



PATTERN GENERATORS

Designing sequences of parameters



Introduction to Pattern Generating Objects

- Score-gen is convenient, but ...
- ... hard problem is generating attribute values
- Pattern Objects encapsulate many selection/sequencing algorithms for data
- Some are composable – very flexible, powerful
- Examples:
 - sequential selection from list,
 - random selection from a set,
 - output 3 copies of every set of 5 input values

Using Pattern Objects

```
begin
  with pat = make-cycle({60 62 64 65})
  exec score-gen(save: quote(simple),
                score-len: 20,
                ioi: 0.3,
                pitch: next(pat))
end

exec play-score(simple)
```

