



GRAINS WITH SEQREP

Generating grains using the seqrep construct



Implementation Using Seqrep

```
seqrep(i, 2000,  
  set-logical-stop(  
    grain(offset: next(offset-pat)) ~  
    next(dur-pat),  
    0.05 + rrandom() * 0.01))
```

Examples

- See granular.sal

Extensions

- Continuous control of parameters like pitch and rate of travel through file: `s-ref(sound, time)`
- Use amplitude in file to vary rate of travel to time-expand attacks