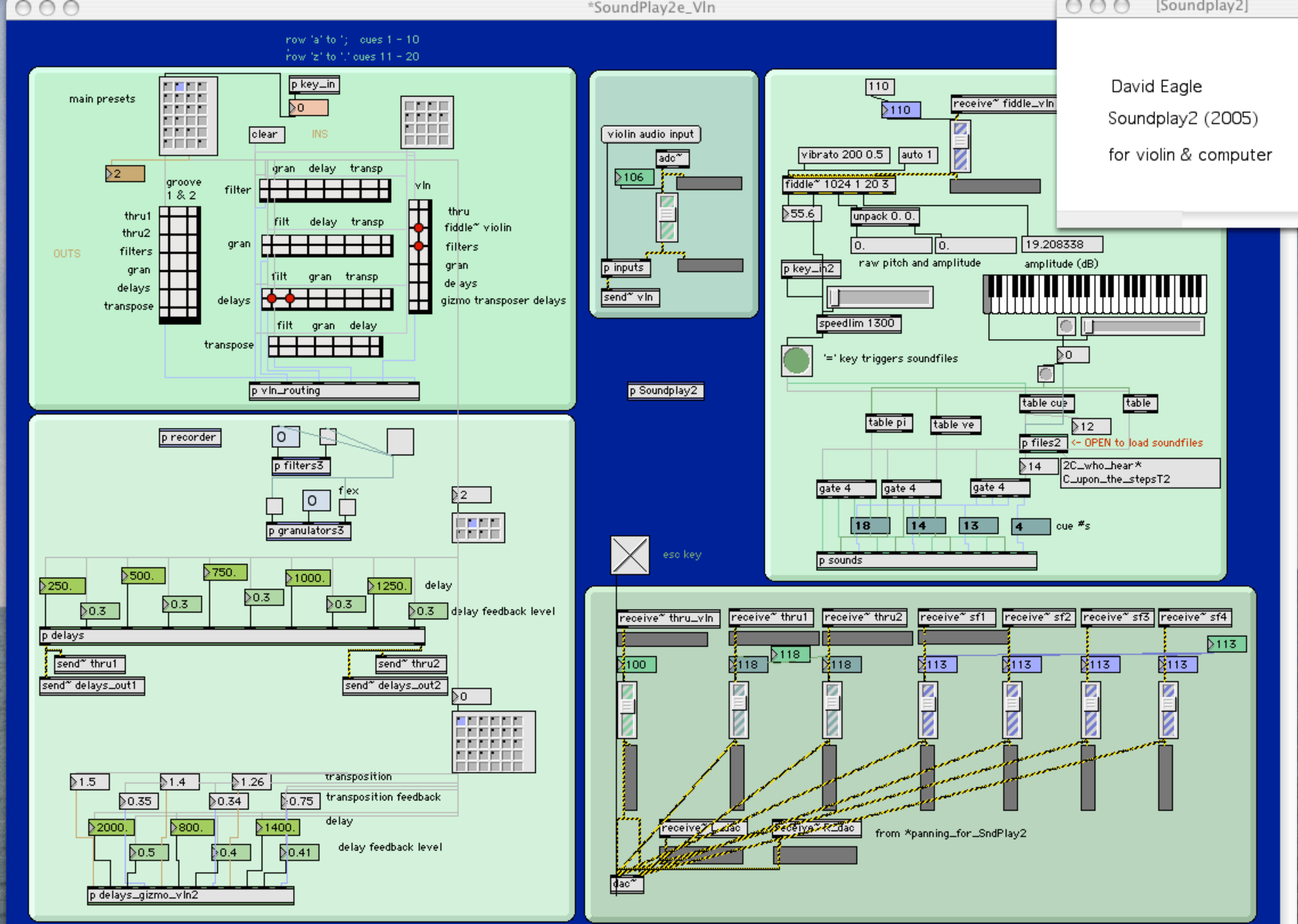
*SoundPlay2e_Vln
[Soundplay2]
David Eagle
Soundplay2 (2005)
for violin & computer
row 'a' to ';' cues 1 - 10
row 'z' to '.' cues 11 - 20
main presets
p key_in
clear
INS
groove 1 & 2
filter
gran delay transp
filt delay transp
gran
filt gran transp
delays
filt gran delay
transpose
vln
thru
fiddle~ violin
filters
gran
de ays
gizmo transposer delays
OUTS
thru1
thru2
filters
gran
delays
transpose
p vln_routing
violin audio input
adc~
p inputs
send~ vln
p Soundplay2
110
receive~ fiddle_vln
vibrato 200 0.5
auto 1
fiddle~ 1024 1 20 3
unpack 0. 0.
raw pitch and amplitude
19.208338
amplitude (dB)
p key_in2
speedlim 1300
'=' key triggers soundfiles
table cue
table
table pi
table ve
p files2
<- OPEN to load soundfiles
2C_who_hear*
C_upon_the_stepsT2
gate 4
cue #s
p sounds
p recorder
p filters3
flex
p granulators3
delay
delay feedback level
p delays
send~ thru1
send~ delays_out1
send~ thru2
send~ delays_out2
transposition
transposition feedback
delay
delay feedback level
p delays_gizmo_vln2
esc key
receive~ thru_vln
receive~ thru1
receive~ thru2
receive~ sf1
receive~ sf2
receive~ sf3
receive~ sf4
receive~ L_dac
receive~ R_dac
from *panning_for_SndPlay2
dac~