Enhancing the Tutorial Project I

Using your tutorial1 project:

1. Envelopes - Creating percussive sounds:
   - Click **Envelope Library** button at bottom-left of the screen and follow the Tutorial instructions to create new envelopes.
   - Create an envelope with the following coordinates:

     x=0, y=0;

     x=0.08, y=1.00; set new segment to EXPONENTIAL (red) and FLEXIBLE

     x=0.15, y=0.28;

     x=1.00, y=0; set new segment to EXPONENTIAL and FLEXIBLE

2. Spectrum:
   - Click on the **Folder Spectrum** to create a new object, sp2
   - Click on Spectrum sp2
   - Set Deviation to 0.8
     - For Partial 1, Insert Function and choose EnvLib
     - Select Envelope 2 and scale 1
   - Add 3 more partials and scale them, respectively, to 0.7, 0.45, and 0,15
3. Click on Bottom s1:
   - Drag Spectrum sp2 into the white box where it says Child Type | Class |Name underneath sp1
   - Raise Number of Children to Create to 35
   - Leave Child Start Time Random between 0 and 25
   - Click on Child Type - Insert Function
     - Choose Select
       - For Choice index, Insert Function, choose RandomInt Lower Bound=0, Higher=1
       - Add 2 nodes: enter 0 in the first box and 1 in the second box
   - Click on Child Duration – Insert Function
     - Choose Select
       - For Choice index, Insert Function, choose CURRENT_TYPE
       - Add 2 nodes: enter 3 in the first box and 0.2 in the second box
   - Click on Reverb – Insert Function
     - Choose REV_Simple
     - Room Size – Insert Function
     - Choose Select
       - For Choice index, Insert Function, choose CURRENT_TYPE
       - Add 2 nodes: enter 0.7 in the first box and 0.01 in the second box
4. Save Project
5. Click on Project:

- Run

Change the seed of your random number generator and produce another/more version(s).

How can you make the difference between sustained and percussive sounds more obvious ?

HINT: in this case, percussive sounds sound better if their frequency is low (but still in that range) and if they are louder than the sustained sounds.

EXPERIMENT