

Grid Jonker-Volgenant algorithm



Grid (Jonker-Volgenant algorithm)

assign each point in 2D space to a point on a 2D grid

point-0: [0.75, 0.65] --> [1.0, 1.0]

point-1: [0.50, 0.80] --> [0.5, 1.0]

point-2: [0.35, 0.68] --> [0.0, 0.5]

point-3: [0.64, 0.41] --> [1.0, 0.5]

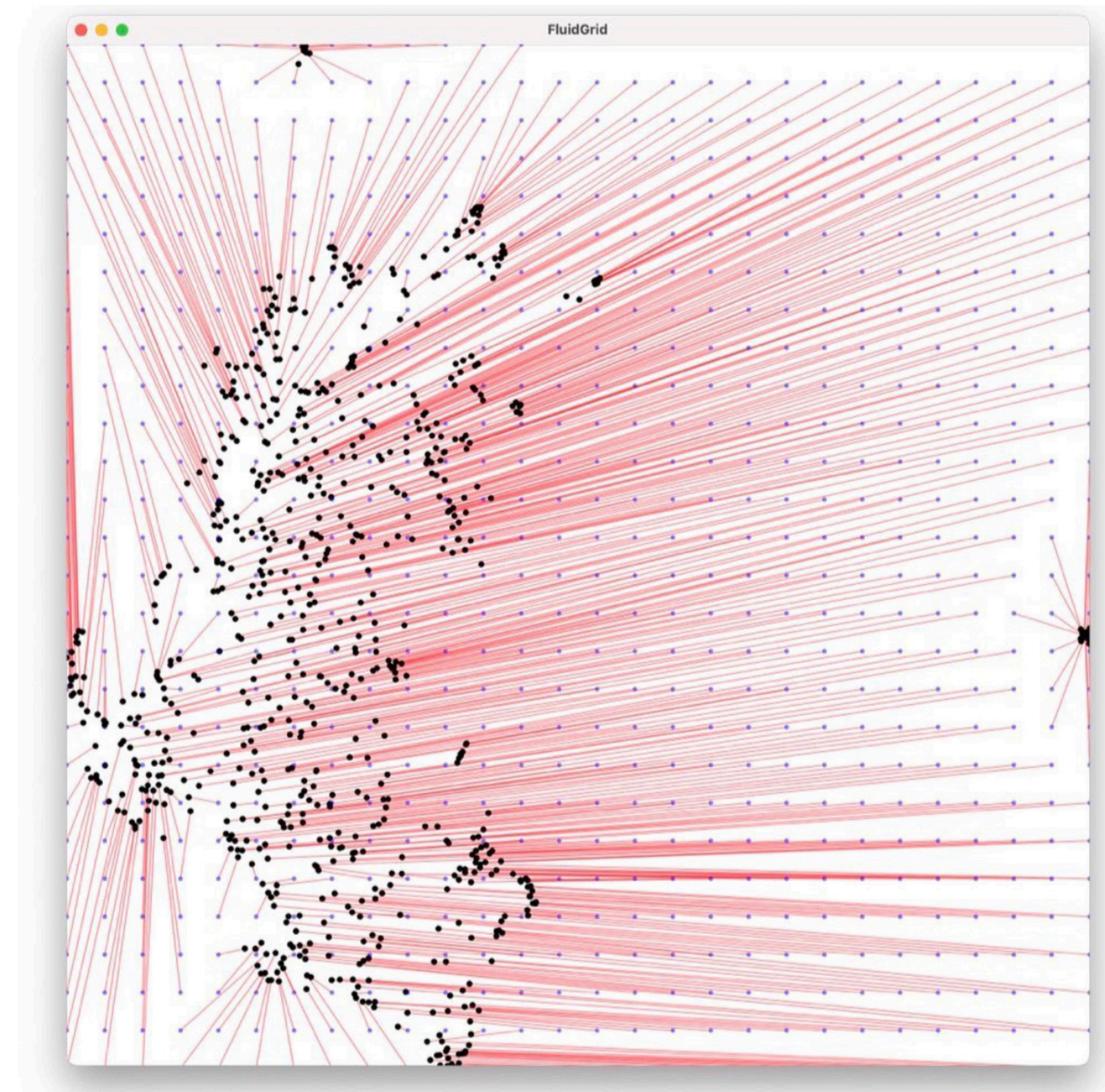
point-4: [0.36, 0.36] --> [0.0, 0.0]

point-5: [0.37, 0.68] --> [0.5, 0.5]

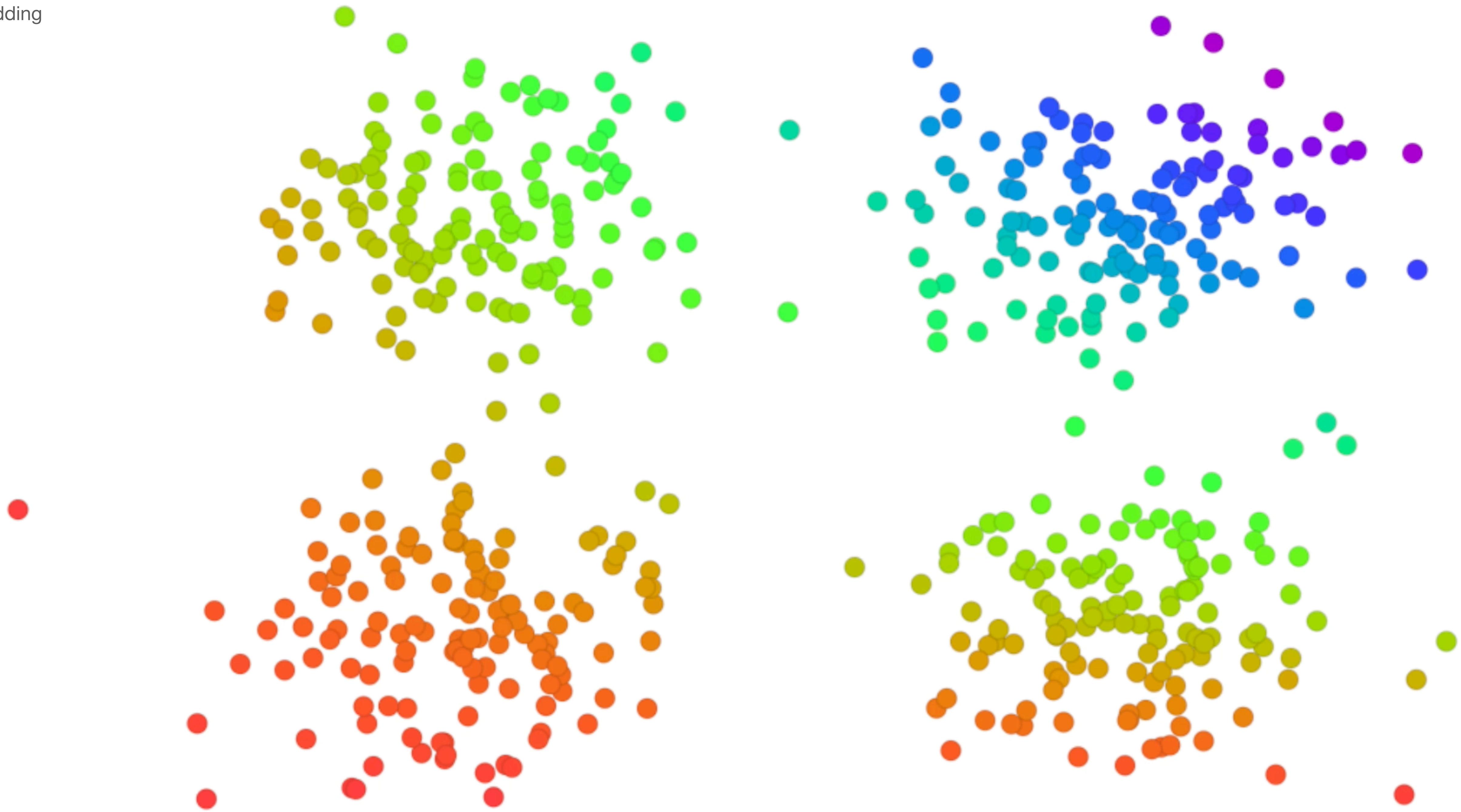
point-6: [0.34, 0.73] --> [0.0, 1.0]

point-7: [0.45, 0.09] --> [0.5, 0.0]

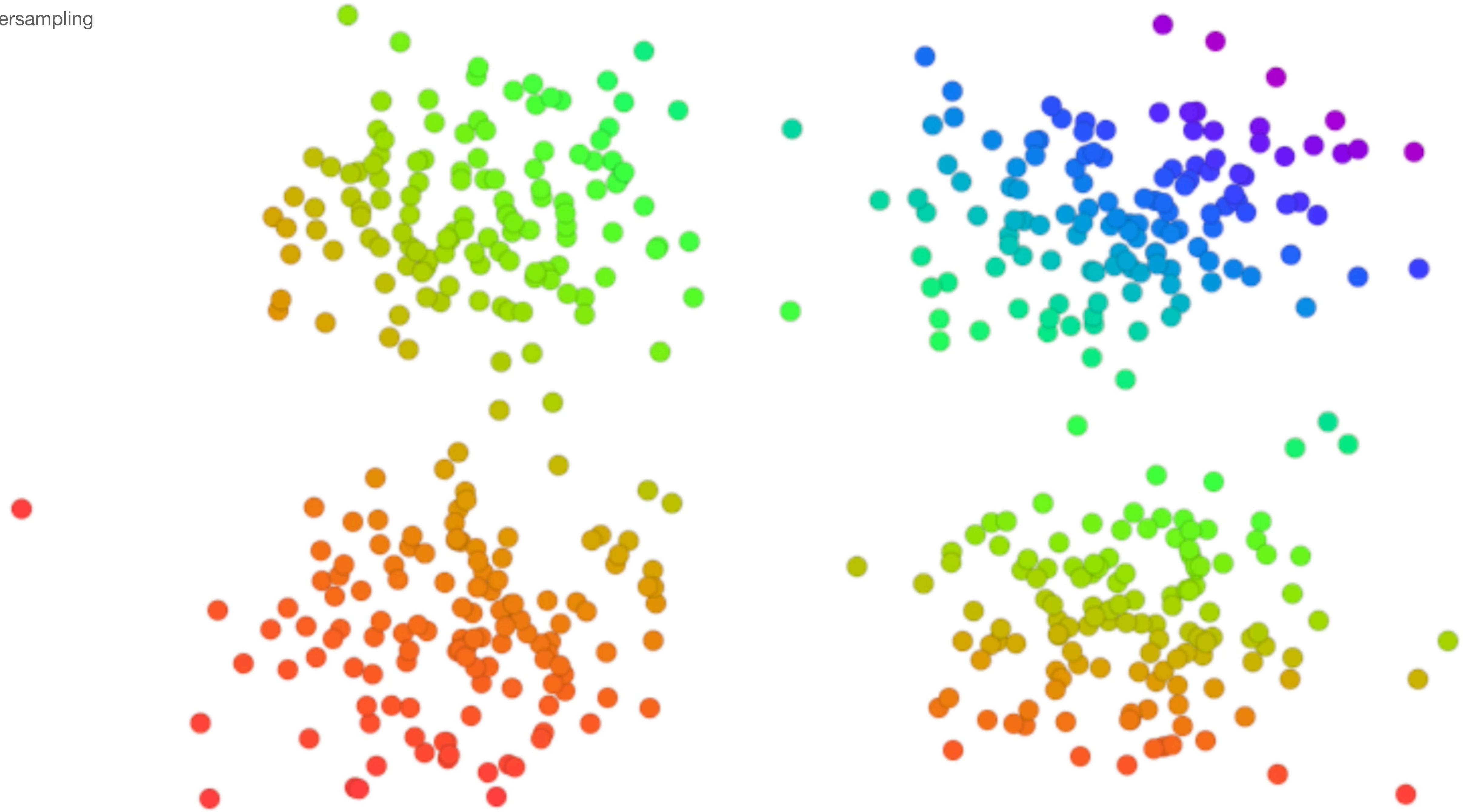
point-8: [0.55, 0.49] --> [1.0, 0.0]

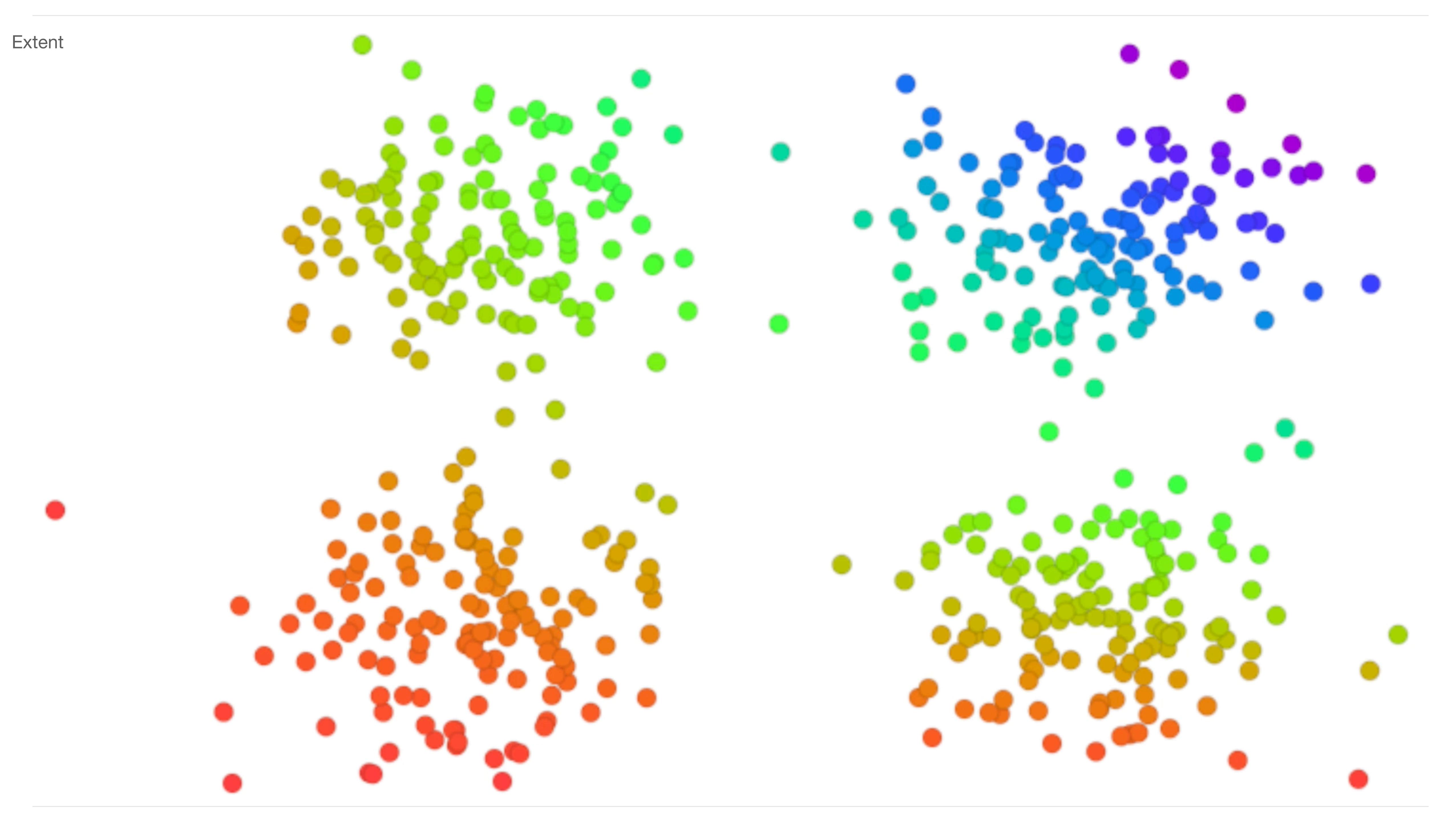


Gridding



Oversampling





Concatenative Synthesis

finding *similar* sounds in high-dimensional space



* Post window Auto Scroll

+ analyzing slice: 21 / 23
analyzing slice: 22 / 23
analyzing slice: 23 / 23
DataSet 1179:
rows: 23 cols: 13
slice-0 20.27 -8.8067 2.6023 ...
slice-1 -40.249 15.376 21.426 ...
slice-2 -44.279 17.326 22.261 ...
...
slice-20 34.056 -2.3113 8.0918 ...
slice-21 21.741 4.8381 8.8219 ...
slice-22 19.393 23.32 23.99 ...

-> a Routine
kdtree fit
-> a Function
-> a Routine
target slice: 0
source nearest neighbour slice: 296

target slice: 1
source nearest neighbour slice: 191

target slice: 2
source nearest neighbour slice: 261

target slice: 3
source nearest neighbour slice: 331

target slice: 4
source nearest neighbour slice: 331

target slice: 5
source nearest neighbour slice: 372

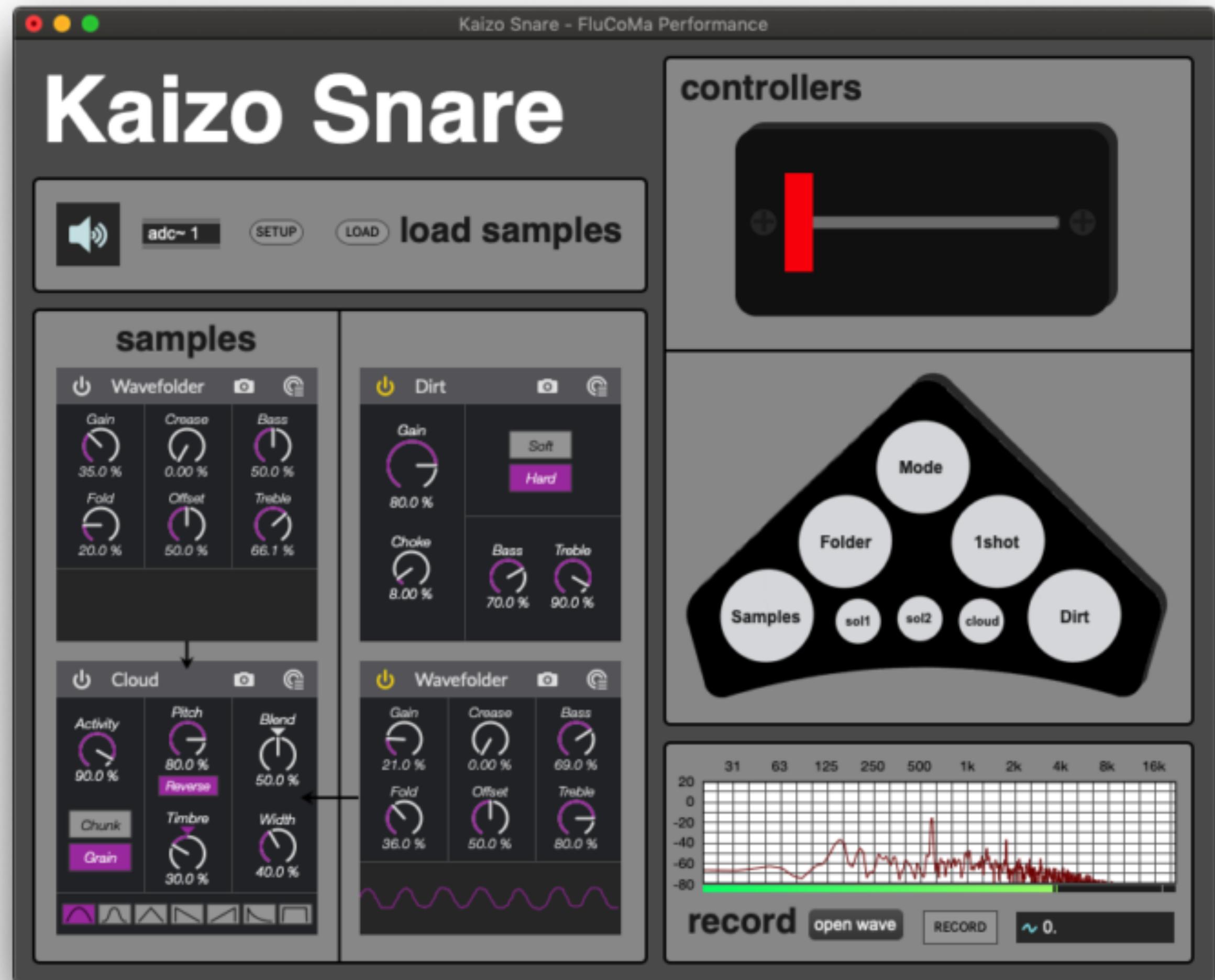
target slice: 6
source nearest neighbour slice: 332

target slice: 7
source nearest neighbour slice: 296

target slice: 8
source nearest neighbour slice: 286

target slice: 9
source nearest neighbour slice: 372

target slice: 10
source nearest neighbour slice: 331



Kaizo Snare

by Rodrigo Constanzo

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