clubtransmediale08: xxxxx-workshops: one bit music /f0
 -part4/4-

algorithms

how can we get the most variation out of our programs?
some simple techniques are demonstrated in the following examples...

modulo - example onebit_bitbang05

doublemodulo - example onebit_bitbang06

arpeggio - example onebit_bitbang07

pseudo randomness - example onebit_bitbang08

phase patterns - example onebit_bitbang09

rule system - example onebit_bitbang10