



Parte 2: Sonic Pi avanzado

INTRODUCCIÓN AL LIVE CODING CON SONIC PI E HYDRA

Summer Academy 2023 @ Laboratorio de Sonido

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```
4.times do
  play :e1, release: 2
  sleep 2
end
```

```
4.times do
  sample :drum_heavy_kick

  2.times do
    sample :elec_blip2, rate: 2
    sleep 0.25
  end
end
```

Composición | Mezcla

```
live_loop :foo do
  use_synth :prophet
  play :e1, release: 8
  sleep 8
end
```

Composición | Mezcla

```
use_random_seed 80
```

```
live_loop :campanas do  
  sample :perc_bell, rate: (rrand 0.125, 1.5)  
  sleep rrand(0.2, 2)  
end
```

```
live_loop :alea1 do  
  play choose([60, 65, 72])  
  sleep 1  
end
```

```
live_loop :alea2 do  
  play [60, 65, 72].choose  
  sleep 1  
end
```

Azar | Música generativa

```
live_loop :dados do
  if one_in(2)
    sample :drum_heavy_kick
  else
    sample :drum_cymbal_closed
  end

  sleep 0.5
end
```

```
live_loop :masdados do
  play 50, release: 2
  play 53, release: 2 if one_in(2)
  play 57, release: 2 if one_in(3)
  play 60, release: 2 if one_in(4)
  sleep 1.5
end
```

Azar | Música generativa

```
with_fx :reverb, mix: 0.7 do  
  
  live_loop :efecto do  
    play 60, release: 0.1  
    sleep 0.5  
  end  
  
end
```

Procesamiento sonoro

```
play chord(:e3, :minor)
sleep 1
play chord(:e3, :minor, num_octaves: 3)
```

```
live_loop :arpeggio do
  play chord(:e3, :minor, num_octaves: 3).tick, release: 0.1
  sleep 0.125
end
```

```
live_loop :escala do
  play scale(:c3, :major, num_octaves: 3).tick, release: 0.1
  sleep 0.125
end
```

Acordes | Escalas

```
lista = [:tri, :tb303, :zawa].ring

live_loop :sintes do
  use_synth lista.tick
  play 70
  sleep 1
end
```

Composición



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