YOUR CODE ROCKS!

An Intro To Live Coding Music with Sonic Pi

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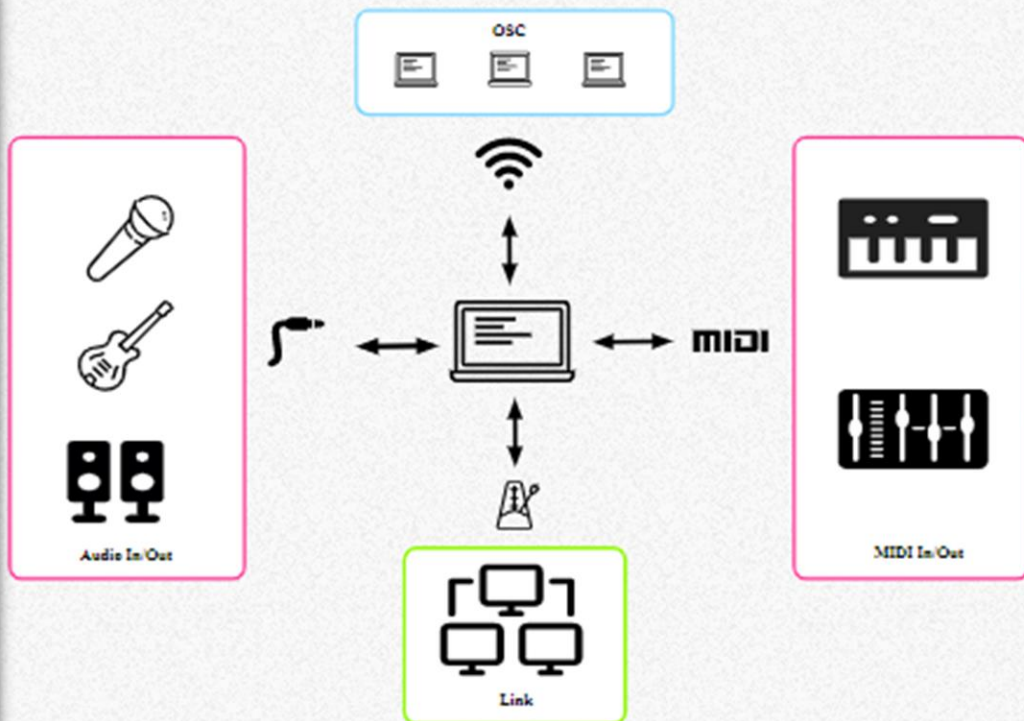@whatevergeek

Sonic Pi

Experience the *sound of code*.

Sonic Pi is a code-based music creation and performance tool.

OSC

Audio In/Out

MIDI In/Out

MIDI

Link

Sonic Pi

Live   Code   Audio   Visuals   IO   View   Language

run   stop   rec   save   load   size   size   scope   info   λ   help   Δ   prefs   π

```
1   # Compus Beats
2
3   # Coded by Sam Aaron
4
5   use_sample_bpm :loop_compus, num_beats: 4
6
7   live_loop :loopr do
8     sample :loop_compus, rate: [0.5, 1, 1, 1, 1, 2].choose unless one_in(10)
9     sleep 4
10  end
11
12  live_loop :bass do
13    sample :bass_voxy_c, amp: rrand(0.1, 0.2), rate: [0.5, 0.5, 1, 1,2,4].choose if one_i
14    use_synth :mod_pulse
15    use_synth_defaults mod_invert_wave: 1
16    play :C1, mod_range: 12, amp: rrand(0.5, 1), mod_phase: [0.25, 0.5, 1].choose, releas
17    play :C2, mod_range: [24, 36, 34].choose, amp: 0.35, mod_phase: 0.25, release: 2, cut
18    sleep 1
19  end
20
21
```

Line: 10,   Position: 4

|0| |1| |2| |3| |4| |5| |6| |7| |8| |9|

Scope

Log

```
├ synth :mod_pulse, {mod_invert_wave: 1, note: 24.0, mod_range: 12, amp: 0.728!
└ synth :mod_pulse, {mod_invert_wave: 1, note: 36.0, mod_range: 24, amp: 0.35,

{run: 3, time: 6.4865, thread: :live_loop_loopr}
└ sample "C:/Program Files/Sonic Pi/etc/samples",
         "loop_compus.flac", {rate: 0.5}

{run: 3, time: 8.1081, thread: :live_loop_bass}
├ synth :mod_pulse, {mod_invert_wave: 1, note: 24.0, mod_range: 12, amp: 0.948
└ synth :mod_pulse, {mod_invert_wave: 1, note: 36.0, mod_range: 24, amp: 0.35,
```

Cues

/live_loop/hat
/live_loop/snare
/live_loop/met
/live_loop/loopr
/live_loop/bass
/live_loop/bass
/live_loop/bass
/live_loop/bass
/live_loop/bass
/live_loop/loopr
/live_loop/bass

Link Metronome & Global Time Warp

Link   Tap   60.00 bpm   0 ms

Help

[Illusionist] Ocean
[Illusionist] Reich Phase
[Magician] Acid
[Magician] Ambient
[Magician] Compus Beats
[Magician] Echo Drama

```
  sample :loop_compus, rate: [0.5, 1, 1, 1, 1, 2].choose unless one_in(10)
  sleep 4
end

live_loop :bass do
  sample :bass_voxy_c, amp: rrand(0.1, 0.2), rate: [0.5, 0.5, 1, 1,2,4].choose if one_in(4)
```

Docs

Tutorial   Examples   Synths   Fx   Samples   Lang

Sonic Pi v4.3 on Win

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SUMMARY AND LINKS

- Where to learn more and try: https://sonic-pi.net/
- Code and references from the talk (will be uploaded later): https://github.com/whatevergeek/yourcoderocks
- Bespoke Synth: https://www.bespokesynth.com/
- loopMIDI: https://www.tobias-erichsen.de/software/loopmidi.html
- Vital Synth: https://github.com/mtytel/vital

Speaker Contact/Links
- Twitter/Github: whatevergeek
- Soundcloud: https://soundcloud.com/whatevergeek