

## Density Granular Synthesis v.1.1.5

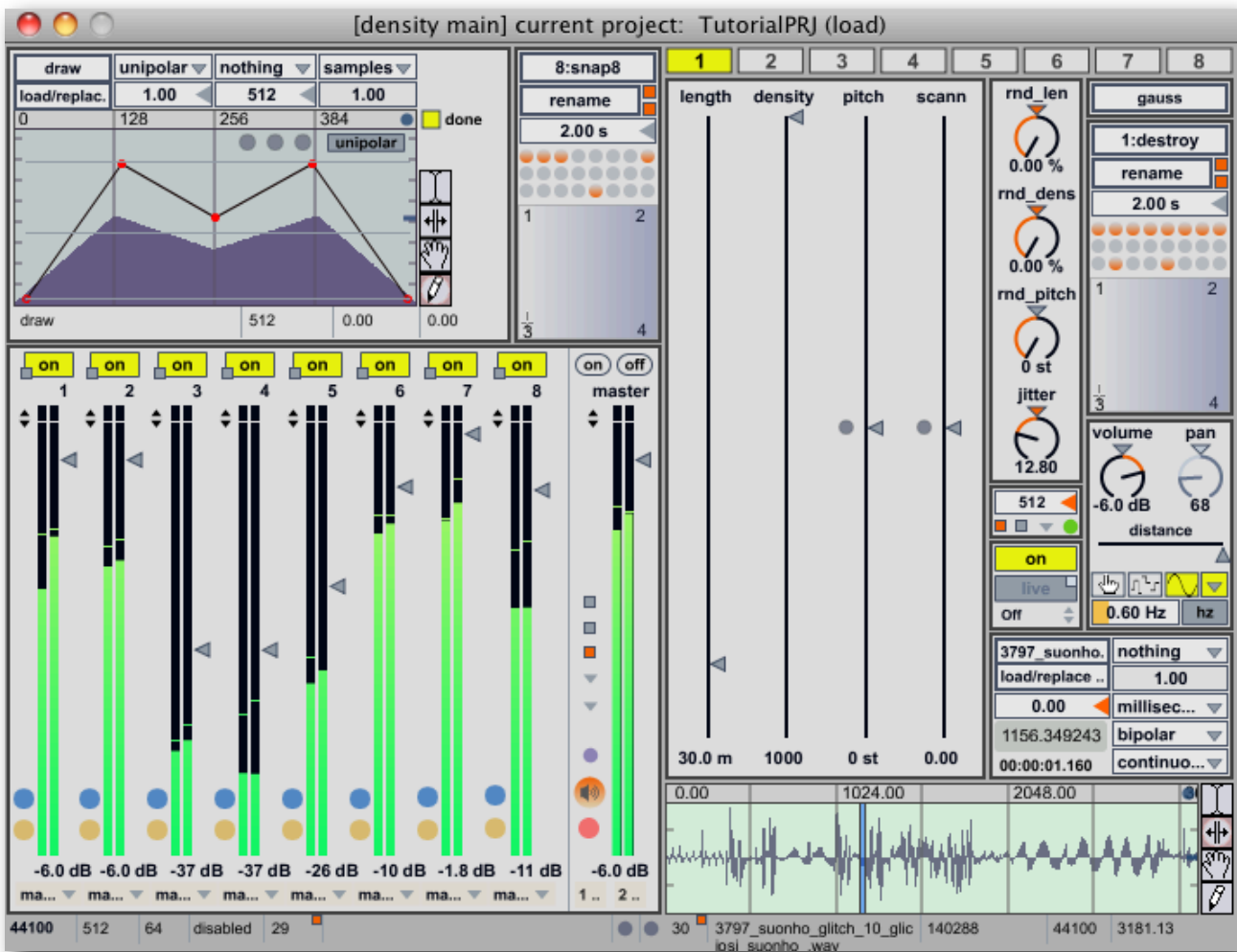
[www.densitygs.com](http://www.densitygs.com)

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Density is a new interactive real-time program for asynchronous granular synthesis LIVE and sound file granulation, to generate a wide range of effects: time/pitch shifting, pitch disintegration, time jittering, sound pulverizer, scrub pad exploration, dynamic envelope drawing etc... Interpolation- transitions and Hyper Vectorial pads, provide a powerful way to generate incredible sound objects. All parameters are controllable via MIDI learning/rescale and OSC network.



- .eight granular streams simultaneously
- .loading up to 12 sound-files (aiff,wav,mp3) for each stream (96 tot.)
- .wavePad scrub, wrap-around selection, trim, normalize draw, etc...
- .wavePad grid quantize: zero-crossing, bpm, phase and samples
- .buffer windows (resizable) fine scrub explorations
- .envelope/windowing manage up to 12 pre-generated shape (prototypes)
- .envelope/windowing loading and manage up to 12 sound-files (aiff,wav,mp3)
- .dynamic envelope buffer load/save, normalize, trim, resize length etc...
- .main mixer 8 channels + 1 master, solo/mute and VST slots
- .multichannel I/O mapping
- .quick-record export master channel and/or multichannel file streams, progressive file auto-name, select directory and re-sampling/quantize out file
- .snapshots (presets) memory: up to 100 for each stream and 10 for the main mixer and global snapshots
- .simultaneously (streams and main) transition (interpolation) between snapshots (in a given time)
- .clients manage: include/exclude widgets from transitions
- .four draw table for transitions curves
- .micro-pad interpolating between four snapshots

- .HV\_pad (i.e. hyper vectorial pad), 9 snapshots pad (4 pad near), and auto-explorer (spiral, dunk, reflects) engine
- .MIDI/OSC input mapping: learn/manual, rescale range and exponential curve
- .MIDI/OSC output sync: enable/disable, continuously or mouse up send
- .fully managing the project (as a folder), save/save as and load
- .drag and drop on streams/windowing wave-pads (audio files or folder) to fill menu soundfiles or project folder in main windows to load project
- .LIVE buffer granulation
- .stereo panning rotation: pan, jitter, lfo (shape/hz)
- .pitch keyboard frequency select (streams)
- .sound-files/LIVE buffers consolidate (copy buffers in the prj folder)
- .global presets, manage all Density widgets together
- .panning time, note based sync
- .snapshots list, consecutive rename
- .global transport time
- .snapshots sequencer rhythms improviser unit
- .windowing deformation shape MIDI/OSC
- .clue windows, report widgets information under the mouse

Platform Requirements:

Mac OS X (10.4 or higher; G5 or Intel faster recommended);

Windows XP/Vista/7;

QuickTime to enable mpeg support.

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