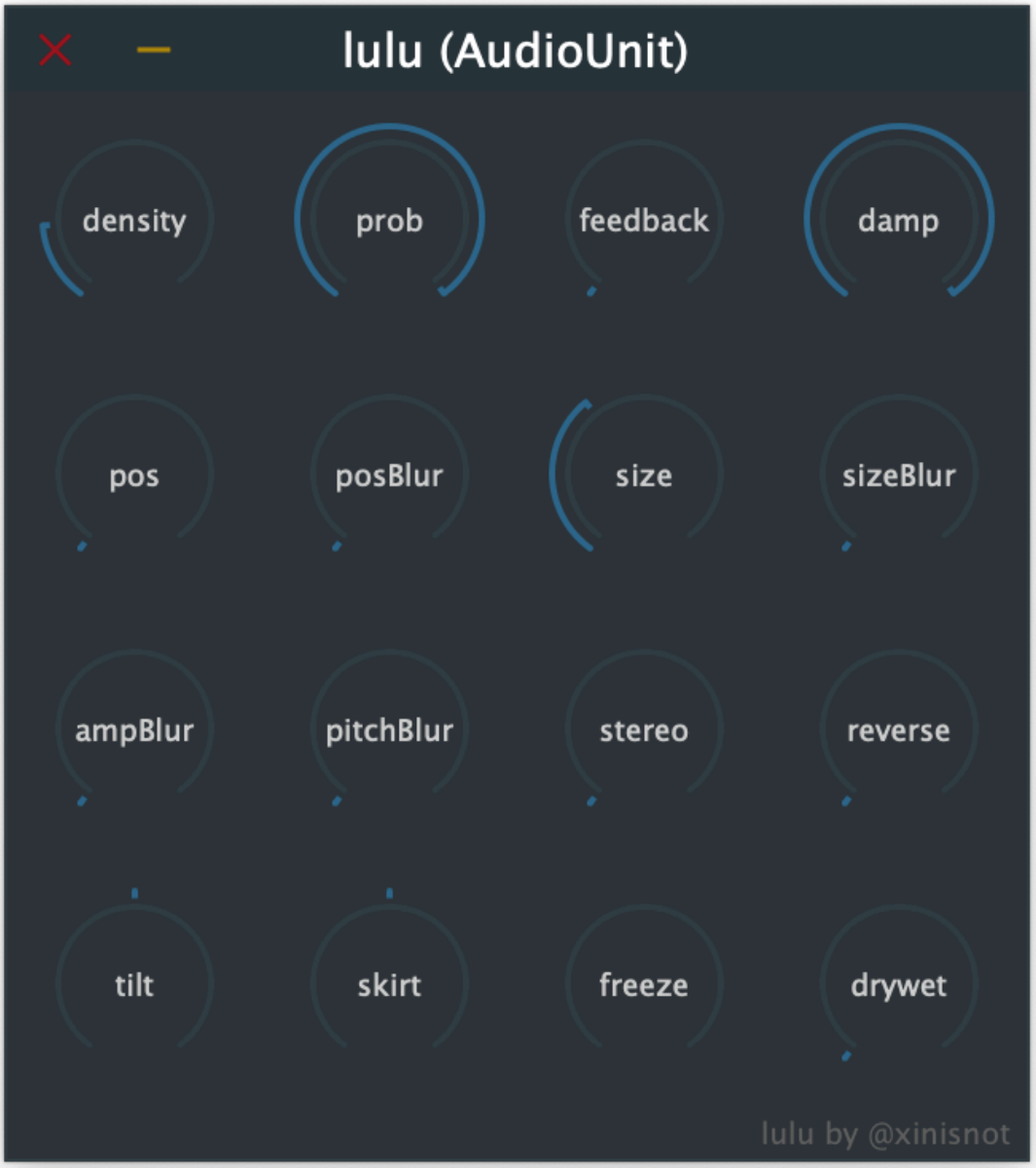
GUI



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

Parameters

[ ] is the actual parameter name which is used for automation or mapping.

density

- [trigger/density]
- Trigger frequency to generate grain.

prob

- [trigger/probability]
- Probability of trigger being fired.

feedback

- [feedback/amount]
- Feedback amount (unit: dB).

damp

- [feedback/damp]
- Lowpass filter for feedback.

pos

- [cloud/position]
- Position of the buffer from which the grain is generated (unit: msec).

posBlur

- [cloud/position_blur]
- Position deviation of grains.

size

- [cloud/grain_size]
- Grain size (unit: msec).

sizeBlur

- [cloud/grain_size_blur]
- Size deviation of grains.

ampBlur

- [cloud/amp_blur]
- Amplitude deviation of grains.

pitchBlur

- [cloud/pitch_blur]
- Pitch deviation of grains.

stereo

- [cloud/stereo_spread]
- Stereo spread.

reverse

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

tilt

- [cloud/window_tilt]
- Shape of grains.

skirt

- [cloud/window_skirt]
- Shape of grains.

freeze

- [record/freeze]
- Freeze.

drywet

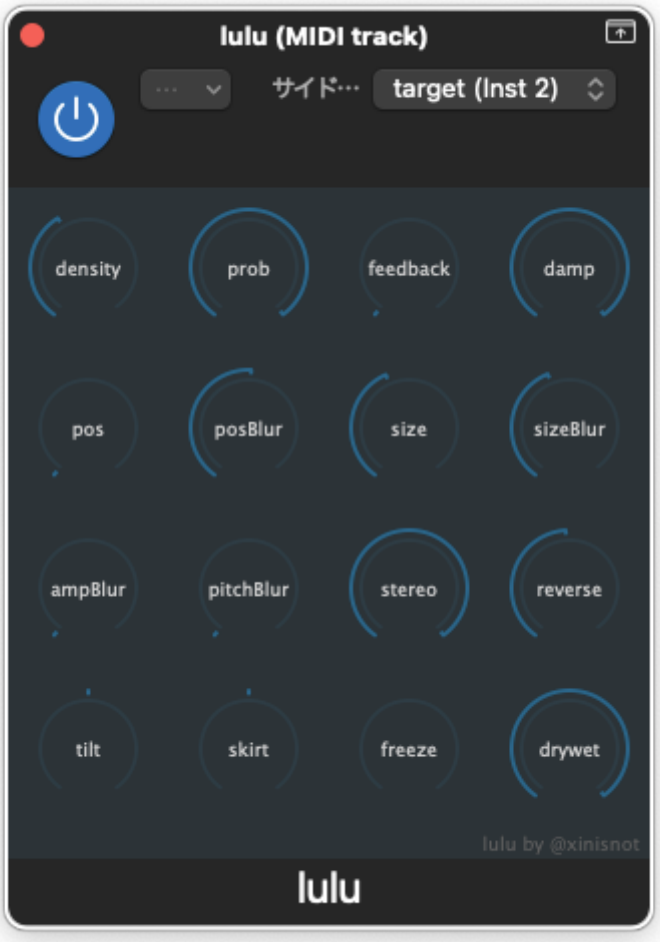
- [drywet]
- Drywet.

Usage

lulu is an audio effect plugin. However this needs MIDI. 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.