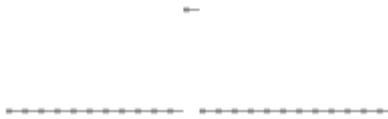


Stoq

(stochastic impulse + filters)

VST

impulse series generator:



probability of event is:

$$\frac{\text{pitch (Hz)}}{\text{samplerate}}$$

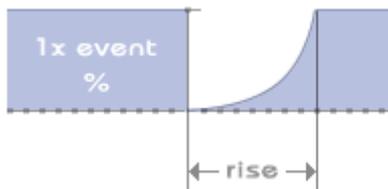
(for example, 440 Hz / 44100 = 0.0099773, approximately 1 in every 100 samples)



purely random output can have large gaps and bunching



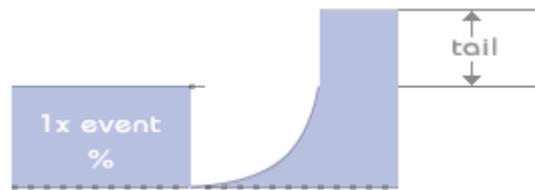
a logarithmic envelope is applied to the event coefficient to reduce tight grouping



the duration of this envelope is set with the rise parameter

rise can optionally be set to follow the pitch coefficient (and modulation) by up to + or - 2 octaves

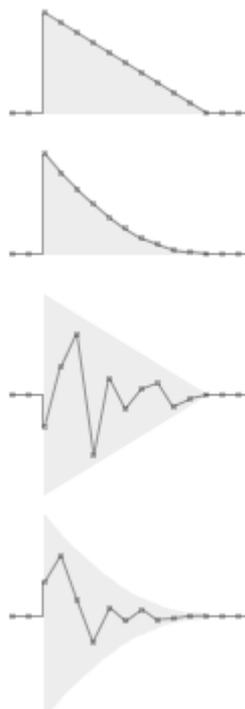
reducing the probability of immediate multitriggering can be used to emulate interaction caused by size of shaker 'beans'



tail coefficient multiplies base event probability after rise envelope to reduce gaps. this function is intended to be used when rise is set to follow pitch (pitch is a % and does not use time tracking function)

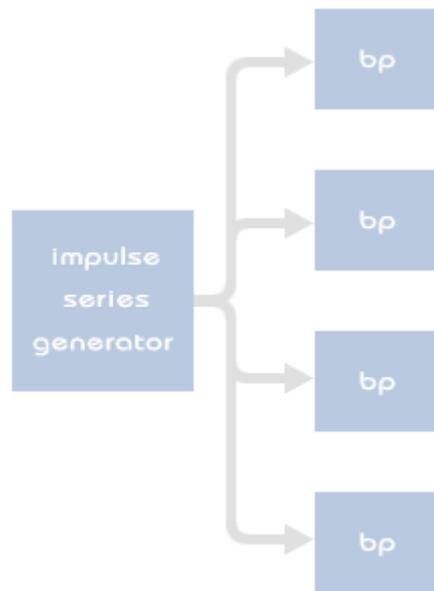
pitch, rise and tail shape the frequency of stochastic events

impulses trigger a decay stage amplitude envelope.



linear contour logarithmic contour linear amplified noise logarithmically amplified noise

logarithmic contour reduces lower frequencies



inspired by Perry Cook's PhiSeM model

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