drumsound

Base algorithm and envelopes created by Risset as given in Dodge, _Computer Music_ (p.104, Figure 4.27).
noisesound

Base algorithm and envelopes created by Risset as described by Dodge in _Computer Music_ (p.112, Figure 4.33).

Play values...
+ "noisy distant..." and "stutter..." use sinf~ and noise sample rate
+ "hearing test" use sinf~ between 8k and 15k
noisesound

Base algorithm and envelopes created by Risset as described by Dodge in _Computer Music_ (p.112, Figure 4.33).

Play values...
+ "noisy distant..." and "stutter..." use sинф~ and noise sample rate
+ "hearing test" use sинф~ between 8k and 15k
Create sounds related to wind and water.

White noise filtered by highpass and lowpass filters. Tweak amplitude of highpass filter with drunk. Set cycle about center frequency of highpass filter, then tweak the frequency with drunk.
pan2S is used to control direct/reverb balance.

Quad panning

pan4S

left
right
left
right
front
rear
rear

~1.01
64
1
amplitude fades with distance

unpack 0. 0. 1000
pack 0. 1000

azimuth, time

distance, time

zmap 0.1 -1.1
pack 0. 1000

0. -1. for distance is mapped to -1 +1 for pan2S

After the control messages arrive at these two lines, the rest of the calculation happens in the signal domain, so your trajectories can be very fast.
ARGs: <freq> <freq_*> <freq_+> <amp> <amp_*> <fade_delay> <fade_*> <fade_time> <rise_time>

1 2 3 4 5 6 7 8 9
fundamental frequency

partial ≠ (ratio to fundamental)

phase

amplitude

* #1

cycle~

*~

pass~ specified partial
latin

Noise clicks with latin feel.