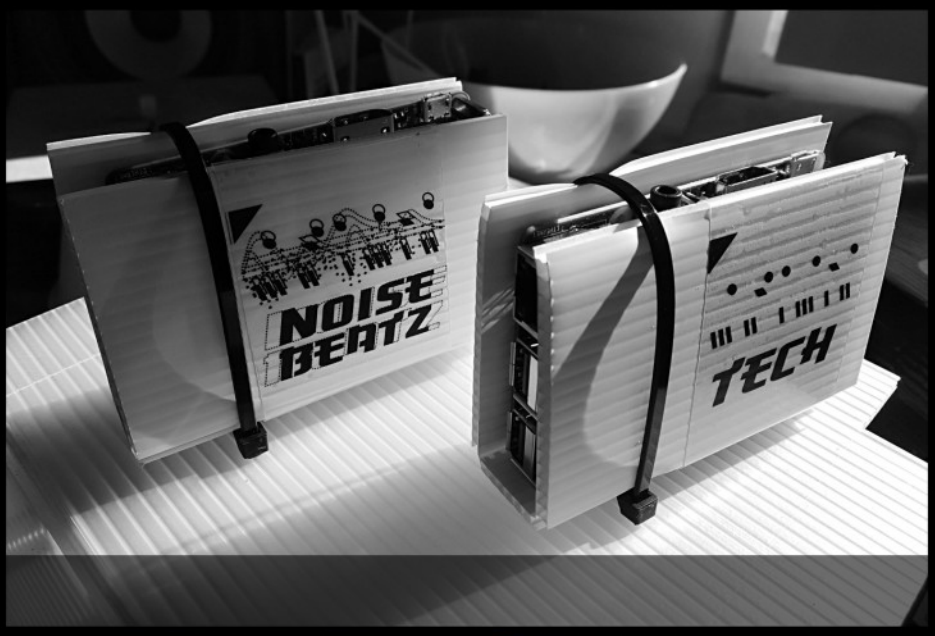
tNRTV BOTS

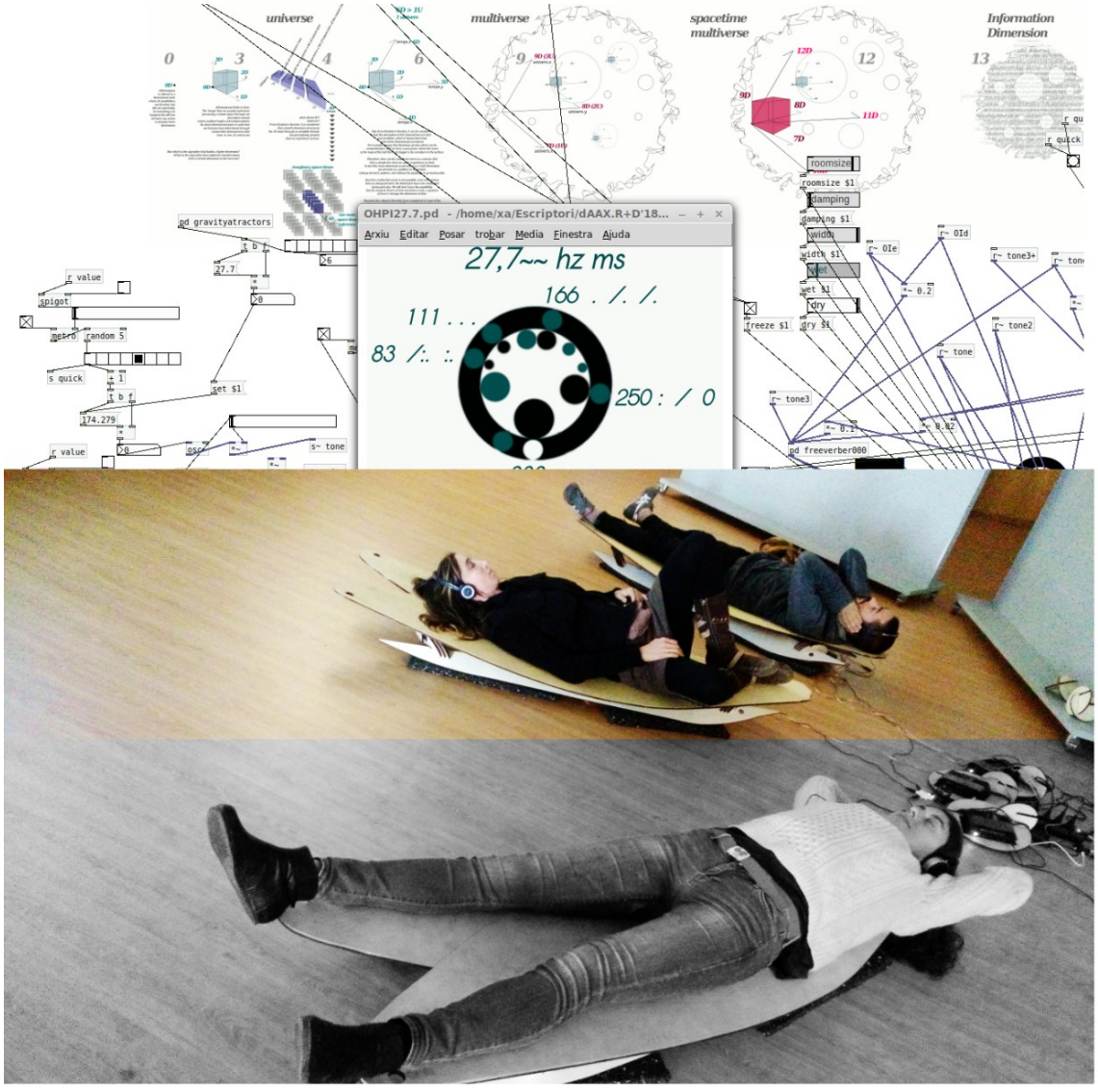
SONIC·BOTS

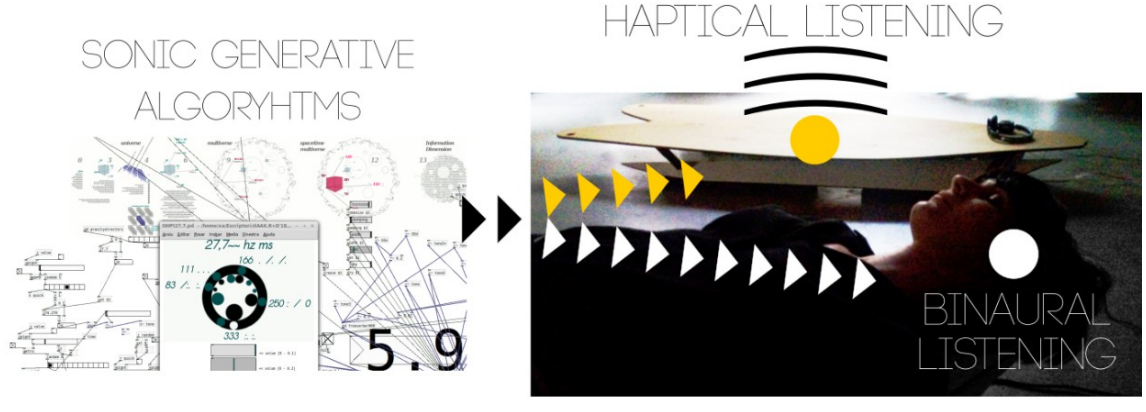


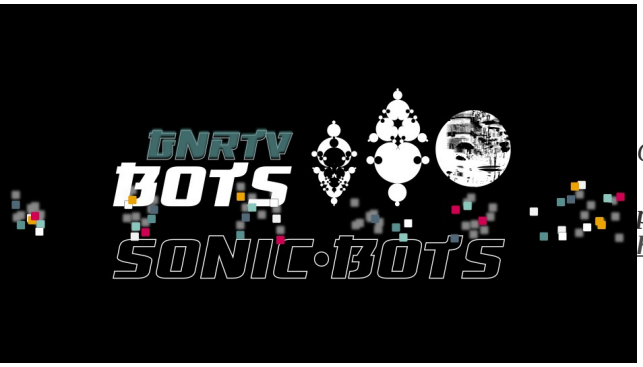
GNRTV.BOTS
((Sonic BOTS))

Sonic BOTS are a set of more experimental and complex tools that we can build with the GNRTV.CELLS Toolkit, in order to get sonic automats.
In short, it is about generating a set of sound algorithms that work automatically. This automation as previously explained is based on physical models and biological / organic models, therefore it is worth remembering that although it has common concepts with AI, they are methods that are inspired by other intelligences than human , whatever these are.

Therefore, if we make automated algorithms, it will allow us useful applications such as the creation of interactive and/or immersive Electronic Art installations.
*One of the automatism precedents is what I did for the Ones Hàptiques installation (http://oneshaptiques.space). It is an algorithm **(OHPI)** programmed in Pd following a numerological conceptual line inspired by the multiverses proposed by some of the unifying theories / Quantum Gravity of the Physical Sciences of the last decades. You can listen to a recording in this video.*







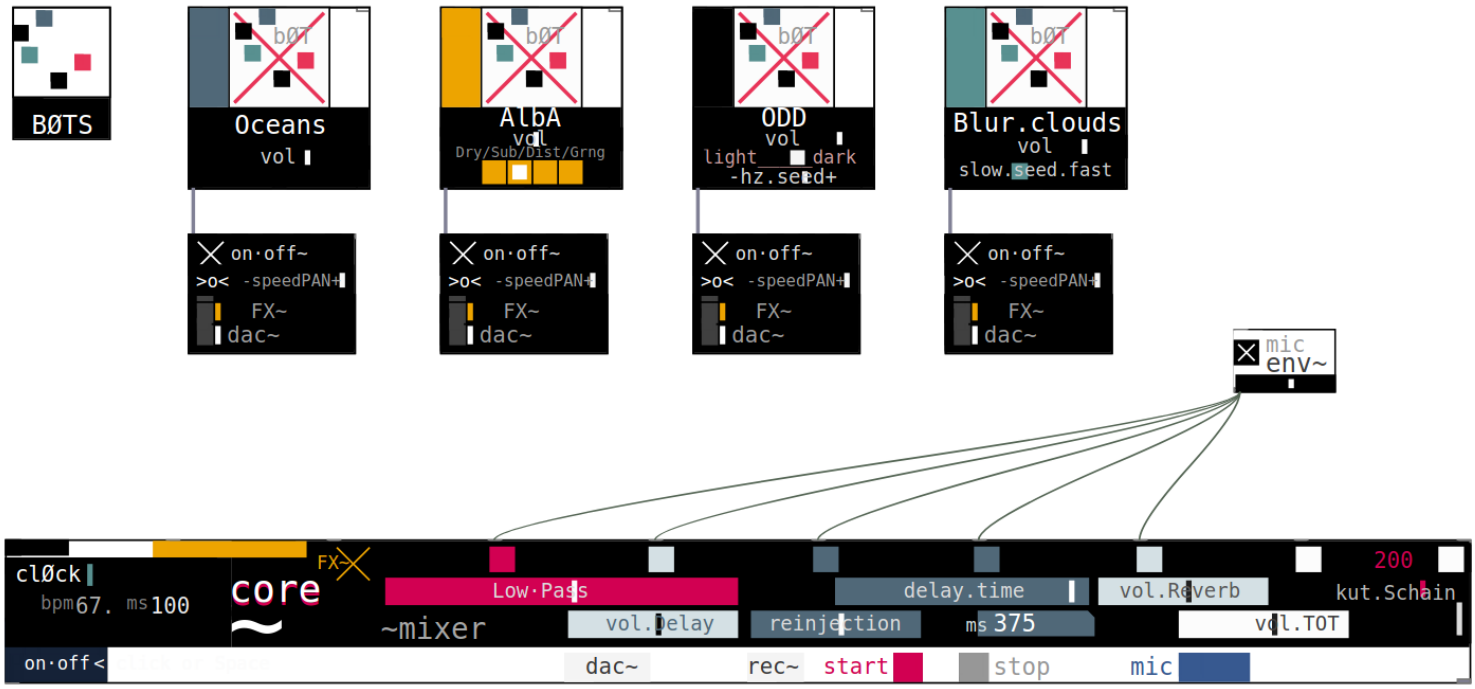
Code available at >https://github.com/xamanza/GNRTV.BOTS

package
https://github.com/xamanza/GNRTV.BOTS/raw/main/GNRTV.BOTS.zip

GNRTV.BOTS includes 4 automats to play around (building automats requires advanced/expert level of pd programming and/or GNRTV.CELLS usage)
It has some models where we will find 4 drones that we can process in the CORE (remember explanation in chapter 2). In this case, we have 4 Automata that generate the following soundscapes:

Oceans BOT : Wind and wave simulator.

Alba BOT : Landscape drone with micromelodies and sub bass contrast.
In addition, it has a parameter with 4 types of timbre texture:
Dry (original dry)
Sub (processed with BandPass and LowPass Filters to obtain a more 'tele.lúric' result
Disto (Processed with Distortion)
GRunge (Processed with more distortion)



ODD OneDroneDay BOT
Microtonal drone that extracts industrial and string sounds, where we can choose the same mood between brighter and darker (light / dark), as well as the seed or seed of generation of the new timbre parameters. (-hz.seed+)

Blur.Clouds
Multi-octave multi-octave microtone clouds and artifacts filtered with small reverb cuts and Spatial Sound Effects

INSTALL
STEPS

_____0 // > In case you don't have it yet, Install first pd-l2ork or purr-data in your OS :

Mint & Ubuntu & Debian based
https://l2ork.music.vt.edu/data/pd-l2ork/Pd-L2Ork-2.16.0-20221218-rev.30d739c8-x86_64.deb

RaspberryPi
https://l2ork.music.vt.edu/data/pd-l2ork/Pd-L2Ork-2.16.0-20221218-rev.30d739c8-armv7l.deb

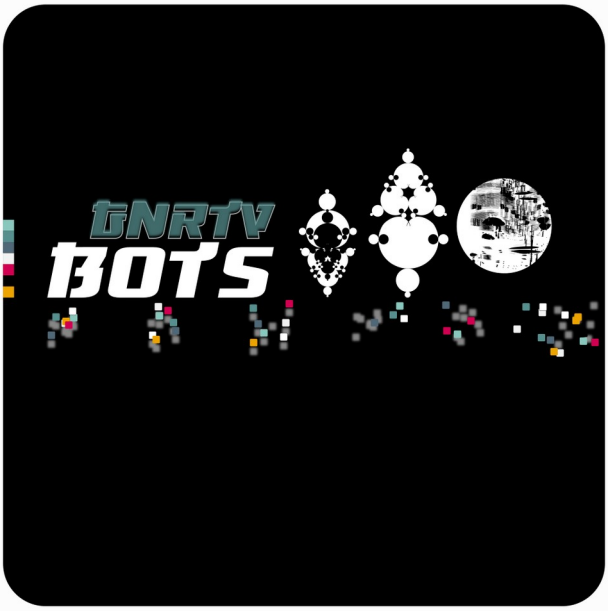
MacIntel
https://l2ork.music.vt.edu/data/pd-l2ork/Pd-L2Ork-2.16.0-20221218-rev.30d739c8-x86_64.dmg

Win
https://l2ork.music.vt.edu/data/pd-l2ork/Pd-L2Ork-2.16.0-20221219-rev.d114995b.exe

or

https://github.com/agraef/purr-data/releases/download/2.19.0/purr-data-2.19.0-ubuntu-x86_64.zip (Mint & Ubuntu & Debian based)
https://github.com/agraef/purr-data/releases/download/2.19.0/purr-data-2.19.0-macos-x86_64.zip (MacIntel)
https://github.com/agraef/purr-data/releases/download/2.19.0/purr-data-2.19.0-mingw-x86_64.zip (Win)

in case previous are not working check in those versions / forks / updates
http://l2ork.music.vt.edu/main/make-your-own-l2ork/software/
https://github.com/pd-l2ork/pd-l2ork
https://github.com/jonwwilkes/purr-data/releases
https://github.com/agraef/purr-data/releases/tag/2.19.0



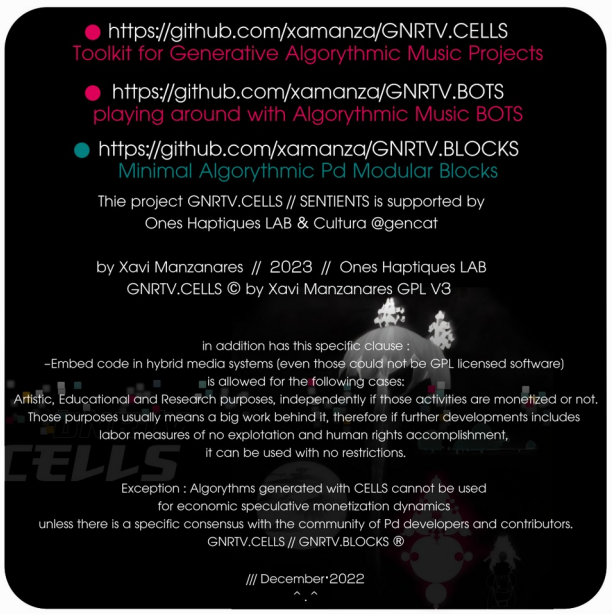
_____1 // Download the package

https://github.com/xamanza/GNRTV.BOTS/raw/main/GNRTV.BOTS.zip

_____2 // Unzip in any location in your OS

_____3 // Open

Open (with pd-l2ork or purr-data) the patch GNRTV.BOTS.pd which is contained in GNRTV.BOTS.CODE directory



_____4 // Play and Njoy tweaking parameters through sliders