

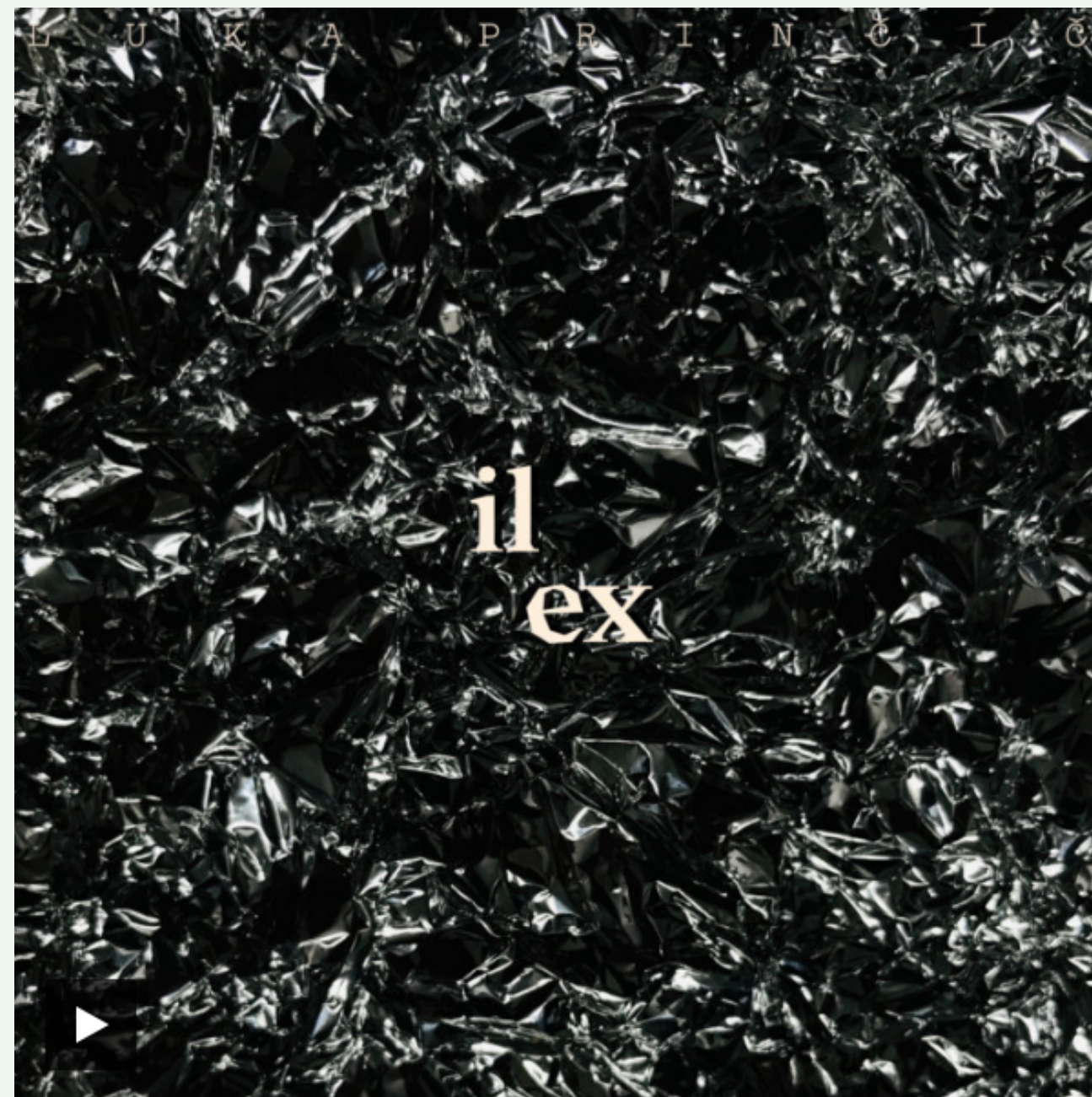
SUPERCOLLIDER PIECE

# ANALYSIS

2024 March 26

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# LUKA PRINČIČ – ILEX





# CODE WALK THROUGH

# MAIN MOUDLES

## SynthDefs:

- Several SynthDefs are defined to create different sound textures and effects. These include \fm5, \revfx (reverb), \fmkick, \glc (granular synthesis), \phpHatSnare (snare sound), \envnoise (noise with envelope), \dlywrangler (delay effect), and \gran (granular synthesis).
- Each SynthDef defines the parameters for generating sound, such as frequency, amplitude, duration, and effects processing.

# MAIN MOUDLES

## Bus Creation:

- Audio buses (\revFXbus1 and \manglebus1) are created for routing audio between different SynthDefs and effects.

## Pattern Generation:

- Audio buses (\revFXbus1 and \manglebus1) are created for routing audio between different SynthDefs and effects.
- The script utilizes the Pbinddef system to define and schedule patterns for playing different SynthDefs over time.
- Patterns are defined for generating sequences of musical events, controlling parameters such as pitch, duration, and amplitude.
- Patterns are played with specified quantization, ensuring they start at specific time intervals.

# MAIN MOUDLES

## Sequencing and Scheduling:

- Sequences of musical events are scheduled using the Routine class, allowing for precise timing and synchronization of different musical elements.
- Musical patterns and events are scheduled to start and stop at specific points in time, creating a structured composition.

## Control Parameter Modulation:

- Parameters such as frequency, amplitude, and effects wet/dry are modulated over time using various control rate UGens like LFNoise, EnvGen, and others.
- Modulation adds dynamic and variation to the sound texture throughout the composition.

# MAIN MOUDLES

## Dynamic Effects:

- Dynamic effects processing such as reverb, delay, filtering, and granular synthesis is applied to the sound sources, enhancing the sonic richness and complexity of the composition.

## Progressive Composition:

- The script progresses through different sections of the composition, introducing and fading out different musical elements and effects over time.
- Musical patterns, effects parameters, and SynthDefs are adjusted and reconfigured dynamically to create evolving musical textures.



## ADVANTAGES & TAKE-AWAY

### Modular Design

Defining individual SynthDefs for different sound-generating elements and effects.

### Controlled Chaos

A lot of sounds, chaos, complex, but still have the theme and Order amid chaos.

### Dynamic Parameter Modulation

Musical patterns, effects, and SynthDefs are introduced, developed – could easily be changed without effect other parts!

### Structured Composition

The piece Introduces variation and evolution in the sound over time



THANK YOU

**FOR  
LISTENING**

2024 March 26

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