## **GRAINS WITH SEQREP**

Generating grains using the segrep construct

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## Implementation Using Segrep

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

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## Examples

See granular.sal

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## **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 timeexpand attacks

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