



GRAINS IN SCORES

Generating grains as sound events in scores



Implementation: Using Scores

- You can make a score with Score-gen, e.g.

```
{0 0.05 {grain offset: 2.1}}
{0.02 0.06 {grain offset: 3.0}}
...}
```

- And define a function:

```
function grain(offset: 0)
  begin with dur = get-duration(1)
    return s-read("filename.wav",
      time-offset: offset, dur: dur) *
      cos-pulse()
```

Implementation: Using Score-Gen

- For the previous example, we need to specify time (or inter-onset-time), duration, and offset.
- We could extend this to pass in other parameters to modify grains, e.g. pitch shift:

```
score-gen(score-len: 2000,  
          ioi: 0.05 + rrandom() * 0.01,  
          dur: next(dur-pat),  
          offset: next(offset-pat))
```