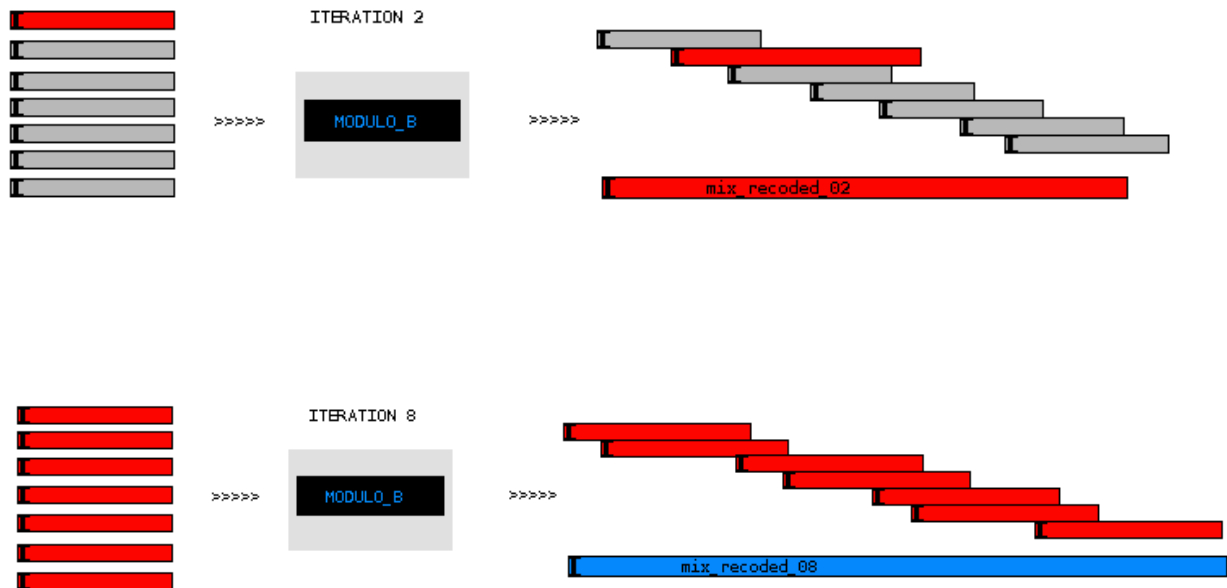


[illegible]

Is a software programmed in Pure Data for generating real-time sound compositions. Create compositions from 7 small sound seeds (samples of 5-15 seconds) with which to generate 7 files of 1 min, to be with those who play after, transformer and mixing them iteratively in a mechanical evolution, growth and deterioration based on the [Fractal](#) model and somehow with more conceptual distance also inspired by the work of [Alvin Lucier](#) "I'm sitting in a room" 1969.

**modulo\_A:** It is responsible for converting the 7 samples inputs in 7 files of a minute, processed using granular synthesis and random values of it. Each of these output files contain audio material from two of the 7 possible input files and audio material would get a new hybrid character....

**modulo B:** moduloA resulting files would become the group of inputs of the second module. The “inputs” will be distributed between 7 players and by randomness modulated by "[Markov chains](#)" will be juxtaposed in time, generating a sound mix. This mix will be recorded in a file that will become part of the group of inputs for the next "iteration", sending one of the previous generation. This process will be repeated, each time with more extensive file generations until our hard drive will be unable to store anything else...

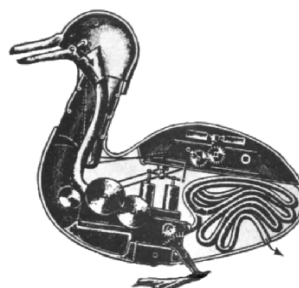


**extra processing:** also in every “iteration” , the players change the reproduction speed, modifying the pitch and the duration of sonorous files. And every player is assigned every time to one of the 5 possible effects with which the modulo account .

FX >>>>> 1:::freeverb 2:::rbpq2 3:::apdist 4:::glich\_comb\_res 5:::bitcrusher+fiboverb

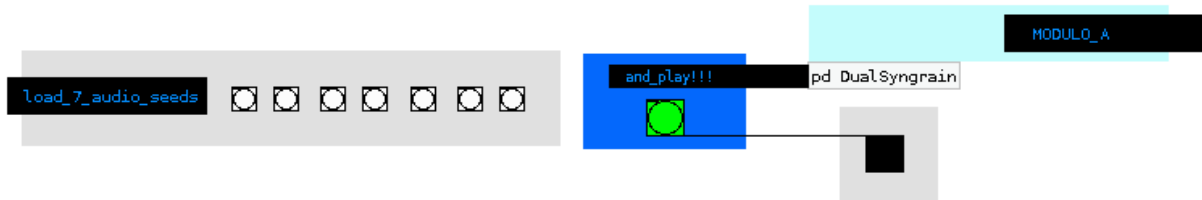
info fx >> check inside them, “freeverb” and “rbpq2” check the “help”pd-extended, bitcrusher come from s-abstractions(Chris McComick, and fiboverb from obiwannabee, apdist~ Frank barknecht, very thanks all of them.

<http://obiwannabe.co.uk/html/toys/fiboverb/fiboverb.html>  
<http://mccormick.cx/projects/s-abstractions/page/abstractions>  
<http://www.acoustics.hut.fi/~jpekonen/Papers/dafx08/>



(( Howto ))

**1:...** load 7 audio samples to the modulo\_A (recommended from 5-15 seconds)  
and play...



This modulo is based in syncgrain~ from Frank Barknecht

...is a granular synthesis external using flex and SndObj. It's available in version 0.1 for linux at

<http://footils.org/syncgrain-0.1.tgz>

more info >> <http://lists.puredata.info/pipermail/pd-announce/2002-06/000022.html>

2 ::: After the modulo\_A finish to created the 7 files, play the modulo\_B and enjoy...



>> for start again; close the patch, remove the audio file and open it, I have to implement a system to do this automatically..

All of this does not chase to carry out strictly fractal music, but born of an interest to know and experiment with these math-concepts and strategies looking for a kind of organic unpredictability, decontrol and chaos with which creatively play during the live performance.

Download noishVsAutomata @ Pdcon09

[http://sussurro.musica.ufjf.br/pdcon09/pdcon09\\_d21\\_oscar\\_martin.mp3](http://sussurro.musica.ufjf.br/pdcon09/pdcon09_d21_oscar_martin.mp3)

oscar martin [noishx@gmail.com](mailto:noishx@gmail.com) cc 09