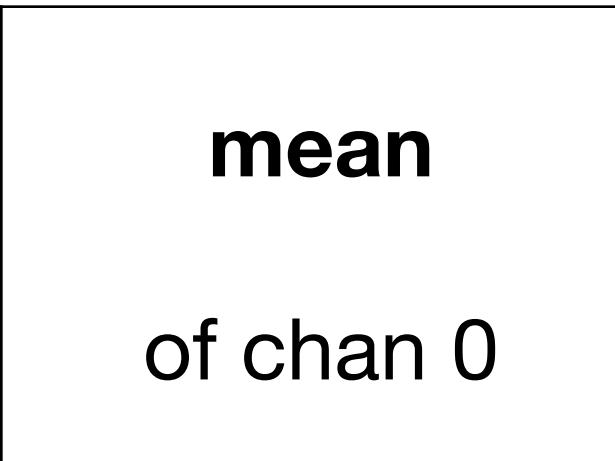
frame:	0	1	2	3	4	5	6
chan:	0	1	2	3	4	5	6
analysis feature →	<b>mean</b> of chan 0	<b>stand. dev.</b> of chan 0	<b>skewness</b> of chan 0	<b>kurtosis</b> of chan 0	<b>low (min)</b> of chan 0	<b>mid (median)</b> of chan 0	<b>high (max)</b> of chan 0
1	<b>mean</b> of chan 1	<b>stand. dev.</b> of chan 1	<b>skewness</b> of chan 1	<b>kurtosis</b> of chan 1	<b>low (min)</b> of chan 1	<b>mid (median)</b> of chan 1	<b>high (max)</b> of chan 1
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮

# **FluidBufStats** writes the analysis to another buffer

frame:	0	1	2	3	4	5	6
chan:	0						
analysis feature ->	<b>mean</b> of chan 0	<b>stand. dev.</b> of chan 0	<b>skewness</b> of chan 0	<b>kurtosis</b> of chan 0	<b>low (min)</b> of chan 0	<b>mid (median)</b> of chan 0	<b>high (max)</b> of chan 0

# **FluidBufStats** writes the analysis to another buffer

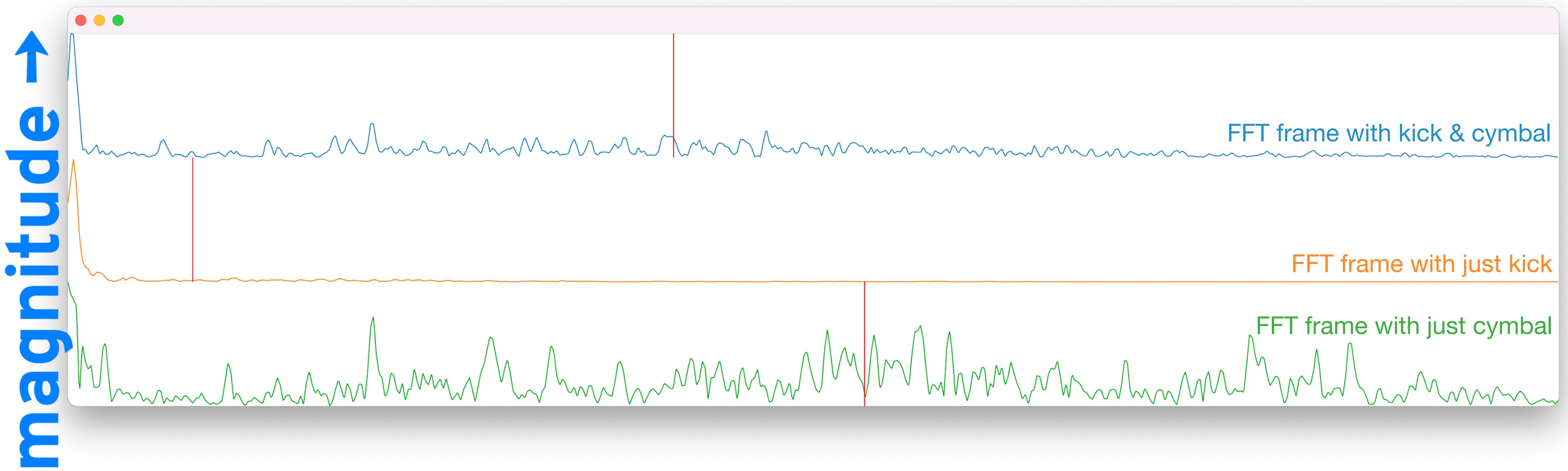
frame: 0  
chan: 0  
analysis feature ->



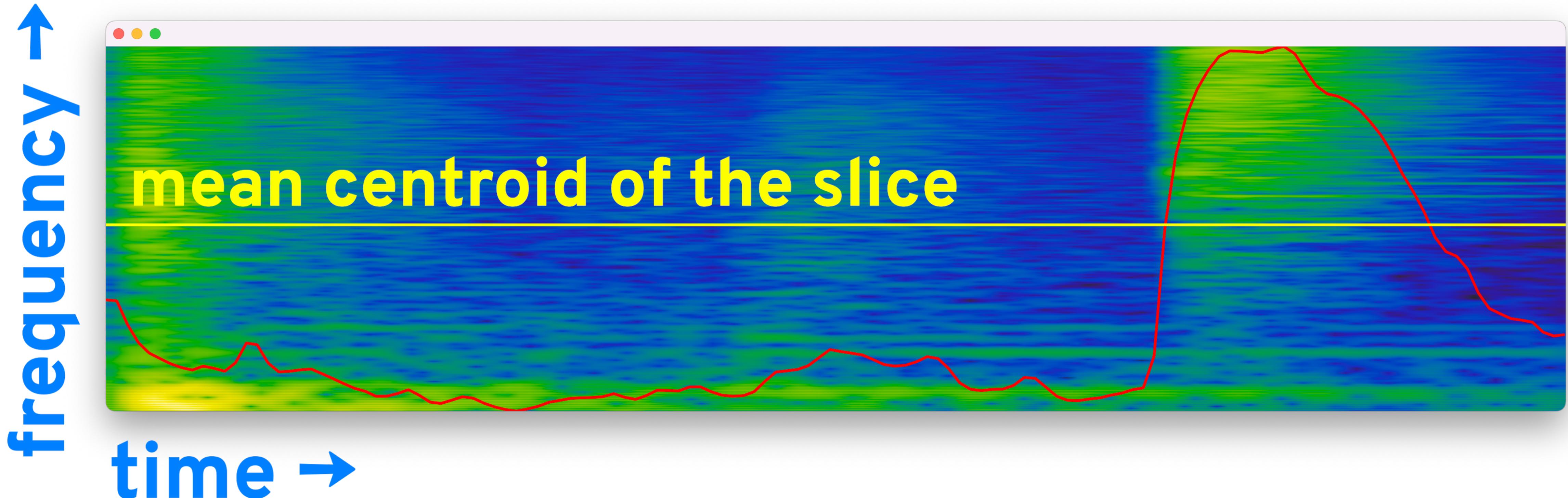
mean  
of chan 0

# Statistics: mean spectral centroid

frequency →



# Statistics: mean spectral centroid



\*color = magnitude

# FluidPlotter (2D space)

plotting drum hits by spectral  
centroid and loudness

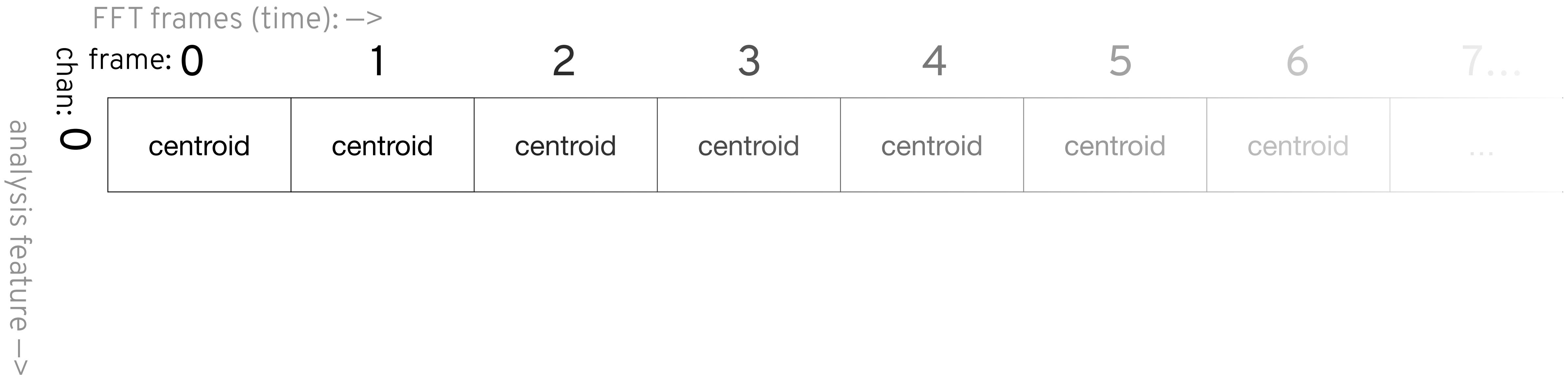
patch it



**FluidBufSpectralShape** writes the analysis to a buffer

# FFT frames (time): →

# **FluidBufSpectralShape** writes the analysis to a buffer



# FluidBufLoudness writes the analysis to a buffer

# FFT frames (time): →

chan:

frame: 0 1 2 3 4 5 6 7...

0 loudness loudness loudness loudness loudness loudness loudness ...

1 true peak ...

# **FluidBufLoudness** writes the analysis to a buffer



# FluidBufStats writes the analysis to another buffer

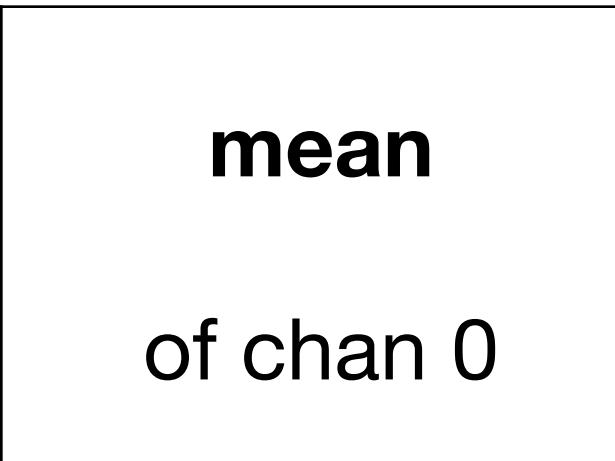
frame:	0	1	2	3	4	5	6
chan:	0	1	2	3	4	5	6
analysis feature →	<b>mean</b> of chan 0	<b>stand. dev.</b> of chan 0	<b>skewness</b> of chan 0	<b>kurtosis</b> of chan 0	<b>low (min)</b> of chan 0	<b>mid (median)</b> of chan 0	<b>high (max)</b> of chan 0
1	<b>mean</b> of chan 1	<b>stand. dev.</b> of chan 1	<b>skewness</b> of chan 1	<b>kurtosis</b> of chan 1	<b>low (min)</b> of chan 1	<b>mid (median)</b> of chan 1	<b>high (max)</b> of chan 1
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮

# **FluidBufStats** writes the analysis to another buffer

frame:	0	1	2	3	4	5	6
chan:	0						
analysis feature ->	<b>mean</b> of chan 0	<b>stand. dev.</b> of chan 0	<b>skewness</b> of chan 0	<b>kurtosis</b> of chan 0	<b>low (min)</b> of chan 0	<b>mid (median)</b> of chan 0	<b>high (max)</b> of chan 0

# **FluidBufStats** writes the analysis to another buffer

frame: 0  
chan: 0  
analysis feature ->



mean  
of chan 0