

proc—c is a granular sample player intentionally designed to be straightforward and uncluttered. It offers a simple interface, allowing you to focus solely on experimenting with your sample library and appreciating the outcomes. place proc—c on a midi track in ableton live and import your sample by dragging and dropping it onto the device window.

- find the “range” parameter represented as a white square below the six sliders. it controls the looped section within your sample. adjust its edges to define the start and end points of the loop;
- “grain size” affects the length of individual grains, providing you with control over your sample. grains are fragments of sound that make up your audio signal. modify this parameter within a range from 10 milliseconds to 4 seconds;
- “base pitch” defines the initial pitch for the first of eight voices, setting the reference. this parameter can be adjusted within a range from -2. to 2.. it alters the playback speed and values below zero enable reverse playback;
- “deviate” allows you to alter the pitch in relation to the base pitch. when set to 0., pitch remains consistent with the base. increasing the value introduces pitch variations adding character and unpredictability;
- “quantize” shapes the harmonic character, offering a spectrum from chaotic and atonal textures to harmonized soundscapes. when set below 100%, it embraces the experimental and dissonant sounds. setting this parameter to its maximum provides a stable foundation;
- “random pan” introduces an element of unpredictability by altering the panning position in a random manner. when set to 0%, it disables panning, resulting in a fixed stereo position. as you increase the value, the degree of randomness intensifies, creating dynamic spatial movement;
- “gain” control simply manages the device' volume level.