

# SpatGrains 8

position of the speakers, it must reflect the real positions and distances between each speaker in the room

Separate settings of distance for the control of the speakers intensity, according to the distance between the speaker and the position of the sound. A smaller value means that the sound will disappear on this speaker for a shorter distance. At the max value, the intensity of the sound on this speaker will be full whatever the position of the sound is (depends also of the Global setting).

duration factor (coarse setting)

duration of each grain (Y) and random variation of the duration (X)

interval between each grain (Y) and amount of the random variation of the interval (X)

interval rate factor (coarse setting)

envelope applied to each grain

pitch of each grain (Y) and amount of the random variation of the pitch (X)

global delay and feedback values, affects all the grains

change the buffer size (to allow larger grains)

shifts the order of the grains

X and Y distance between each point, so it sets also the direction of the alignment

X / Y position of the group

Radius and Angle of rotation of the circle figure

resets the positions to default values

The screenshot shows the SpatGrains 8 interface with the following elements and annotations:

- Grains Section:**
  - Size Factor: 10
  - Size (Y) / Size Var. (X)
  - Rate (Y) / Rate Var. (X) / Rate Factor: 20
  - Grains Shape: Trapezoid
  - Envelope: off
  - Pitch (Y) / Pitch Var. (X)
- Pitch Feed Section:**
  - Feedback (Y) / Delay (X)
  - Latency: 1
  - Phase Shift
- Speaker Positioning:**
  - Center, Alignment, Angle, Radius (with a circle figure)
  - Buttons for X/Y position of the group and to reset positions to default values.
- Distance Control:**
  - Dist: 050 (repeated for 8 speakers)
  - Global Distance Zone: modify intensity values for all speakers.
- Visual Representation:**
  - Central area showing 8 numbered grain positions (1-8) on a speaker layout.