



# CONTROL FUNCTIONS

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Synthesizing control is like synthesizing sound



## Smooth Transitions

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- Apply envelopes to almost everything.
- See Code 6 ([code\\_6.htm](#)) for example:
  - Without envelopes
  - With gradually increasing vibrato
  - With amplitude envelope
  - With richer wave table
  - With time-varying filter

## Composing Control Functions



- Try combinations of:
  - LFO – low frequency sinusoid
  - PWL – arbitrary contours and shapes
  - NOISE – random jitter
- See Code 6 (code\_6.htm) example using NOISE