Graphic Scores

The system has been fully designed in a visual-programming/modular environment with a complex structure of signal routing. Several custom-built modules have been implemented as plugins and combined into the patch, each one with specific functions for sound synthesis.

No automation has been used in the process, most of the modular parameters were mapped in different MIDI controllers and everything was worked in real-time while recording the sessions.

Due to the high cpu load required, the sounds were recorded separately, then mixed down and mastered in a sequencer-based environment.

The figures below show the main system score (the direction of the signal routing is from top to bottom) and the details of the design of several highlighted modules.

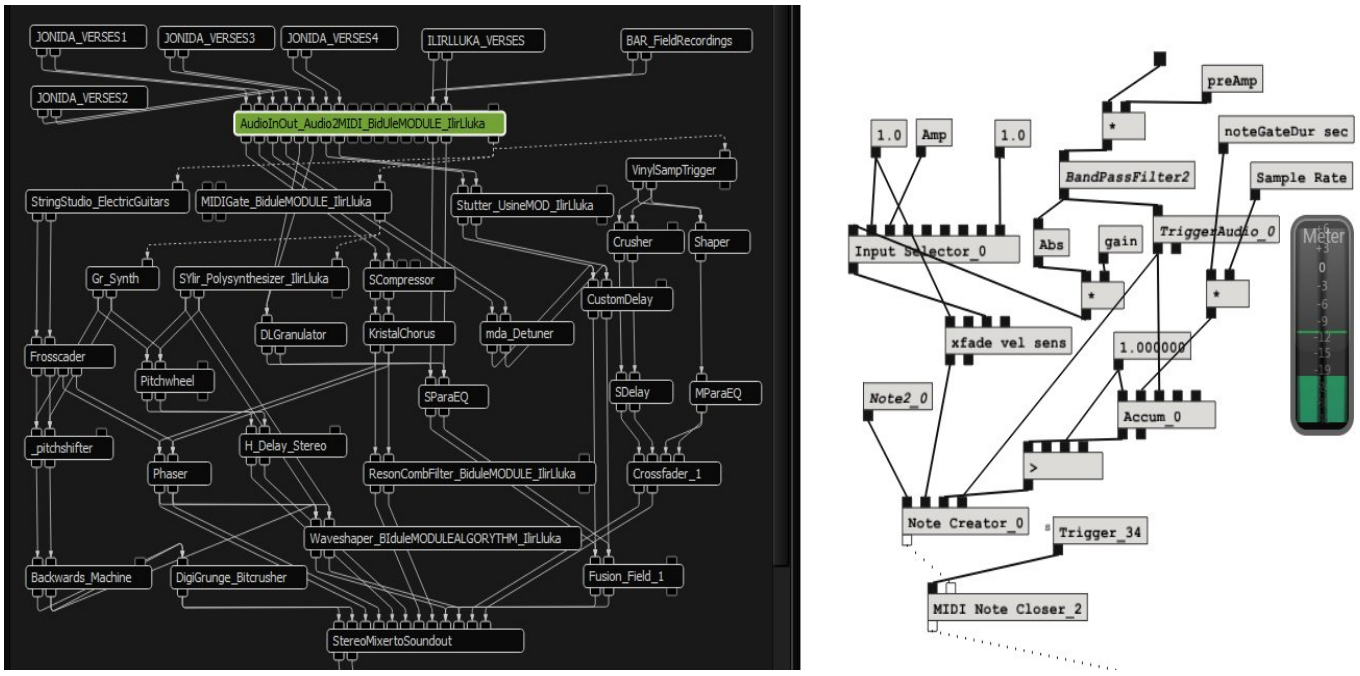
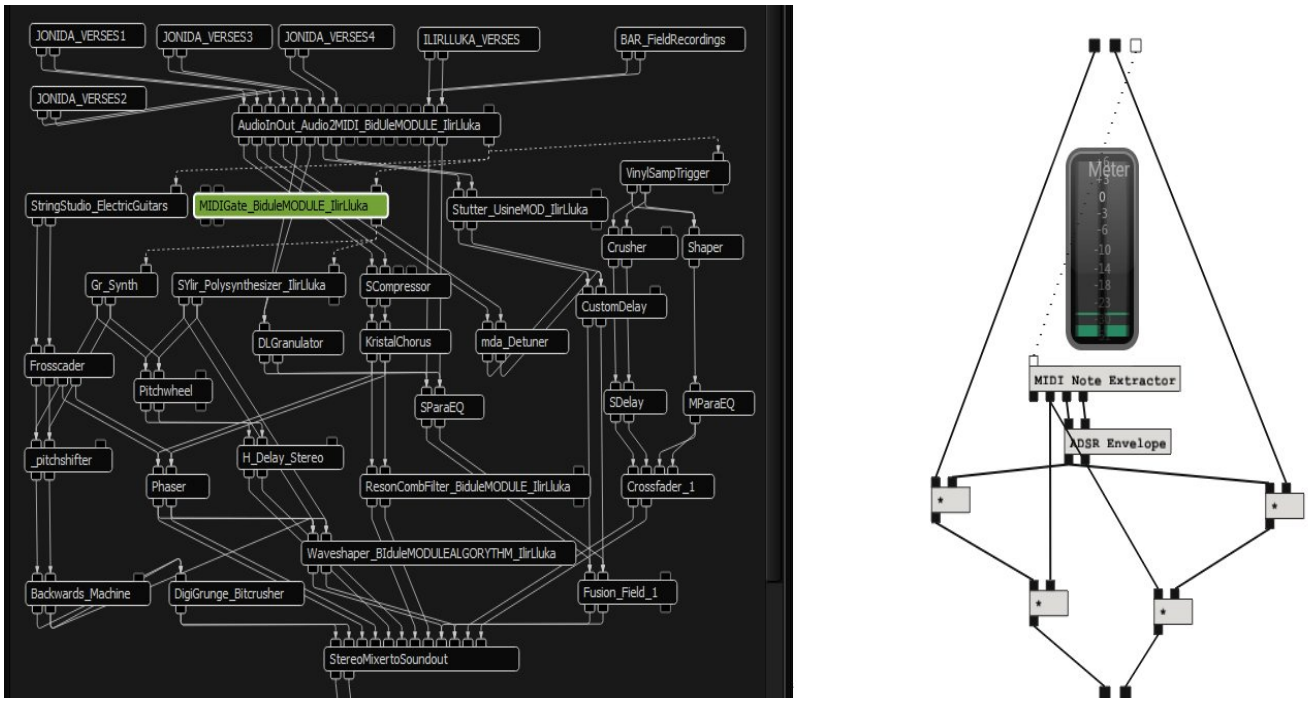


Fig.1. Main score on the left, Audio-to-MIDI translater module details on the right



ig.2. Main score on the left, MIDI Gate module details on the right

\

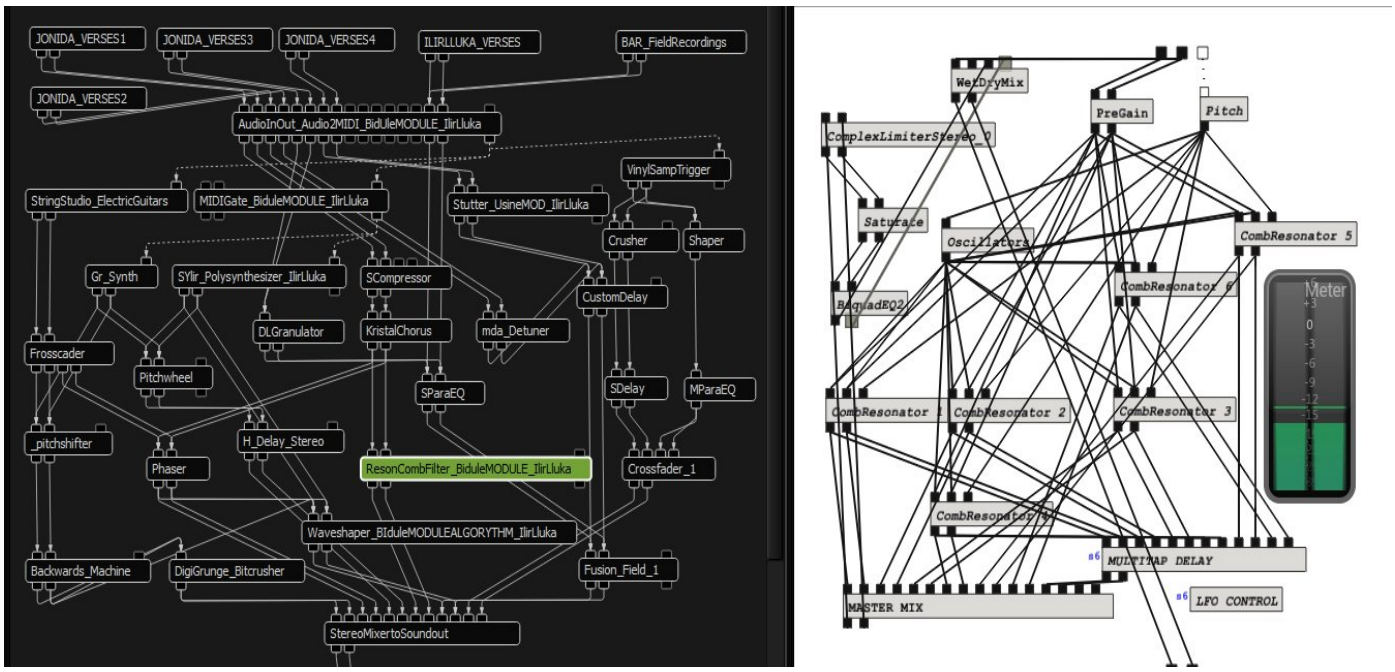


Fig.3. Main score on the left, Resonant Comb Filter module details on the right

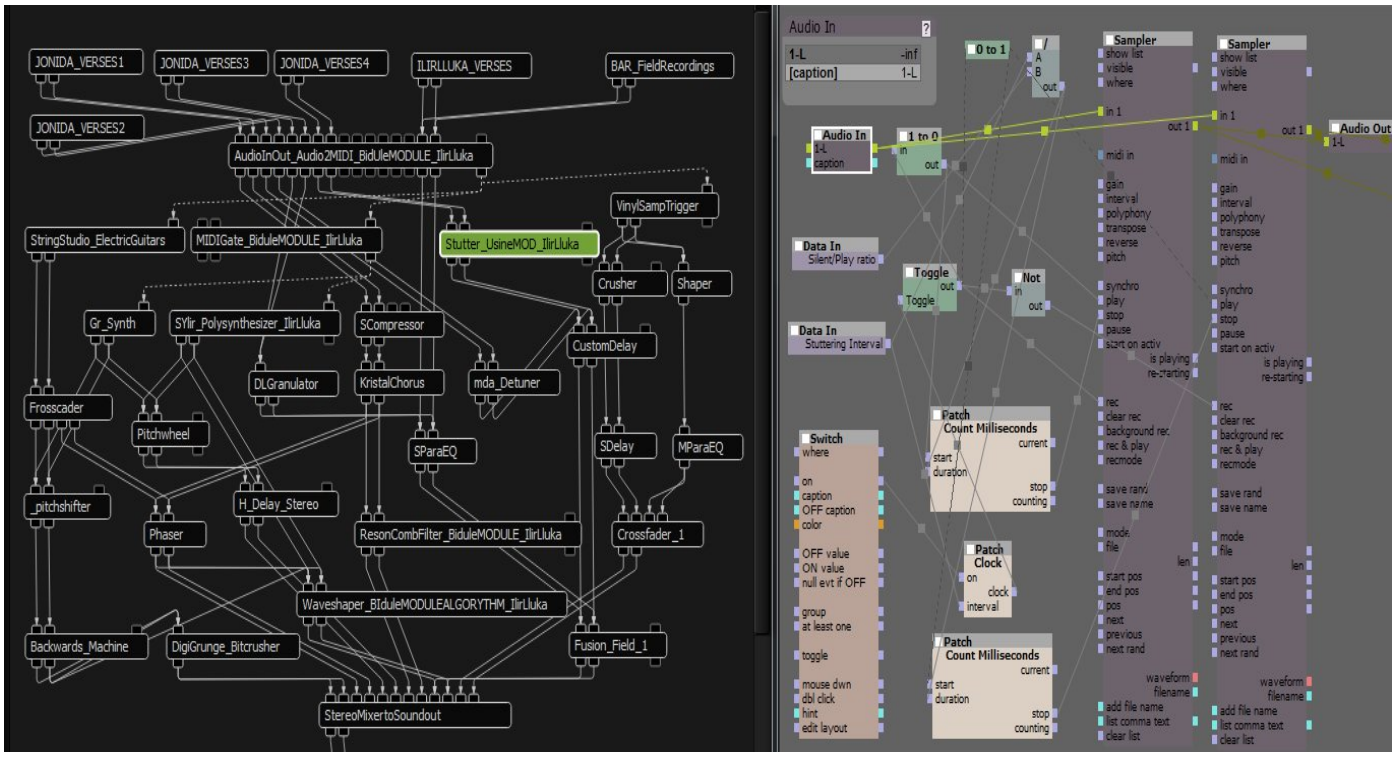


Fig.4. Main score on the left, Stutter effect module details on the right

December 2013 – May 2014