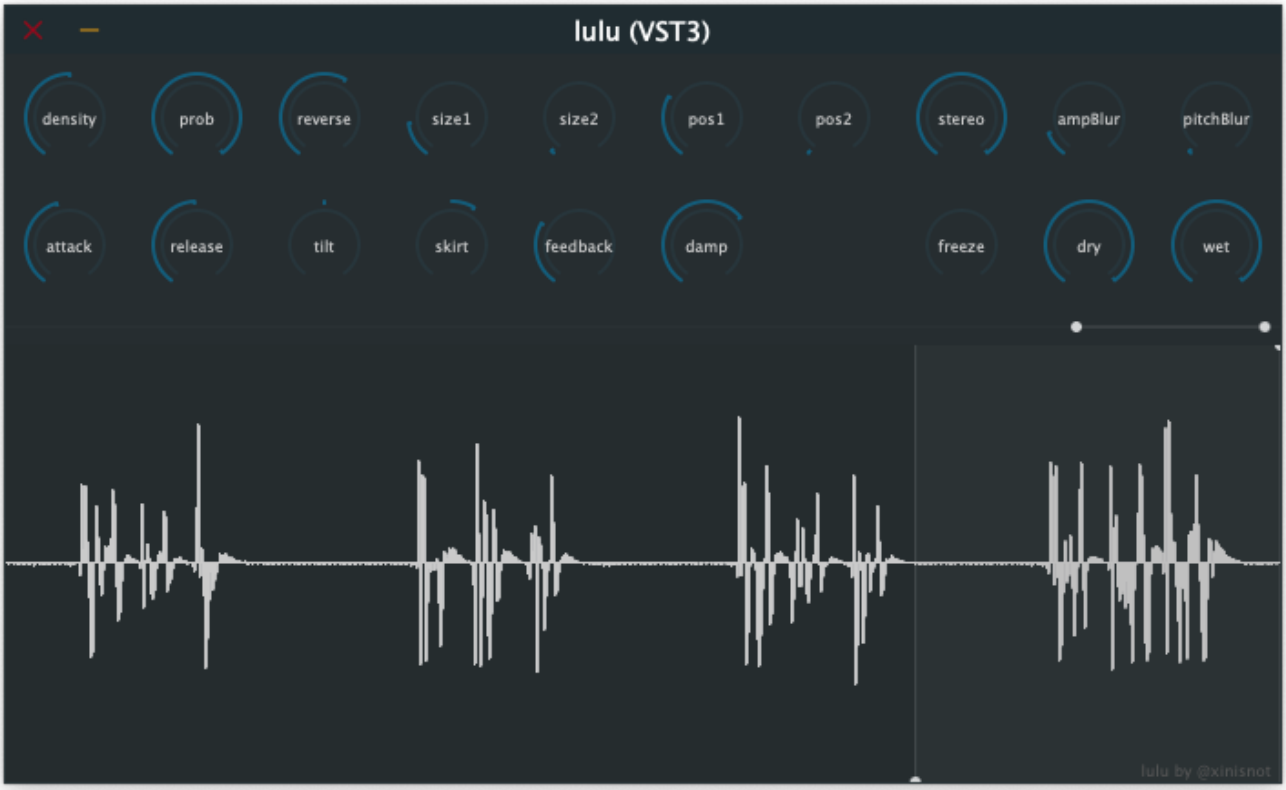
lulu

lulu is MIDI-controlled live-granular effect. When receives MIDI note-on message, lulu starts to generate grains from a loop-recording buffer of 5 secs. According to received MIDI note number, grains can be pitch-shifted.



About GUI

By double-clicking each dials, a number box which lets you tweak values will appear.

Two range-bars positioned in lower half are linked to the following dial.

- size1, size2
- pos1, pos2

Input sound is displayed on the oscilloscope.

How to use

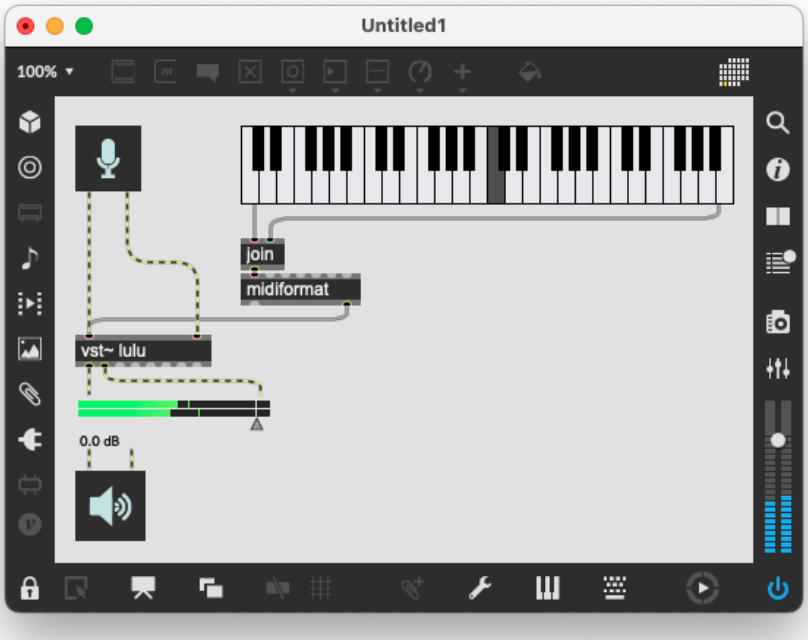
Although lulu is an audio effect plugin, it must receive MIDI note-on message in order to sound. Middle C is the standard for grain pitch, and no pitch shift occurs.

Example. Apple Logic

Make a MIDI track and write notes in the MIDI regions. Select lulu from the “AU MIDI-controlled Effects” as the instruments for the made track. In the “Side Chain”, select the track to which you want to apply lulu.

Example. Cycling ‘74 Max

Patch like the following.



Parameters

Each dial is assigned to a parameter which is used for automation or mapping.

density

- `trigger/density`
- Trigger frequency to generate grain. (unit: Hz)

prob

- `trigger/probability`
- Probability of trigger being fired.

reverse

- `cloud/reverse_prob`
- Probability that the playback of grains will be reversed.

size1, size2

- `cloud/grain_size1`, `cloud/grain_size2`
- Grain size (unit: msec).
- For each grain, value is randomized in a range of two values.

pos1, pos2

- `cloud/position1`, `cloud/position2`
- Position of recording buffer from which the grain is generated (unit: msec).
- For each grain, value is randomized in a range of two values.

stereo

- `cloud/stereo_spread`
- Stereo-spread.

ampBlur

- `cloud/amp_blur`
- Amplitude deviation of grains.

pitchBlur

- `cloud/pitch_blur`
- Pitch deviation of grains (unit: cent).

attack

- `envelope/attack`
- Attack time on note-on (unit: msec).

release

- `envelope/release`
- Release time on note-off (unit: msec).

tilt

- `cloud/window_tilt`
- Shape of grains.

skirt

- `cloud/window_skirt`
- Shape of grains.

feedback

- `feedback/amount`
- Feedback amount (unit: dB).

damp

- `feedback/damp`
- Lowpass filter for feedback.

freeze

- `record/freeze`
- Pause look recording.

dry

- `mixer/dry`
- Pre Fx (unit: dB).

wet

- `mixer/wet`
- Post Fx (unit: dB).

About me

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