



# FUNCTIONAL AMBISONIC GRANULATOR

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CICM - BBDMI (ANR-21-CE38-0018)  
<https://gitlab.huma-num.fr/bbdmi/bbdmi>  
<https://bbdmi.nakala.fr/en>

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The image is a collage of several screenshots from the CICM-BBDMI software interface, which is a patch-based digital audio workstation (DAW) designed for live performance. The top-left screenshot shows a 'SCALE' patch with various parameters like 'in/out', 'max-out', and 'curve'. The top-right screenshot shows a 'GRANULATOR-' patch with controls for 'index', 'randomize', and 'modulator'. The middle-right screenshot shows a 'MULTISLIDER' patch with multiple sliders for different parameters. The bottom-left screenshot shows a 'ROSSPATCH' patch with a complex network of connections. The central photograph shows a person's back and shoulder area with several white electrodes attached to the skin, connected by wires. The bottom-right screenshot shows a person wearing a face mask and glasses, sitting at a desk with a computer monitor, likely performing with the system.

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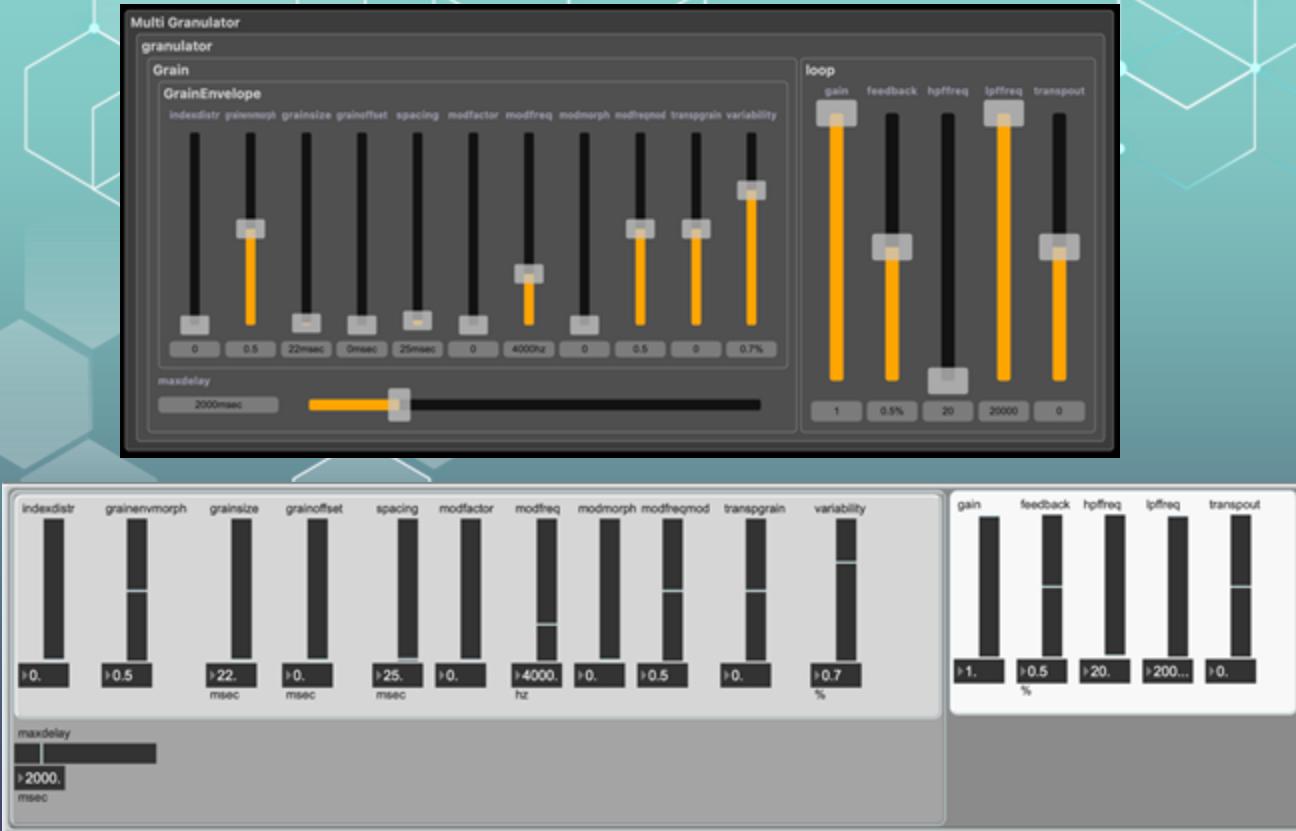
Spatial Processing

04

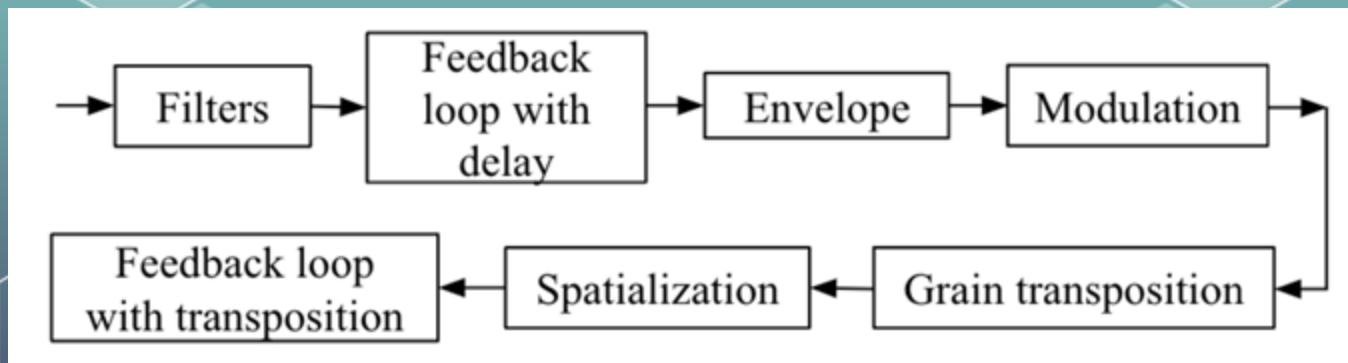
Macro controls

on	
►4	channels
rand	randomize
1	indexdistr
0.5	grainenvmorph
►20.	hpffreq
►20000.	lpffreq
►2000.	maxdelay
►40	grainsize
►40	grainoffset
►80	spacing
►0.	modfactor
►500.	modfreq
►0.	modmorph
►0.5	modfreqmod
►0.	transpgrain
►0.3	variability
►1.	gain
►0.2	feedback
►0.	transpout
dump	O

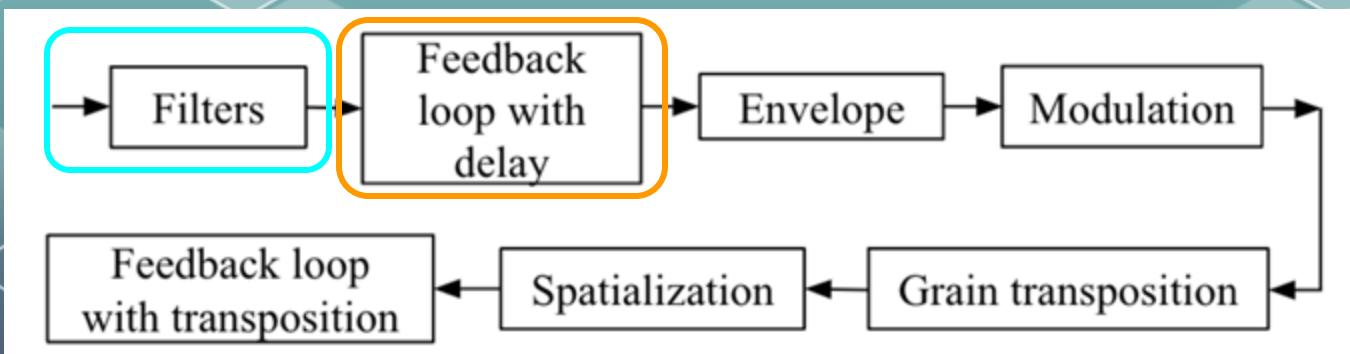
# GUI'S



# Simplified diagram

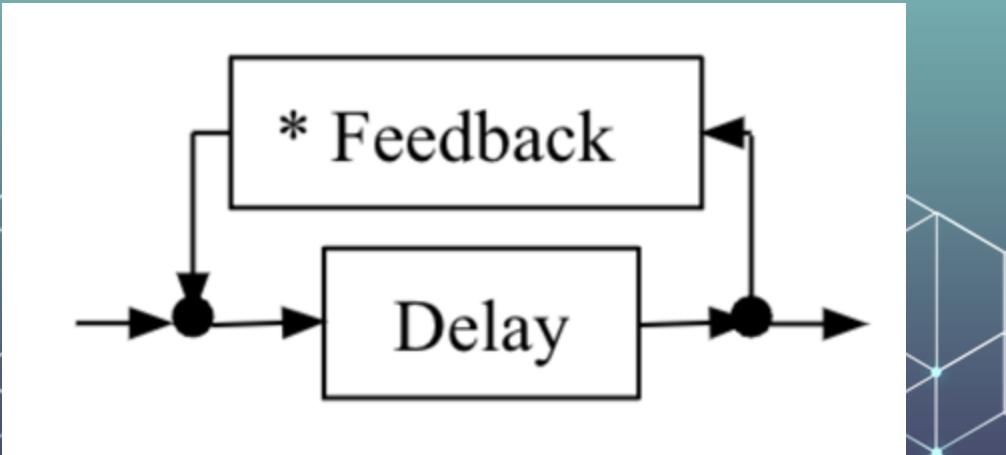


# Filters



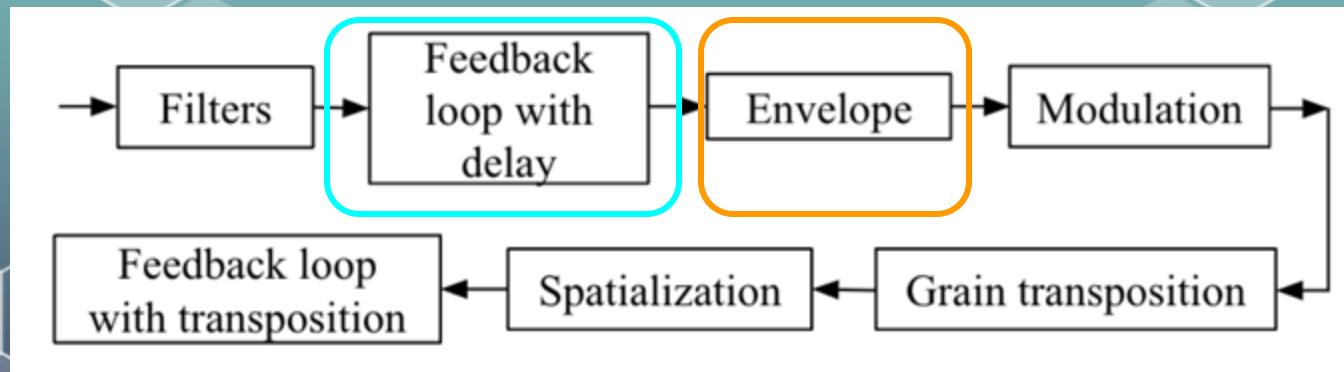
on	
►4	channels
rand	randomize
1	indexdistr
►0.5	grainenvmorph
►20.	hpffreq
►20000.	lpffreq
►2000.	maxdelay
►40	grainsize
►40	grainoffset
►80	spacing
►0.	modfactor
►500.	modfreq
►0.	modmorph
►0.5	modfreqmod
►0.	transpgrain
►0.3	variability
►1.	gain
►0.2	feedback
►0.	transpout
dump	○

# Input delayed feedback loop



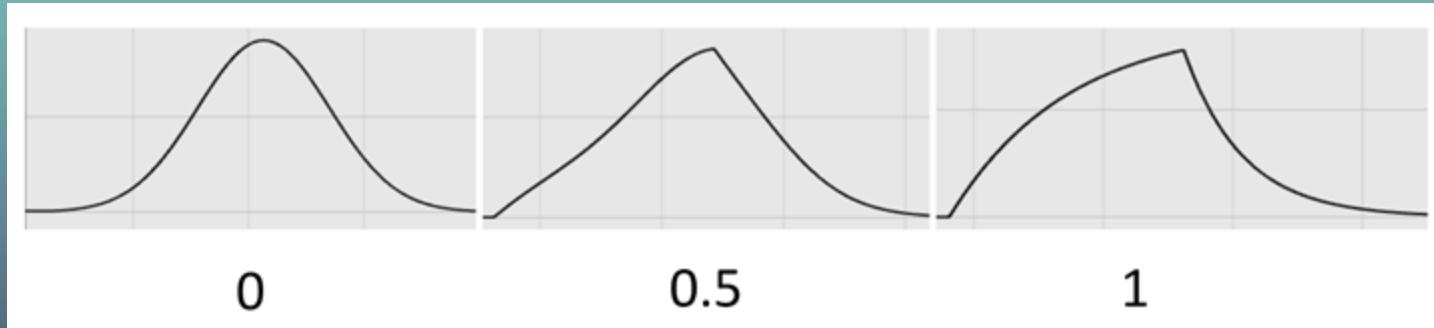
on	
►4	channels
rand	randomize
1	indexdistr
0.5	grainenvmorph
►20.	hpffreq
►20000.	lpffreq
►2000.	maxdelay
►40	grainsize
►40	grainoffset
►80	spacing
►0.	modfactor
►500.	modfreq
►0.	modmorph
►0.5	modfreqmod
►0.	transpgrain
►0.3	variability
►1.	gain
►0.2	feedback
►0.	transpout
dump	○

# Simplified diagram



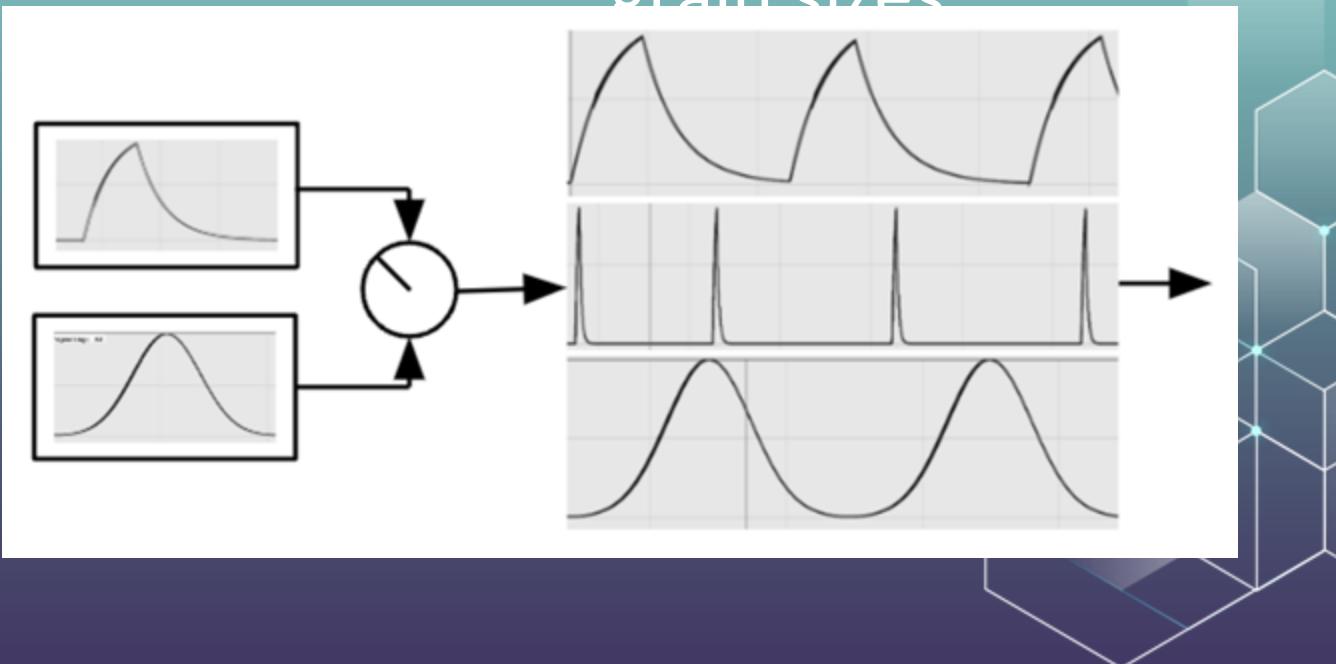


# Envelope design



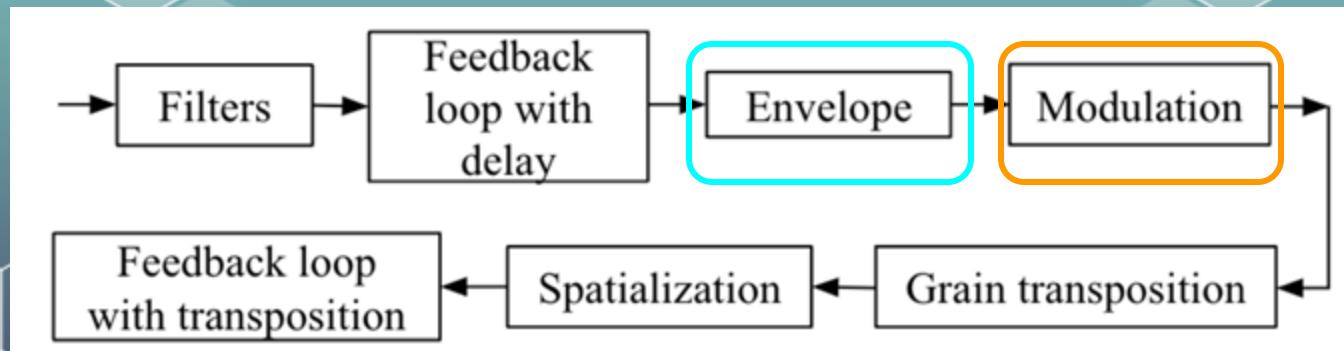
on	
►4	channels
rand	randomize
1	indexdistr
►0.5	grainenvmorph
►20.	hpffreq
►20000.	lpffreq
►2000.	maxdelay
►40	grainsize
►40	grainoffset
►80	spacing
►0.	modfactor
►500.	modfreq
►0.	modmorph
►0.5	modfreqmod
►0.	transpgrain
►0.3	variability
►1.	gain
►0.2	feedback
►0.	transpout
dump	○

# Morphing between envelopes and different grain sizes

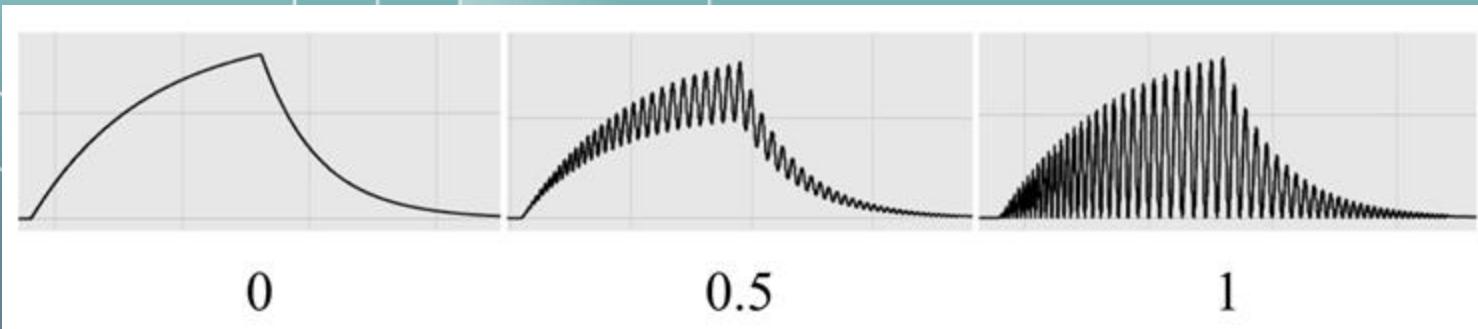


on	
►4	channels
rand	randomize
1	indexdistr
0.5	grainenvmorph
►20.	hpffreq
►20000.	lpffreq
►2000.	maxdelay
►40	grainsize
►40	grainoffset
►80	spacing
►0.	modfactor
►500.	modfreq
►0.	modmorph
►0.5	modfreqmod
►0.	transpgrain
►0.3	variability
►1.	gain
►0.2	feedback
►0.	transpout
dump	

# Simplified diagram

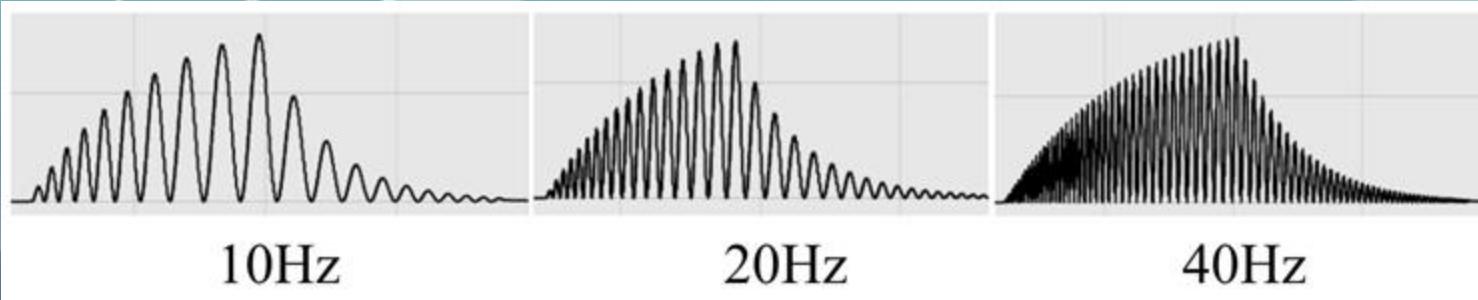


# Envelope amplitude modulation



on
► 4 channels
rand randomize
1 indexdistr
► 0.5 grainenvmorph
► 20. hpffreq
► 20000. lpffreq
► 2000. maxdelay
► 40 grainsize
► 40 grainoffset
► 80 spacing
► 0. modfactor
► 500. modfreq
► 0. modmorph
► 0.5 modfreqmod
► 0. transpgrain
► 0.3 variability
► 1. gain
► 0.2 feedback
► 0. transpout
dump

Variable “modfreq”



on

▶ 4 channels

rand randomize

1 indexdistr

▶ 0.5 grainenvmorph

▶ 20. hpffreq

▶ 20000. lpffreq

▶ 2000. maxdelay

▶ 40 grainsize

▶ 40 grainoffset

▶ 80 spacing

▶ 0. modfactor

▶ 500. modfreq

▶ 0. modmorph

▶ 0.5 modfreqmod

▶ 0. transpgrain

▶ 0.3 variability

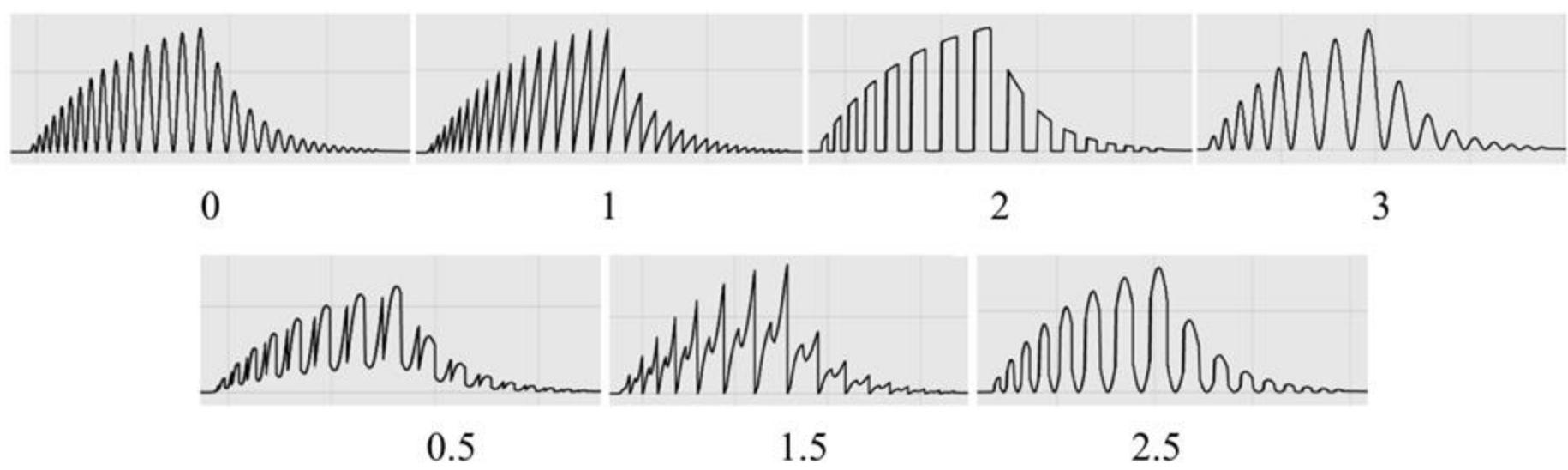
▶ 1. gain

▶ 0.2 feedback

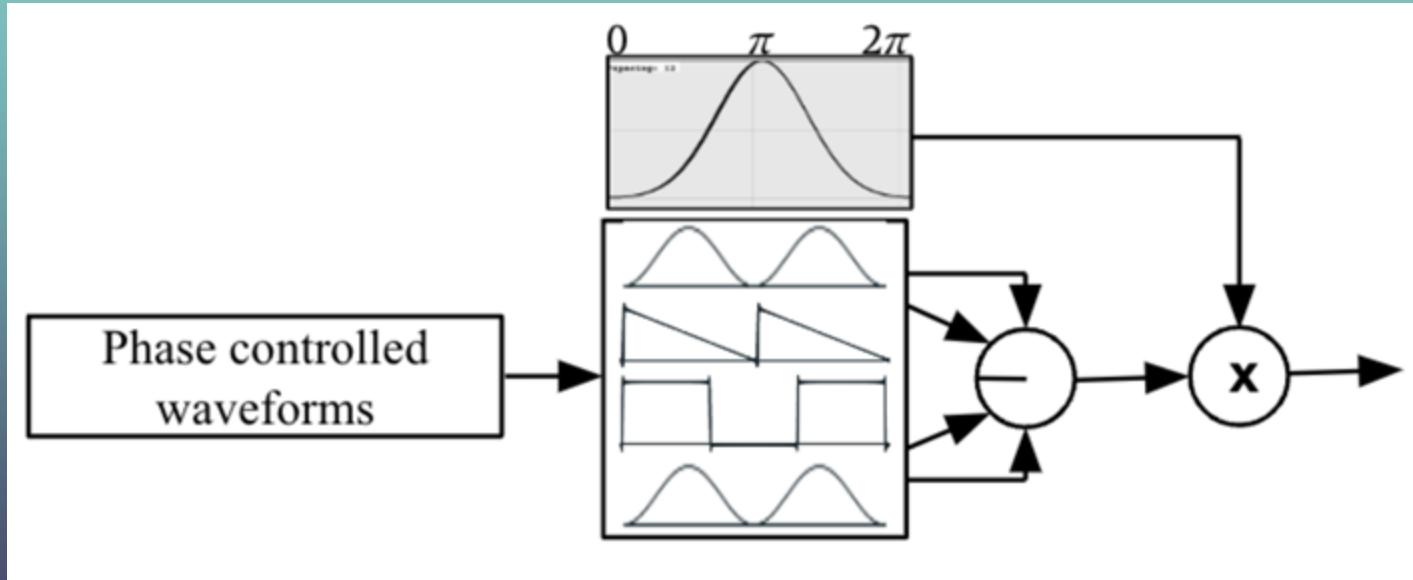
▶ 0. transpout

dump

# Modulating signal morphing from sine to square

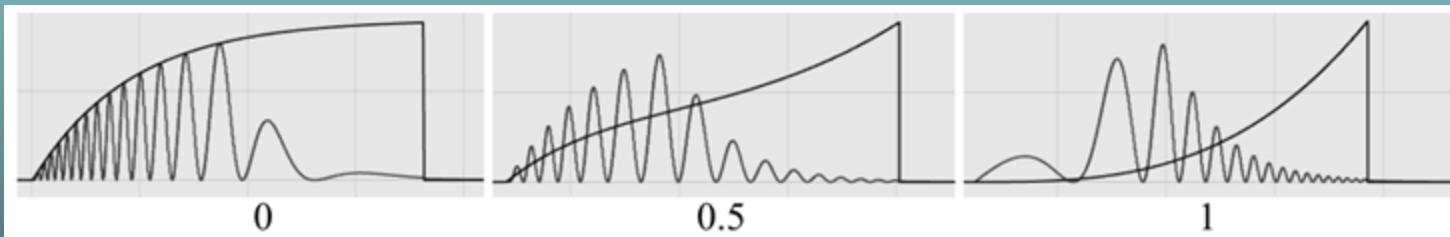


# Mix of different modulating signals



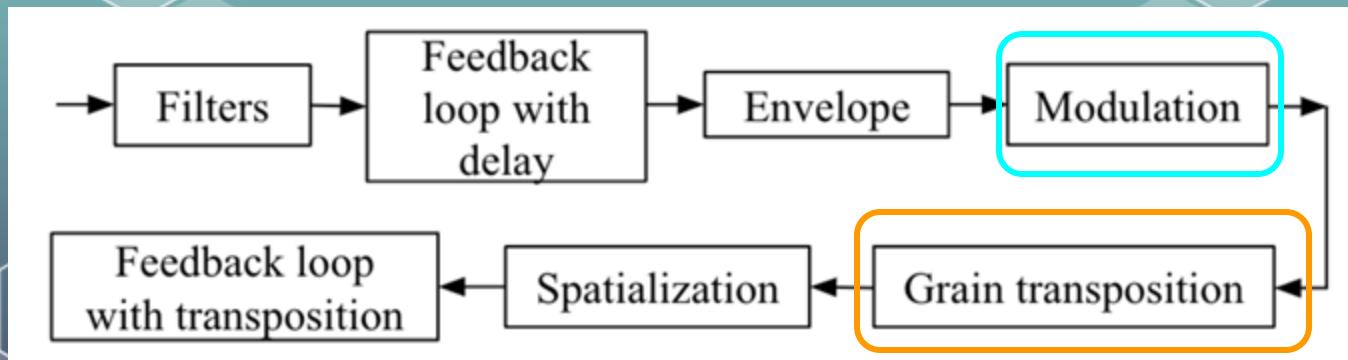
on
►4 channels
rand randomize
1 indexdistr
►0.5 grainenvmorph
►20. hpffreq
►20000. lpffreq
►2000. maxdelay
►40 grainsize
►40 grainoffset
►80 spacing
►0. modfactor
►500. modfreq
►0. modmorph
►0.5 modfreqmod
►0. transpgrain
►0.3 variability
►1. gain
►0.2 feedback
►0. transpout
dump

# Frequency modulation of the amplitude modulating signal



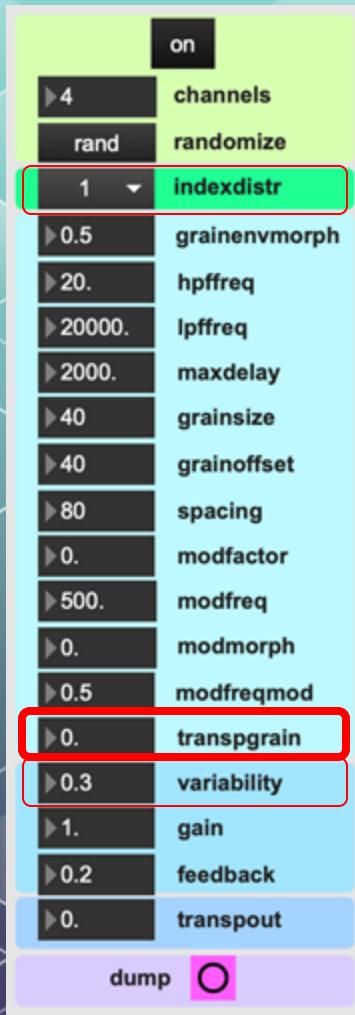
on	
►4	channels
rand	randomize
1	indexdistr
►0.4	grainenvmorph
►0.5	hpffreq
►20.	lpffreq
►20000.	maxdelay
►2000.	grainsize
►40	grainoffset
►40	spacing
►80	modfactor
►0.	modfreq
►500.	modmorph
►0.	modfreqmod
►0.5	transpgrain
►0.	variability
►0.3	gain
►1.	feedback
►0.2	transpout
dump	O

# Simplified diagram

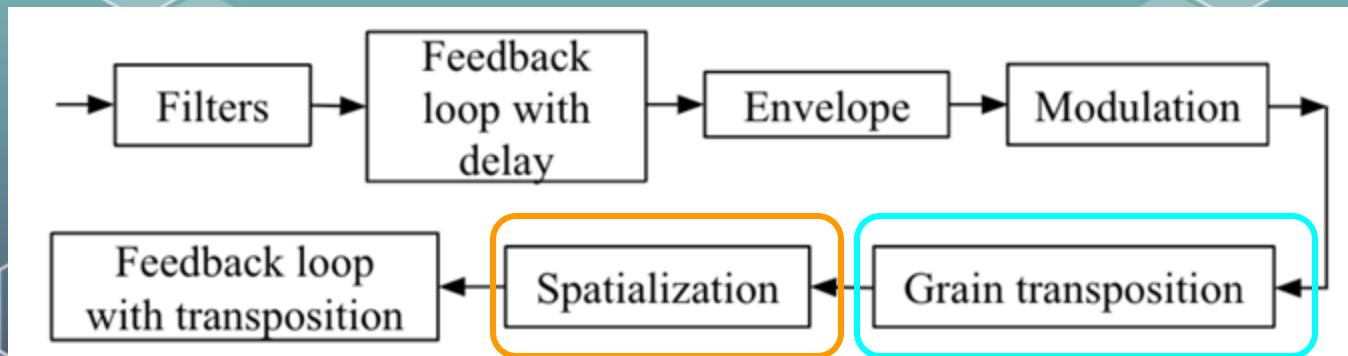


# Grains Transposition

Grains are transposed within a range of -24 to +24 semitones



# Simplified diagram



# Spatialisation

## Spatial Sound Transformation

Between ambisonic encoding and decoding

Independent manipulation of ambisonic harmonic channels.



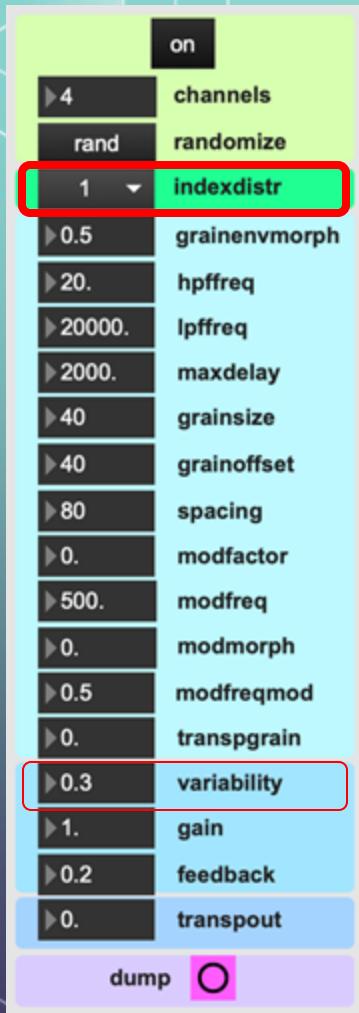
## From Point Source to Diffuse Field

Ambisonic spatialization  
Precisely localized initial sound  
to diffuse fields through  
feedback loops.

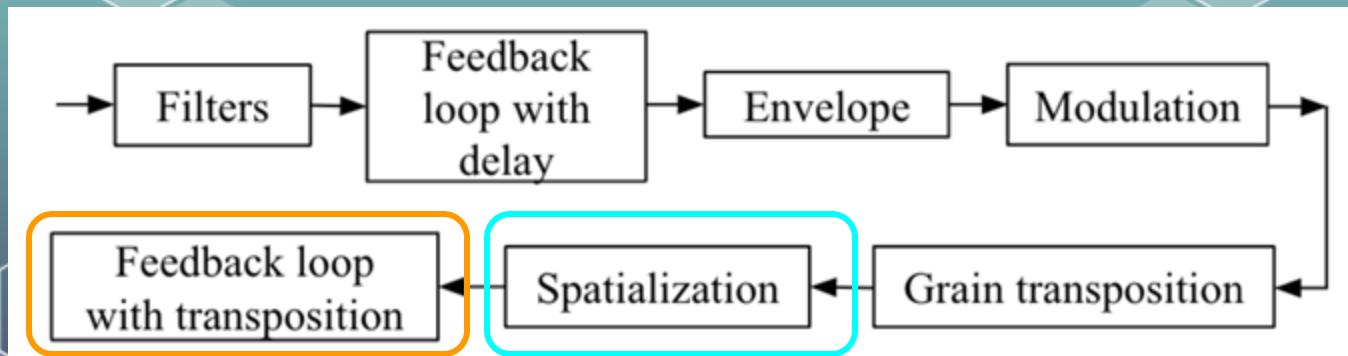


# Ambisonic Distribution

x		
$x^2$	composite1	$x^5$
sin	$x^3$	$1-(1-x)^5$
$\log(1+x)$	$1-(1-x)^3$	composite4
$\sqrt{x}$	composite2	$2^{(10(x-1))}$
$1-\cos(\pi/2 \cdot x)$	$x^4$	composite5
$(1-\cos(\pi \cdot x))/2$	$1-(1-x)^4$	$1-\sqrt{1-x^2}$
$1-(1-x)^2$	composite3	$\sqrt{1-(x-1)^2}$

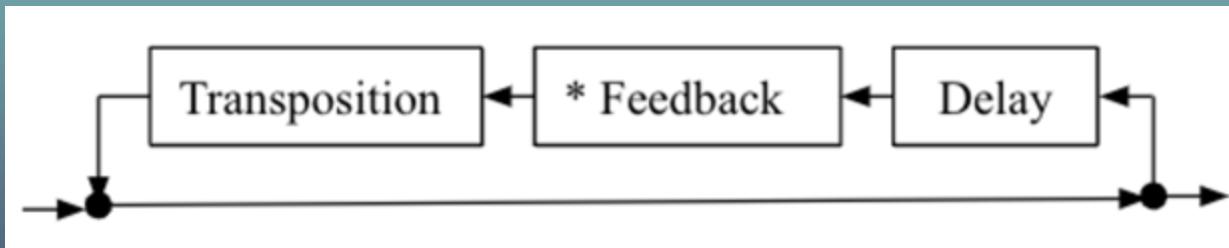


# Simplified diagram





# Grains Feedback Loop and Transposition



on  
channels  
randomize  
indexdistr  
grainenvmorph  
hpffreq  
lpffreq  
maxdelay  
grainsize  
grainoffset  
spacing  
modfactor  
modfreq  
modmorph  
modfreqmod  
transpgrain  
variability  
gain  
feedback  
transpout  
dump

The screenshot shows a software interface with a vertical list of parameters and their current values. The parameters are listed in pairs: a value followed by a parameter name. Some values are preceded by a right-pointing arrowhead (▶). The 'indexdistr' parameter has a dropdown menu open, showing options 1, 0.5, 20., 20000., 2000., 40, 40, 80, 0., 500., 0., 0.5, 0., 0.3, 1., 0.2, and 0. The 'variability', 'gain', 'feedback', and 'transpout' parameters are highlighted with red boxes around their value cells. At the bottom right, there is a small circular icon with a pink border.



# MACRO CONTROLS

Regression

RapidMax



One Layer Perceptron



FAUST



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