GRAINS IN SCORES
Generating grains as sound events in scores

Implementation: Using Scores

• You can make a score with Score-gen, e.g.
  
  ```
  {{0 0.05 {grain offset: 2.1}}
  {0.02 0.06 {grain offset: 3.0}}
  ...}
  ```

• And define a function:
  
  ```
  function grain(offset: 0)
  begin with dur = get-duration(1)
  return s-read("filename.wav",
                    time-offset: offset, dur: dur) *
               cos-pulse()
  ```
Implementation: Using Score-Gen

- For the previous example, we need to specify time (or inter-onset-time), duration, and offset.
- We could extend this to pass in other parameters to modify grains, e.g. pitch shift:

```python
score-gen(score-len: 2000,
            ioi: 0.05 + rrandom() * 0.01,
            dur: next(dur-pat),
            offset: next(offset-pat))
```