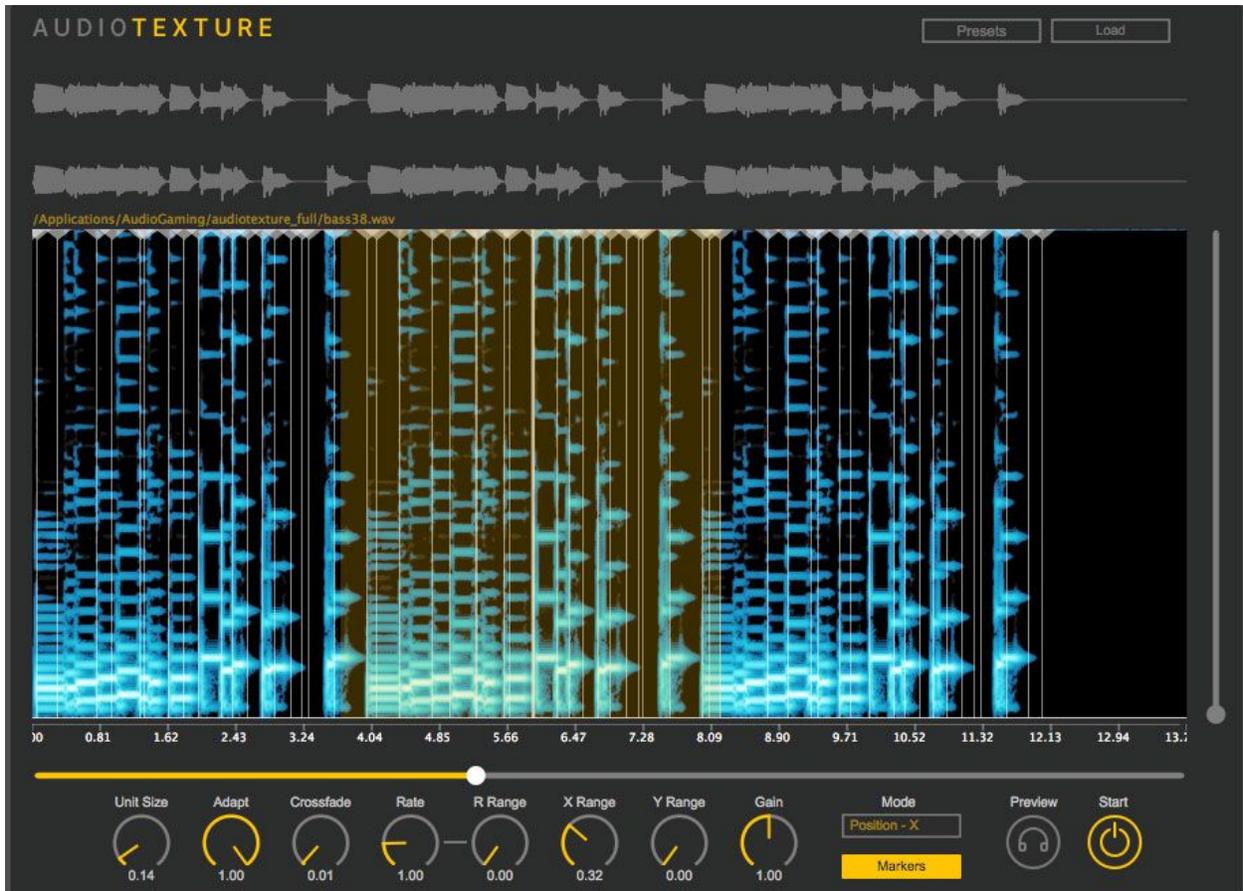


AudioTexture Quick Start Guide



About

AudioTexture is based on concatenative synthesis which analyzes automatically the sound signal and decomposes it into adaptively defined units (not equal in size, so not the usual granular synthesis) for resynthesis. It is equipped with semantic descriptors for intuitive control to generate many variations from a given sound sample.

Overview

Menu: Click on AudioTexture logo on the left-upper corner to bring out the option menu.

Presets: Load and save presets

Load: Open a file to process

Start/Stop: Start/Stop synthesis

Preview: Playback the original sounds

Menu Descriptor: To select synthesis control based on Position (Horizontal slider X) or other Descriptors including Energy, Noisiness and Brightness (Vertical Slider Y)

Markers: Display/Hide Unit positions

Unit Size: Automatic segmentation based on unit size parameter

Adapt: Waveform adaptation factor while concatenating two units, often useful for harmonic sounds

Crossfade: Grain fade in/out factor between 0.01 and 0.4

Horizontal **slider X:** Position control, use like DJ Scratching

Vertical **slider Y:** Descriptor control (Energy, Noisiness and Brightness)

X Range: The **position range** for randomly selecting synthesis units. It is the percentage of the processing file's duration.

Y Range: The **descriptor value range** for randomly selecting synthesis units. It is between 0 and 1.

Rate: Pitch shift by resampling

R Range: Pitch shift randomization around the Rate factor

Gain: Output gain

Descriptor Control

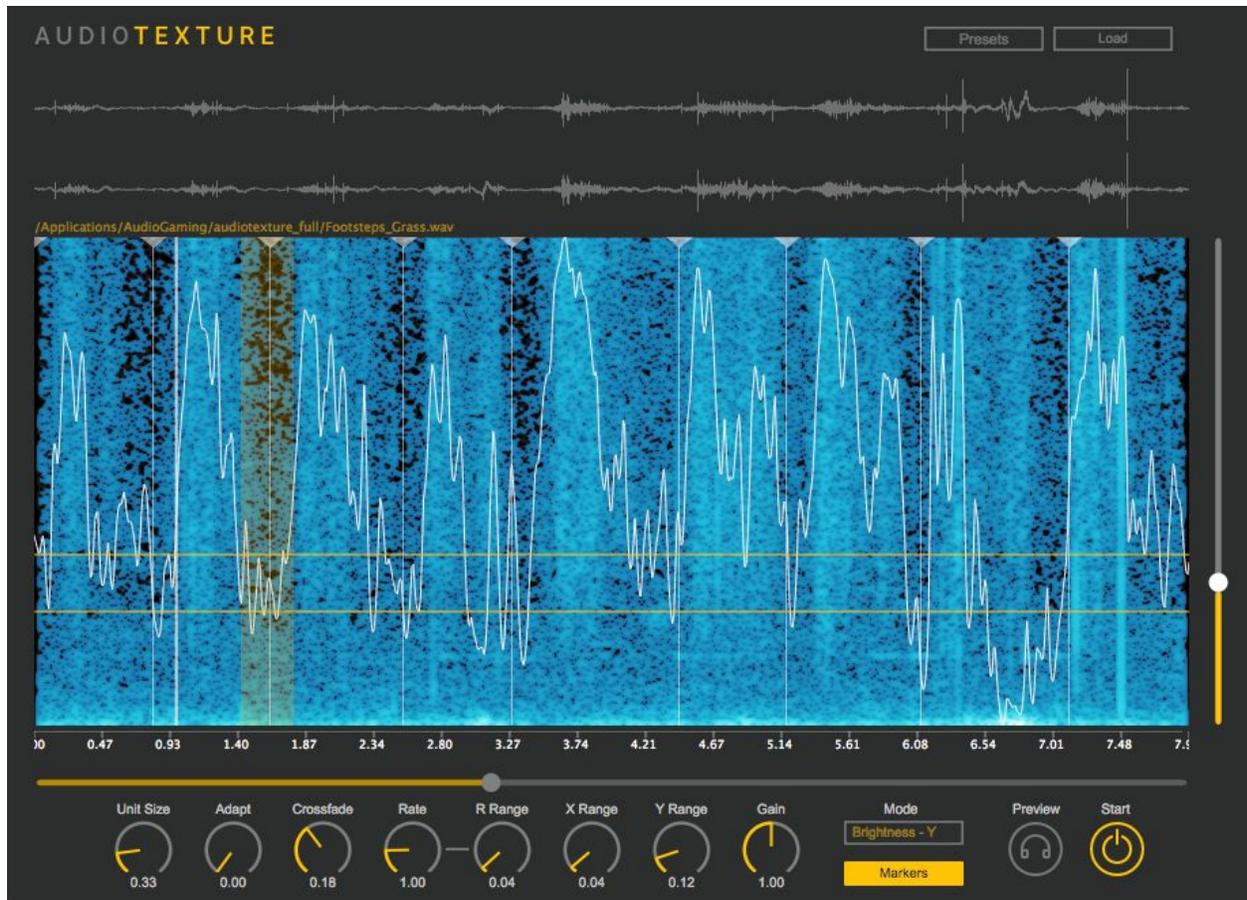
AudioTexture comes with 3 descriptor controls in addition to the position control. This is convenient to create various unit sequences based on perceptually meaningful descriptors.

Energy: Instantaneous energy

Noisiness: The amount of high-frequency content

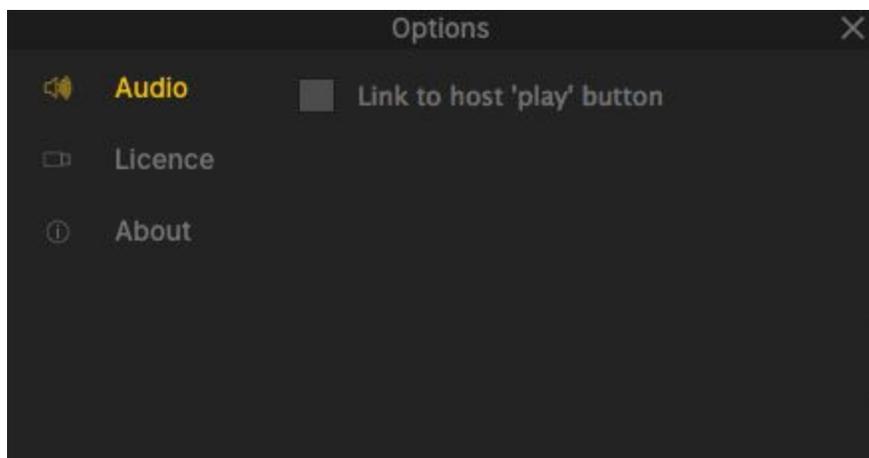
Brightness: The spectral energy center, higher the value brighter the sound

When Descriptor is selected for control, the horizontal slider at the right side is enabled. The descriptor curve is displayed in the spectrogram region. By setting the Y Range parameter, two horizontal lines will show the selected range for randomizing the control values. Therefore, only units corresponding to the descriptor range are selected for resynthesis.



Menu Option

The option Audio provides “Link to hosts play” which will link **Start** to the DAW’s play (often can be triggered by pressing the spacebar). Notice that the related GUI buttons are disabled once this option is activated.



MIDI Keyboard Control

One can use MIDI keyboard to control the X/Y slider to quickly navigate the sound synthesis. The note mapping starts from the MIDI note number 42 and expands for 2 octaves. Each note triggers the corresponding control value for synthesis.

Factory DataBank

AudioTexture's Factory presets use the databank available in your account. Please download the databank, decompress and then put the wav files into the respective folders:

- macOS: /Applications/LeSound/audiotexture_full/
- Windows: C:\Program Files\LeSound\audiotexture_full

Presets

The factory presets include Rain, Fire, Footsteps, Birds, Mechanics, Waterfall, Wave, Applause, and Music. The factory presets give a general idea of how to adapt Unit Size to the sounds. However, there is no limit on the sounds you can experiment with AudioTexture.

Save and **Delete** button: Save always save as a new preset

Single-Click: **Select** for browsing the presets

Double-Click: **Load** the selected preset

Single-Click then "Return" key: **Rename** the selected preset

Basic Step-By-Step

Click **Load** or Drag-n-Drop a sound file in the spectrogram area

Click **Preview** to playback the sound file

Load a **Preset** similar to the processing sound texture/event

Select the **Descriptor** for the slider control

Click **Start** to start AudioTexture synthesis

Click **Markers** to show or hide grain positions

Finely adjust **Unit Size** adapting to the sound texture/event

Manually editing the markers if necessary, double click to add one, right click to remove one

Adjust **X Range** for selecting coherent grains around the cursor position

While using the Descriptor control, add a little amount of **Y Range** to select grains of close descriptor values.

Adjust other parameters as desired

Save as “My Presets” and recall preset when needed

Usecases

- Generate infinitely sounds, variations or loops for a given sound file.
- Use it a time-stretching effect for sound textures.
- AudioTexture works best for static sound textures or well-defined transient sound events.
- Use one simple sound and generate layered sounds with multiple instances of AudioTexture. For example, layering simple tap water drops to generate increasingly dense drops.
- Use several sound files with multiple instances of AudioTexture to compose a sound scene. For example, composing with birds, waterfalls and footsteps.
- Replace usual manual loop editing by AudioTexture automation