SOUNDLAB: Lazy signal combinators

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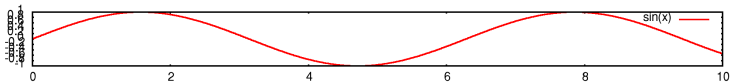
1 HOW DOES THIS WORK?

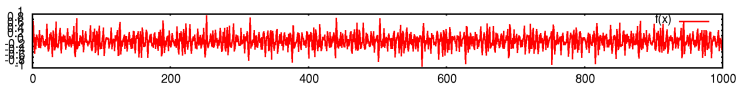
The workflow.

1.1 Whats a signal?

The sum of sines, e.g.



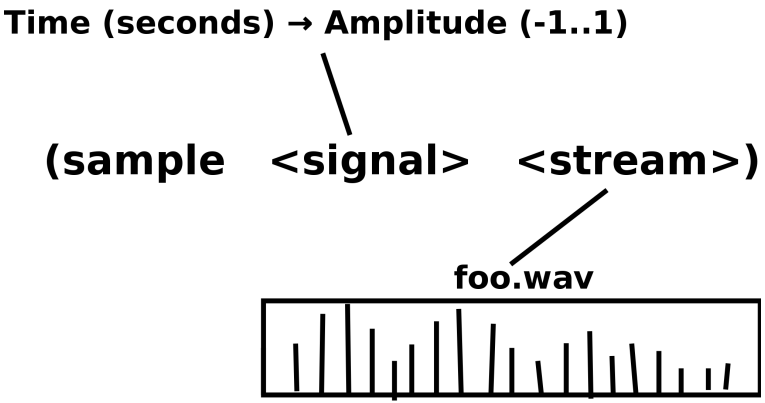
Sine.



Sine noise.

A function which maps time to amplitude (-1..1) e.g. `#'SIN`.

1.2 Recording sound



Sampling simplified.

2 SIGNAL COMBINATORS

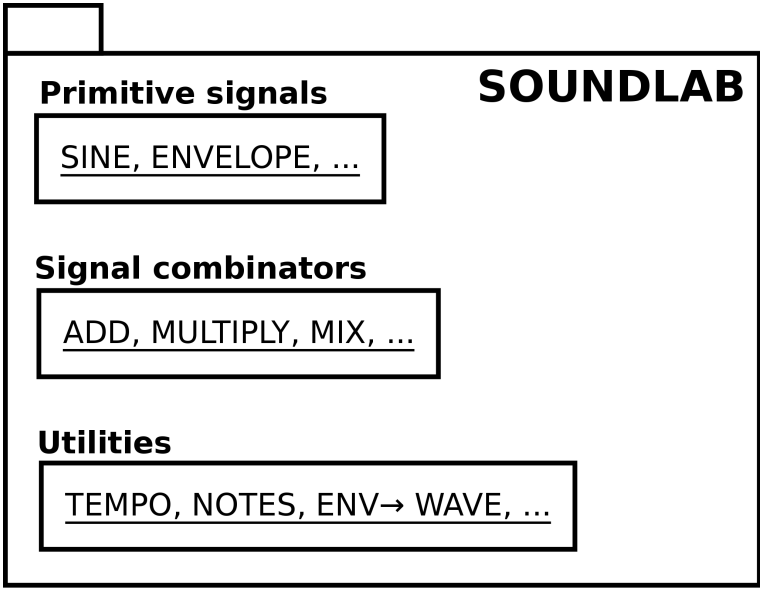
```
(defun chord (&rest signals)

  (lambda (x)
    (/ (loop for signal in signals
          sum (funcall signal x))
       (length signals)))

  (divide (apply #'add signals)
          (flatline (length signals)))
```

Implementing CHORD.

```
(FUNCTION (&REST (FUNCTION (REAL) REAL))
          (FUNCTION (REAL) REAL))
```

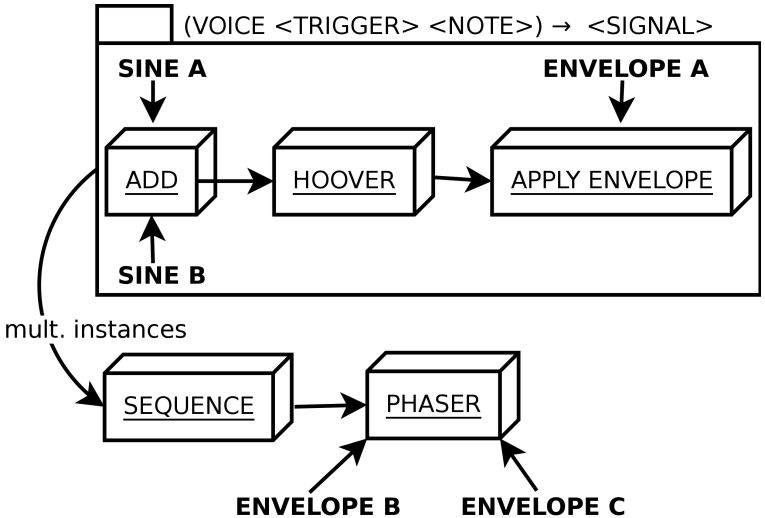
A common interface for time and amplitude modulation.

3 OVERVIEW OF THE LIBRARY

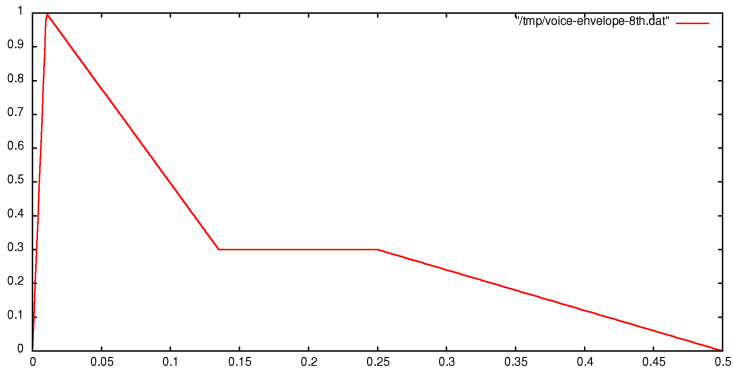


Library overview.

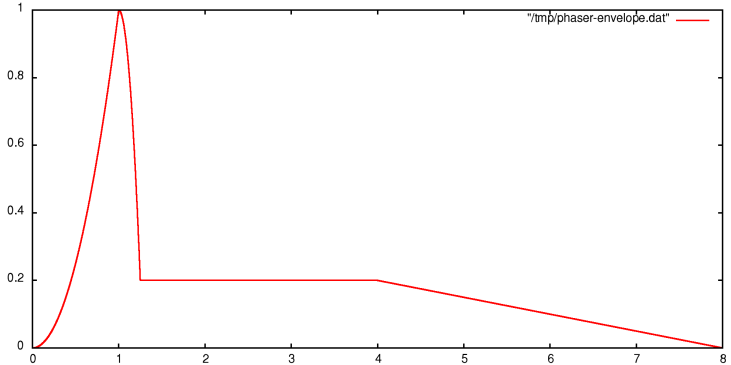
4 USING SOUNDLAB



What we are going to do.



Voice envelope.



Phaser envelope.