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# EmissionControl quick start manual

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**Version 0.8.1**

**Update 2018**

The documentation talks about granulating 128 sound files. The actual number is 2. This software never made it to version 1.0. It is still quite useful, however.

## **2008 Notes**

EmissionControl (EC) is a new interactive real-time program for granular synthesis and sound file granulation, with many novel features, including

- multiple sound file input: granulation of up to 128 sound files simultaneously
- matrix modulation control regime for modulation of synthesis parameters
- variable-Q filtering on a grain-by-grain basis

EC was originally written in 2004 and has been updated several times since then. The current version dates to April 2008. Written by David Thall (MS, Media Arts and Technology, UCSB 2005) in consultation with Prof. Curtis Roads, the program code runs within the SuperCollider 3 regime using a special library written in the C++ language.

For information about granular synthesis, see the references below, specifically the book *Microsound* (2002) by Curtis Roads, MIT Press.

## **Before you begin**

Put one or more **mono** .aif or .wav files (up to 128 in number) in the sounds folder under the Emission Control 0.8.1 folder.

Set the Sound preferences under System Preferences to:  
Headphones, Built-in out and Line-in, Audio line-in port.

## **To start EmissionControl**

Start SuperCollider. It does nothing until it is given a script.

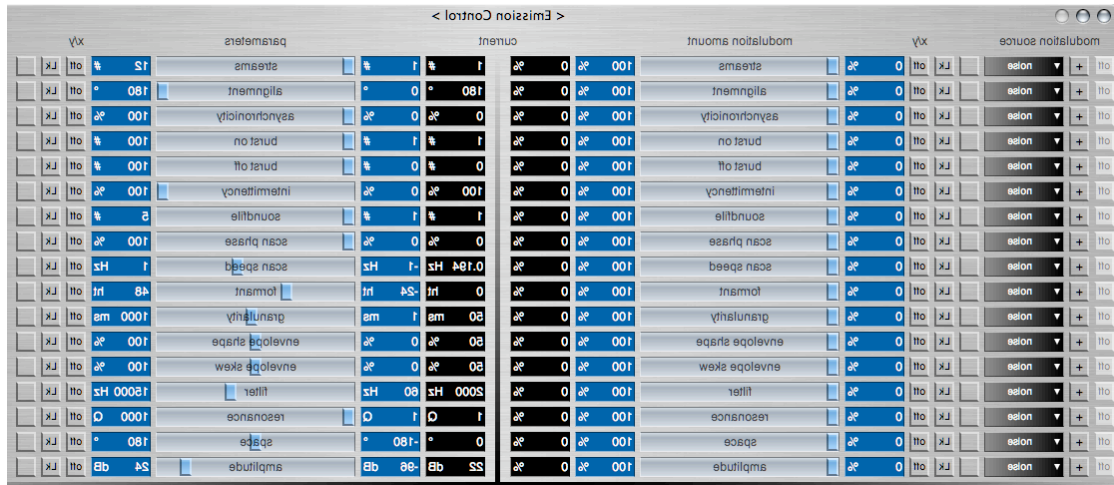
In SuperCollider, open EmissionControl\_0.8.1.rtf, which is in the SuperCollider folder.  
(Alternately, you can drag and drop the EmissionControl\_0.8.1.rtf file over the SuperCollider application)

Read the instructions of EmissionControl\_0.8.1.rtf in red.

In the line where a sound file is named, replace the name shown with the name of your sound file. Up to 128 sound files can be named. They are selectable with the fader labeled “soundfile” on the EC console.

When EC starts, there may be no sound.

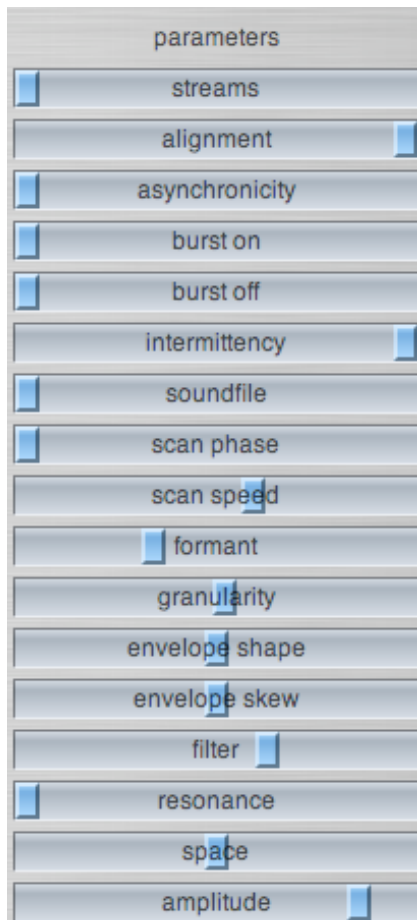
The main EC console is shown below. The right half is devoted to granular synthesis parameters. The left half is devoted to modulation of these parameters.



Nudge the scan speed fader under “parameters” to the right and increase the amplitude. You should hear sound.

### Explanation of the parameters

The parameter control faders are on the right side of the console:



streams – number of parallel streams of grains

alignment – not implemented

asynchronicity – controls the degree of synchronicity (fader left) versus asynchronicity (fader right) of grain emission without affecting grain density

burst on – not implemented

burst off – not implemented

intermittency – controls the degree of intermittency of the grain stream

soundfile – selects the sound file to granulate. In the current implementation, up to five soundfiles can be granulated.

scan phase – controls where in the sound file to start granulating

scan speed – controls the rate at which the read pointer scans through the sound file. When this value is negative, it scans backwards.

formant – controls pitch of the granulated sample

granularity – controls the grain duration

envelope shape – controls the grain envelope shape (left = rectangular, middle = bell-shaped with sustain, right = bell-shaped)

envelope skew – additional envelope shaper. Left emphasizes attack, Right emphasizes release.

filter – filter center frequency

resonance – adjusts the Q or sharpness of the filter

space – spatial position of the grains.

amplitude – adjusts the amplitude

## **Modulation section**

The modulation section is on the left side of the console. By default, the modulation levels are at zero for no modulation. When you increase the modulation fader by dragging it right, it begins to have an effect on the corresponding parameter on the right. The source of modulation is indicated by the black menu: noise, sine a, sine b, sawtooth, square. You can control the waveform modulation sources in a separate window that appears above the console window.

The modulation window contains the controls for the periodic modulation sources: two sines (a and b) with shared frequency but with relative (different) phase, variable-width square, and variable-width saw.

The + and - switches are supposed to flip the polarity on the signal routed to each modulation destination (similar to the polarity switches on channel strips). However they are not yet implemented.

## **Other features**

- high quality sample interpolation: kicks in with larger frequency shifts
- soft clipping distortion: modulating the amplitude of a grain beyond +6dB introduces saturation (quality based on grain envelope shape and skew)
- auxiliary bus reverberation : internally modulated by grain parameters, with controls for decay time (in milliseconds) and amount
- master gain fader: pre-reverb send to allow you to hear the reverb tail
- selectable periodic modulation sources: 2 sines with frequency and phase, variable-width square, and variable-width saw

### **Tip**

For pure Gabor/Xenakis granular synthesis, granulate a sine wave sample.

### **References**

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