

Audio Programming with Chuck

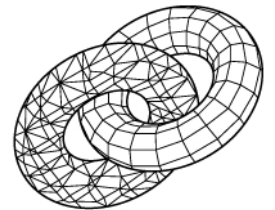
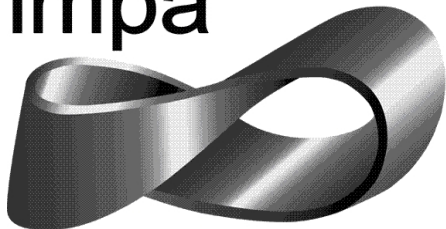
Session 3: Sound File Manipulation

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VisgrafLab

Mini-course Schedule

08/01/2019	Session 1: Basics: Sound, Waves, and ChuckK initiation
10/01/2019	Session 2: MIDI, ChuckK Libraries, and Arrays
Today	Session 3: Sound File Manipulation
17/01/2019	Session 4: Functions
22/01/2019	Session 5: Unit Generators and Physical Models
24/01/2019	Session 6: Multi-Threading and Concurrency
29/01/2019	Session 7: Classes and Object-Oriented Programming

Session 3: Sound File Manipulation

Sampling

SndBuf

Reverse a sample

Sample management

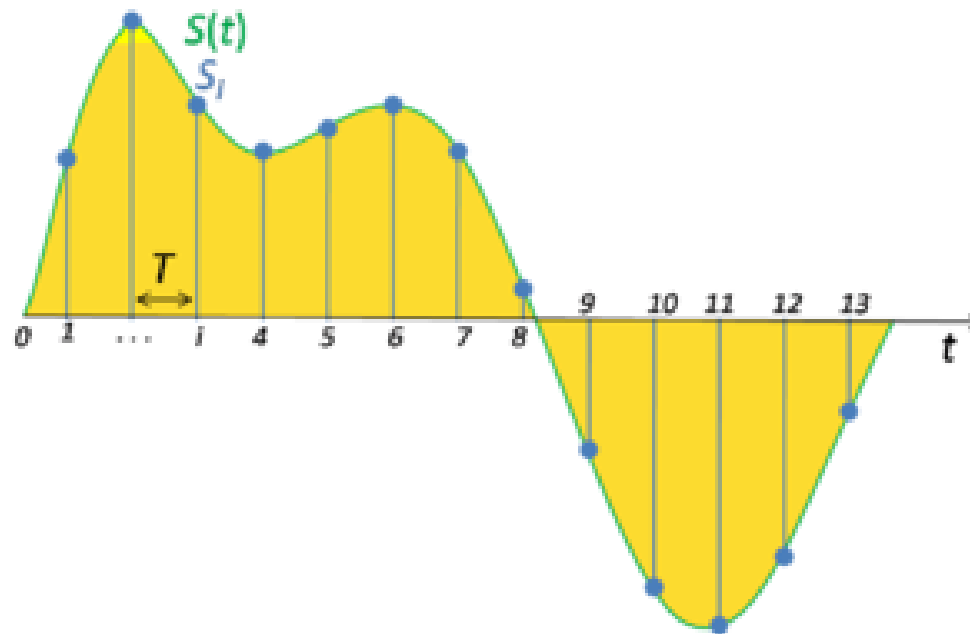
Stereo playback

Modulo

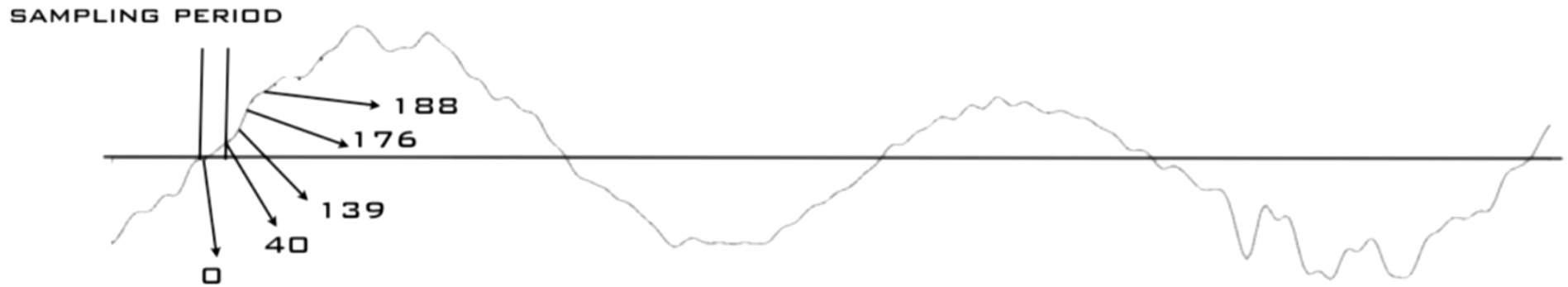
Make a sequencer

Sampling

is the reduction of a continuous-time signal to a discrete-time signal, a common example is the conversion of a sound wave (a continuous signal) to a sequence of samples (a discrete-time signal). Nyquist theorem.



Sampling



0	40	139	176	188	237	230	286	294	346	360	278	230	180	152	131	82
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