

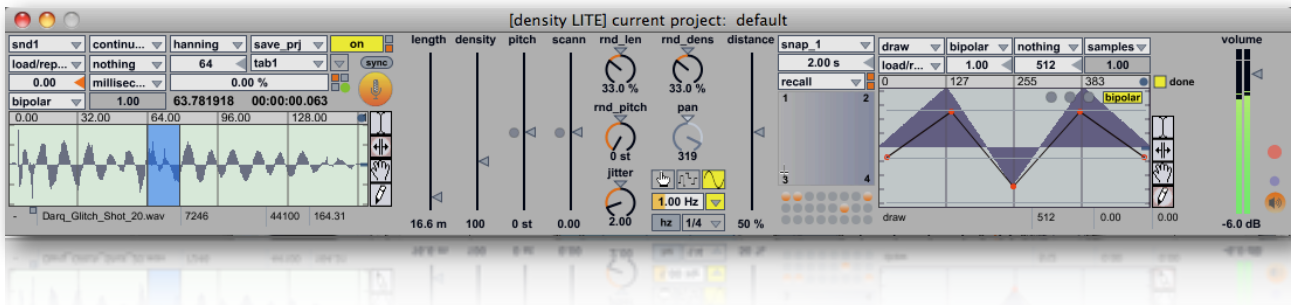
DensityLite Granular Synthesis v.1.1.2 © 2010

www.densitygs.com

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Density is a new interactive real-time program for asynchronous granular synthesis sound file granulation and live input, 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 between snapshots and micro pad.



- . loading up to 12 sound-files (aiff,wav,mp3)
- . LIVE granulation buffer
- . dynamic wave-pad scrub, wrap-around selection, crop, normalize draw, etc...
- . grid quantize: zero-crossing, bpm, phase and samples
- . multi windows (resizable) buffers for fine scanning explorations
- . quick sound files exchange, mouse jumping on the windows (buffers)
- . 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, crop, resize length etc...
- . quick-record export master channel, progressive file auto-name, select directory and re-sampling/quantize outfile
- . DSP settings and status bar informations
- . snapshots (presets) memory: up to 24
- . fast buttons snapshots store/recall
- . clients manage: include/exclude widgets from transitions
- . micro-pad interpolating between four snapshots
- . triggers shorts key,
- . windows float/no float mode
- . fully managing the project (as a folder), save/save as and load, ask when exit
- . drag and drop support: streams/windowing wave-pads (audio files) and project folder (main mixer)
- . panning rotation: manual, cycle, random

==== Requirementsi ====

Mac OS X, Microsoft Windows XP/7

QuickTime for the MPEG support

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