Pd

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grainticle.pd* – /Users/hans/Desktop/grainticle

pulse-grain-generator.pd* – /Users/hans/Desktop/grainticle

PULSEGRAIN GENERATOR

---------- This is a simple pulse grain generator Based on Curtis Raods SC PulsarGenerator and ideas in his Microsound book

Target <- Start Here

graintricle

unpack f f

abs

pack f f

pulsar 0 10 pulsar

pulsar 1 10 pulsar

pulsar 2 10 pulsar

pulsar 3 10 pulsar

pulsar 4 10 pulsar

pulsar 5 10 pulsar

stop

metro 1000

2

+ 1

% 80

+ 10

88

/ 100

Pulsar(1)-Properties

p1-spacing

spacing of grains 1-200 hz

p1-pitch

grain source pitch 1hz-20 khz

p1-window-length

controls size of window per grain

p1-pan

train pan left to right

Train-cycle-speed

bang bang bang bang <-- try some presets

pd presets

382 87 900 90

382 90

/ 1000

0.09

s readspeed1 <-- Phasor controlling pulsar train loop time 1000 being a 1hz cycle for the whole train

Try different phasor speeds for the cycle.. below about 20hz you can hear the grains as individual elements. Above this the train becomes more of a tone and exhibits various AM/ringmod style sounds

Output-Peeker-(left)

windowed-output

catch~ pulsar-l

catch~ pulsar-r

unmute mute

0.2 0

*~ 1

*~ 1

dac~

bang <--- click to see the train output

metro 300

bang

tabwrite~ windowed-output

Grain-Envelope

window

The grain envelope array represents an entire period of a grain. You can compress this envelope using the window-length property. Different envelope shapes effect the sound. NOTE: if the window-length is larger than the grain spacing then the envelope will be clipped by itself creating saw style envelopes and distortion

grainticle.pd* – /Users/hans/Desktop/grainticle

<- Start Here

pop 0 1 #1 initialize the populatio

#2 Set the Target

#3 Initialize the PSO

#4 Start iterating

dimention, and neightborhood size 2

#5 Stop iterating

8 9 Route Particle positions

Particle_1

Particle_2

Particle_3

Particle_4

Particle_5

Particle_6

Particle_6

Particle_6

Particle_7

Particle_8

Particle_9

CocoaGestures.dmg