

## Granular synthesis

- Reference: Microsound, C. Roads, MIT Press, 2002.
- light: wave model vs. particle (photon) model
- granular synthesis treats sound as composition of 1000's of grains (atoms, particles)
  - each lasts a brief moment (1 to 100 ms)
  - minimum perceived amount if approx 50 ms
- combines time information (start time, duration, envelope, waveform shape) with frequency domain info (period of waveform inside grain, spectrum of waveform, etc)
- an amplitude envelope shapes each grain
  - prevents “clicking” from abrupt grain start/stop amplitudes, which will cause distortion
  - can also create new resonances (strong harmonic areas)
- many parameters can control granular synthesis, and they can vary grain-by-grain
  - start time
  - duration
  - envelope
  - pitch
  - location in sample file (if sampled)
  - shape of waveform (if generated)
  - direction of sample
- Types of granular synthesis
  - a) Fourier grids: treat STFT windows as grains
    - permits time stretching and pitch shifting
  - b) Asynchronous granular synthesis (“granular clouds”)
    - statistical distribution of grains on a freq vs time plane
    - parameters include: start time, duration of cloud
    - grain durations
    - density of grains per second (may overlap)
    - frequency limits
    - movement of cloud in pitch/time/waveform space
    - and lots more!
  - c) Time granulation of samples
    - like AGS but purely on sampled waves
    - can do on files, or realtime audio (eg. Ableton)
    - Note: Ableton Live’s “Granular delay” effect is granular synthesis, but used on incoming signal
      - a “window” of input is used to generate the grains
    - Other applications process an entire wave file.
- Uses
  - Powerful composition and synthesis tool
  - Experimental sounds

COSC 4P98 Lecture notes: **Granular Synthesis**

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- Also practical: pitch, time stretching/compression
- lots of control parameters: opportunities for unique interfaces