

Adaptive Music V1.0

<http://VideoGameAudio.com>



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You'll want to get a copy of PD extended before running this patch. It should work on both Mac and PC versions (the Linux version is untested):

<http://at.or.at/hans/pd/installers.html>

1) Make music for the patch.

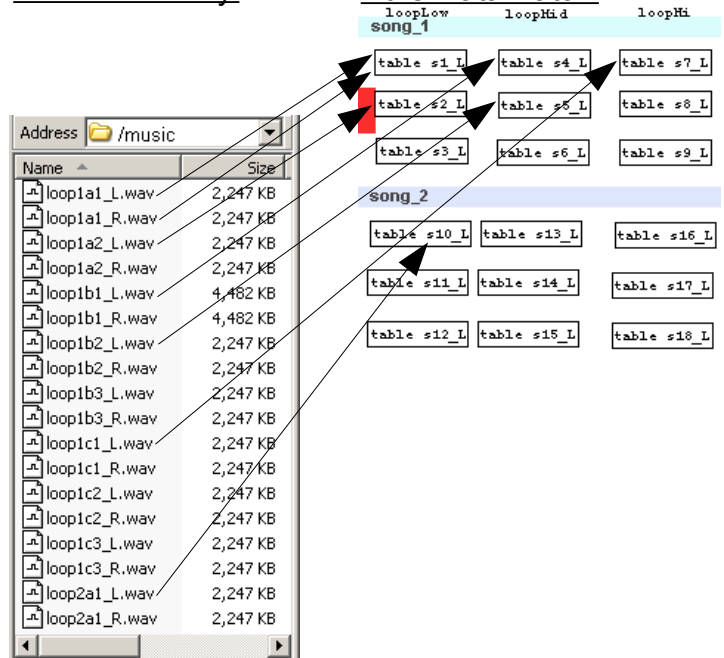
1. The music needs to have three levels of increasing intensity from ambient to more dramatically intense music which often has more instruments and denser rhythmic content.
2. For each of the three levels, there needs to be three different versions to keep the music from becoming repetitive if it stays at a certain intensity for a long period of time.
3. Each section should be as short as possible without being repetitive (usually around 2 or 4 bars or so at an average BPM) so that the music reacts quickly to changes in intensity yet isn't repetitive sounding. This balance isn't set in stone, so it is recommended that you try one version, edit it, test it in Pure Data and decide if the section length is correct.

2) Begin the editing process:

1. Each intensity section of the music needs to be cut into a separate loop and exported from Nuendo (or your DAW of choice). The sections do not need to necessarily be the same length.
2. At the end of the editing process you should have 9 loops at 44.1khz (or the sampling rate that you have PD running), 16bit, mono .WAV files for song number one.

/music directory:

Pure Data Patch:



3) Implement the audio in Pure Data

1. Put the loops in the "music" directory using the format described below:
 1. For a filename such as "loop1a2_L.wav", the first "1" refers to the fact that it is the first song (you are only required to do one song, not three). The letter "a" refers to that it is the low intensity. For medium intensity we would use "b" and "c" refers to high

intensity. The number “2” refers to the option or version of the loop, so in this case it would be the second option. You'll need to supply three options for each intensity. The last “_L” refers to the channel. You'll also need to supply a “_R” for each loop.

4) Test the audio in the patch.

1. Make sure that all 9 blocks load audio for song 1 by clicking on the table object and making sure there is a waveform loaded. Otherwise, you'll need to check your filenames.
2. Start the song by clicking the “On” toggle switch.
3. While the song is playing, try changing the “Intensity”.
4. If you feel your audio could be more reactive or sounds too repetitive, you might need to change the length of the segments of your music.

5) Questions?

1. If you have questions about the patch, my email is: info<at>VideoGameAudio.com