

Composition: Electronic Media I

Oct. 22, 2007

Gesture Variations

1. Expand and contract time
2. Re-order
3. Delete individual elements
4. Pitch shift entire gesture
5. Pitch shift individual elements
6. Time expand and contract entire gesture
7. Time expand and contract individual elements
8. Link 2 or more gestures
9. Copy of paste top half of one gesture and replace top half of another gesture
10. Integrate 2 or more gestures
11. Add attacks and tail to selected individual elements
12. Add echo bounce to selected individual elements
13. Add reverb tail to selected individual elements
14. Add reverb wash to entire gesture