

Basic Elements = Objects // Messages // Numbers // Symbols // Comments // Arrays // GUIs // Bang // Toggle // Sliders // Radios

Introduction

Syntaxis = Libraries // Order // SubPatch // Int. Patching // Abstractions // Locality

Audio = Volume // Output // Input // Recording // Monitoring

Subtractive = Oscillators // Waveforms // LFO // Filters // Envelopes // Hard & Soft Sync

Sound Synthesis

Additive = Sine // Cosine // Harmonics // Arrays // Organ

F.M. = Vibrato // Exponential // Linear // Phase Modulation // Ratio

Physical Modeling = Comb Filters // Impulse // Karplus-Strong // Modal Synthesis

Granular / Wavetable = Arrays // Window // Grain // Density

Modulation

- Tremolo
- Ring Mod.
- Vibrato
- Chorus
- Flanger
- Phaser

Filters

- Low Pass
- Band Pass
- High Pass
- Shelf
- Bell
- Notch
- AllPass
- Comb Filter

Waveshaper

- Distortion
 - Soft Clipping
 - Hard Clipping
- Compressor
- Bit Crusher
- Wavefolder

Audio

Effects

Time-based

- Delay
- Stutter
- Granular Delay
- Reverb

Sound Analysis = Deterministic Signal // Harmonics // Comparison AB // iZotope RX // Sonic Visualizer

Sound

Design

Instrument Design =

Tonal: Mono-Poly // Bells // Bass // Plucks // Strings // Leads // Pads // Keys

Percussions: Bass Drum // Snare // Hihat // Clap // Cymbal // 808

App Integration with Mobmuplat (Smartphone) y Camomile (Plug-in) =

Interface Design // Generation and Installation // Parameters

Generative Music = Rhythms // Melodies // Chords // Random // Seeds // Euclidean // Quantization

Algorithmic Composition

Reactive Visuals (GEM) = Image // Video // Oscilloscopes