

# 21M.380 MUSIC AND TECHNOLOGY SOUND DESIGN

## LECTURE No9 SHAPING SOUND WITH PD

WEDNESDAY, MARCH 2, 2016

### 1 [vline~] syntax

### 2 Signal arithmetic

- Scaling  $x \cdot a$
- Shifting  $x + a$
- Inverse  $-x$
- Complement  $1 - x$
- Reciprocal  $\frac{1}{x}$
- Min and max

### 3 Advanced audio oscillators

Waveform archetypes

- Square
- Triangle
- Sawtooth (up- and downwards slope)

Can be implemented in two ways:

- by wave shaping
- as bandlimited wavetable oscillators (prevents aliasing)

### 4 Other wave shaping techniques

- Squaring and roots, curved envelopes
- Wrapping ranges
- Cosine of a phasor
  - More flexible than [osc~] ('explicit' phase)
  - One [phasor~] might drive multiple processes
- Polynomials and [expr~] external

## 5 Time-dependent signal shaping

- Delay lines
  - [delwrite~] writes to delay line
  - [delread~] reads from delay line
  - [vd~] reads from delay line with variable delay time

## 6 Volume fader

- Scaling default slider range from 0...127 to 0...1
- [dbtorms] for logarithmic fader
- Smoothen fader via [sig~] -> [lop~ 1] (or with [line~])
- Mute button

## 7 Panning

- Exercise: Implement a linear panner in Pd, where a control value from 0...1 controls movement from R...L (sic). Corresponds to Farnell's fig. 14.7
- Exercise: Derive a linear panning law that expresses loudspeaker gains  $g_L, g_R$  as a function of desired phantom source direction  $\theta$  and off-center loudspeaker angle  $\theta_0$ .
- Exercise: Turn your linear panpot law into a quarter sine one and implement it in Pd

## 8 PD3 assignment

- Mixer channel strip (how does it work?)
- Combine indicated patches from textbook according to specifications

## 9 Crossfades

- Similar shapes (linear, square root, quarter cosine, half cosine)
- Similar implementations in Pd

## 10 Demultiplex

## 11 Audio file tools

- Table-based sampler: [tabwrite~],[tabplay~],[tabread~],[tabread4~]
- File-based sampler: [writesf~],[readsf~],[makefilename]
- List-based sequencers: [list]
- Textfile-based sequencers: [textfle]

## 12 Effects

- Chorus
- Schroeder reverb

## References and further reading

Farnell, Andy (2010). "Shaping sound." In: *Designing Sound*. Cambridge, MA and London: MIT Press. Chap. 13, pp. 205-17. ISBN: 978-0-262-01441-0. MIT LIBRARY: [001782567](#). Hardcopy and electronic resource.

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