

MATALON_tunnelingDEMO

TUNNELING Martin Matalon

computer music design Max Bruckert

performance
 Current Cue--> 0
 Next Cue--> 1
 p MASTER [A]=Mes1
 in rehearsal mode <space> triggers choice <return> stops all
 elapsed time

Audio 1-> INIT (reso X 2)
 p DAC_OUTPUTS
 1 2 3 4 5 6 9 1 0
 clean

p AUDIO_MIDI
 p MATRIX_MIXER
 p PDEL_ENVFLW
 p FX
 p PLAYERS
 p QUICK_EDITS
 p WORK

MATRIX

	ADC	En v	En el	Pd el	Pd 2	R g	F L	H A	H R	D E	D EL	M UN	RET V	S P
flute 1														
flute 2														
cello 3														
clarinet 4														
Cb 5														
Tp 6														
Perc 7														

gain in 0...1

clear

- Env1 env follow
- Env2
- Pdel1 predelay
- Pdel2
- Rg1 ringmod
- Rg2
- FFT fft filter
- FILT filter
- HAR1 poly harmo
- HAR2
- RES resonators
- DEL1 polydelay
- DEL2
- MUNG mung
- REV1 reverb
- TRV
- SP1 spare
- Mung1
- Mung2
- SpatDel
- Spat1
- Spat2

OUTPUT MIXER

SpatDel Mung1 Mung2 Spat1 Spat2 Pdel

>51 >52 >53 >54 >55 >56 <-ctl n°
 127 127 127 127 127 127 0dB

refresh list->
 select the midi device to "listen" to
 Fireface (6D6) Port 2 WRITE PATTR

1- choose the midi input of your controller
 2- choose your controller number above each slider
 3- store it with "WRITE PATTR"
 4- state recalled on each initialisation

[FX]

PolyRingmod 1

Master 1 Master 2
 0.0 0.0
 E S
 p / 1 5000. 500. speed
 p / 2 2000. 800. max
 500. 40. min
 50. 50. freq

Resonators 1

>50. gain
 thru model1
 thru model2
 Mix
 cross

Reverb 1

>0.73 roomsize
 >0.2 damp
 >0.62 width
 freeze

Gigaverb 1

-50. early (db)
 5. time (s)
 0.22 damping
 78. size

Spat 1 6ch

off type
 2. speed E S
 100 amp (100%)
 0. input E S

Mung 1 Spatial

ENABLE PROCESSES
 clear 0 thru p / P p // buf size = 1000
 separa° rate vari° size size vari° pitch pitch vari°
 0. 0. 0. 0. 0. 0. p / P
 master E S
 del. length posi° rndm gain ramp ambidir
 300. 0. E S 0. 20 0 p / P

PolyHarmo 1

transpo delay feedback volume
 0. 0. 0. 0. 1
 0. 0. 0. 0. 2
 0. 0. 0. 0. 3
 0. 0. 0. 0. 4
 Mix
 p / p rndm type rndm/trig 1000
 speed/env

PolyDelay 1

gain del fback vol
 >1. 3055. 0.28 1. 1
 >1. 960. 0.3 0. 2
 >1. 651. 0.22 0. 3
 >1. 1180. 0.29 0. 4
 Master E S

PolyDelay 2

gain del fback vol
 >0. 0. 0. 0. 1
 >0. 0. 0. 0. 2
 >0. 0. 0. 0. 3
 >0. 0. 0. 0. 4
 Master E S

SpectralFilter 1

rndm speed min-max
 0 0
 rndm p f_models N

Mung 2 Spatial

ENABLE PROCESSES
 clear 0 thru p / P p // buf size = 1000
 separa° rate vari° size size vari° pitch pitch vari°
 0. 0. 0. 0. 0. 0. p / P
 master E S
 del. length posi° rndm gain ramp ambidir
 3000. 0. E S 0. 20 0 p / P

PolyHarmo 2

transpo delay feedback volume
 0. 0. 0. 0. 1
 0. 0. 0. 0. 2
 0. 0. 0. 0. 3
 0. 0. 0. 0. 4
 Mix
 p / p rndm type rndm/trig 1000
 speed/env

Mung 3 mono

ENABLE PROCESSES
 clear 0 thru p / P p // buf size = 500
 separa° rate vari° size size vari° pitch pitch vari°
 0. 0. 0. 10. 0. 0. p / P
 master E S
 del. length posi° rndm gain ramp ambidir
 88. 0. E S 0. 20 0 p / P

Filter 1

highpass
 18
 -12
 master E S

SpatDel 1

gain del fback freq amp vol
 >1. 245. 0.42 0. 0. 0.68 1
 >1. 342. 0.16 0. 0. 0.78 2
 >1. 643. 0.37 0. 0. 0.52 3
 >1. 908. 0.24 0. 0. 0.92 4
 >1. 1032. 0.28 0. 0. 0.59 5
 >1. 2149. 0.28 0. 0. 0.78 6
 Master E S

0
0
V W
+
p / 1
p / 2

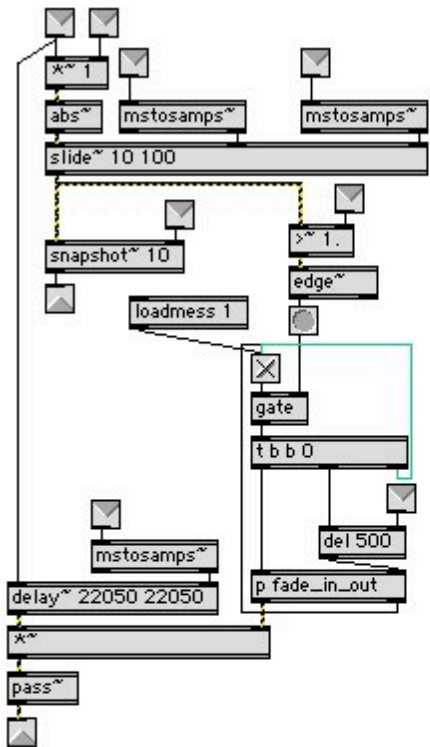
PolyRingmod #1

Master 1 Master 2

0. 0.
E S E S

random

0. 0. speed
0. 0. max
0. 0. min
50. 50. freq



open
pcontrol
p how?

Env follow #1
Env follow #2

0	gain	0	thresh	
0	attack	0	delay	p //
0	decay	0	grain	0.5
0	speed		MUTE	0

HOW DOES THIS WORK +++++

MXssr MMTunneling_coil_n_pattr #1 envflw.xml

pattrstorage @savemode 0 @autorestore 0

autopattr @autoname 0 @autorestore 0

EMPLACEMENTS

- max
- Bureau
- Applications
- Documents
- Dropbox
- Max5
- Soons

MMtunneling_ringmo
dDEMO

MMtunneling_envflwD
EMO

MMtunneling_delaylin
eDel3

Max

Signal is sent to the envelope follower and to the delay at the same time.
Once the threshold reached, a grain will be applied on the delay signal.
Basically the grain modulates the amplitude. Then the modulated signal is sent back to the matrix

