A Real-Time Scored Interface for Granular Synthesis

presented by William Bertrand

This paper presents a new, general, DAW-like interface for composing and performing with all varieties of granular synthesis. The interface is tightly integrated with scoring, allowing for automation, envelope recording, curve simplification, offline curve drawing, etc. The interface, written in Max, has an underlying audio engine in Csound. It is written as a set of abstractions and is easily reducible to smaller or new parameter spaces to cover the vast possibilities afforded by the audio engine.

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