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
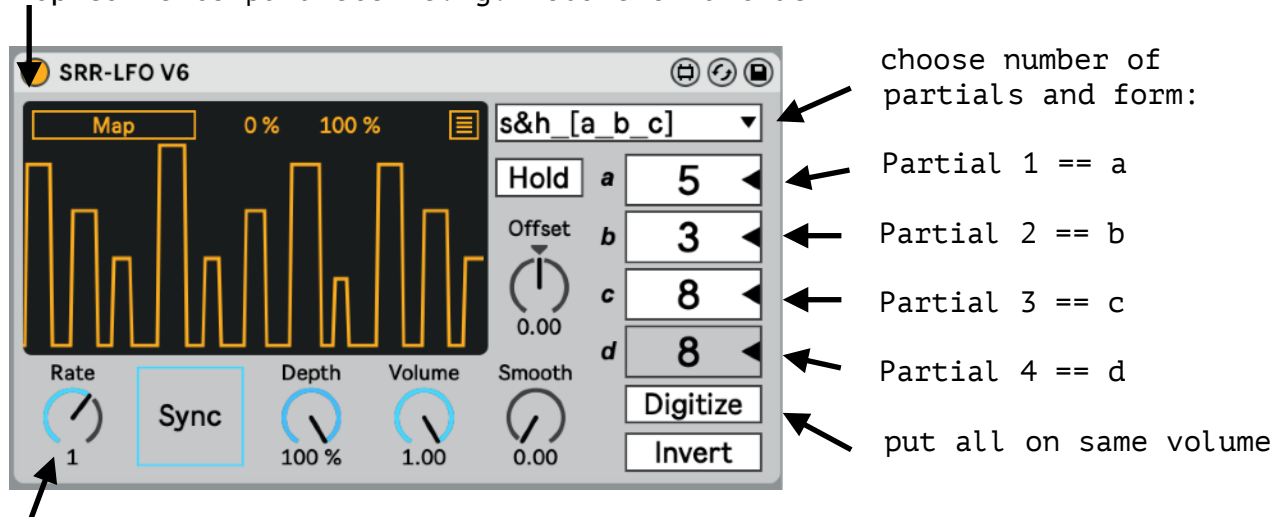music.

more information

order book

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

choose number of
partials and form:

Partial 1 == a

Partial 2 == b

Partial 3 == c

Partial 4 == d

put all on same volume

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