

# sinusoidal run rhythm

theory in short:

sinusoidal run rhythm is generated by adding up in-phase cosine functions in whole number ratios. They are temporally and dynamically shifted in their maxima compared to corresponding notated rhythms and feature a physicality that is not present in discretely controlled rhythms. sinusoidal run rhythm thus conceives of rhythm as a wave and clearly stands out from the conventional rhythm theory of a European musical tradition. It opens up an inexhaustible variety of beguiling physical music.

[more information](#)

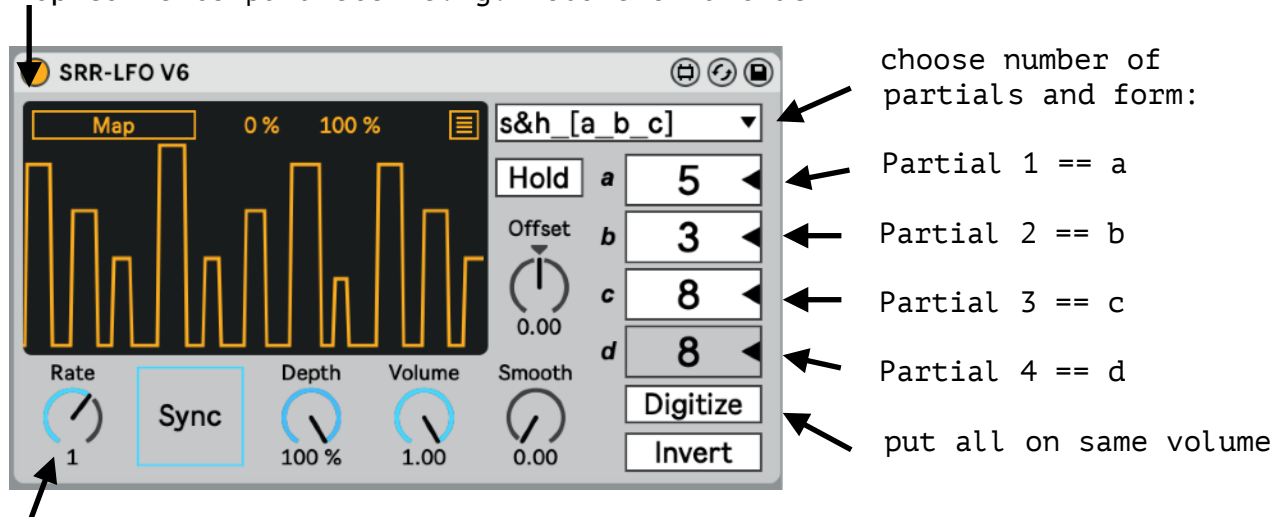
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## how to use SRR-plugins

formula for curve:  $\cos(a*x) + \cos(b*x) + \cos(c*x) + \cos(d*x)$

sample&hold [s&h]: keeps maxima to next minimum and then sets zero to next maximum

Map curve to parameter e. g. volume of a track



The screenshot shows the SRR-LFO V6 plugin interface. It features a 'Map' section with a waveform display and a 'Sync' button. The 'Rate' knob is set to 1. The 'Depth' knob is at 100%. The 'Volume' knob is at 1.00. The 'Smooth' knob is at 0.00. The 'Offset' knob is at 0.00. The 'Hold' button is active. The 's&h [a b c]' dropdown menu is set to 's&h'. The 'a' parameter is set to 5, 'b' to 3, 'c' to 8, and 'd' to 8. The 'Digitize' and 'Invert' buttons are also visible. Annotations with arrows point to various controls: 'choose number of partials and form:' points to the 's&h [a b c]' dropdown; 'Partial 1 == a' points to the 'a' parameter value; 'Partial 2 == b' points to the 'b' parameter value; 'Partial 3 == c' points to the 'c' parameter value; 'Partial 4 == d' points to the 'd' parameter value; 'put all on same volume' points to the 'Volume' knob; and an arrow points to the 'Rate' knob.

Rate is to choose the length of one circle e. g. one quarter or one bar.

SRR LFO is a parameter modulation LFO run by in-phase cosine functions in integer ratios

with 2, 3 or 4 partials as curve or s&h of cosine maxima

Beatsync, Volume, Offset & Smoothing of the Waveform

SRR MIDI Transformer is a MIDI modulation LFO run by in-phase cosine functions in integer ratios which transforms incoming MIDI signals in time and velocity

with 2, 3 or 4 partials as s&h of cosine maxima

Beatsync & Volume

SRR CV puts out a CV and can be a parameter modulation LFO - both run by in-phase cosine functions in integer ratios

with 2, 3 or 4 partials as curve or s&h of cosine maxima

Beatsync, Volume, Offset & Smoothing of the Waveform