

Tuto Soundplant



Description

Soundplant est un logiciel qui permet d'assigner des sons aux différentes touches d'un clavier.

Il est idéal pour déclencher des sons avec un makey makey relié à l'ordinateur par exemple ou pour utiliser avec un arduino ou un teensy programmé comme un émulateur de clavier.

Exemples

Tutos

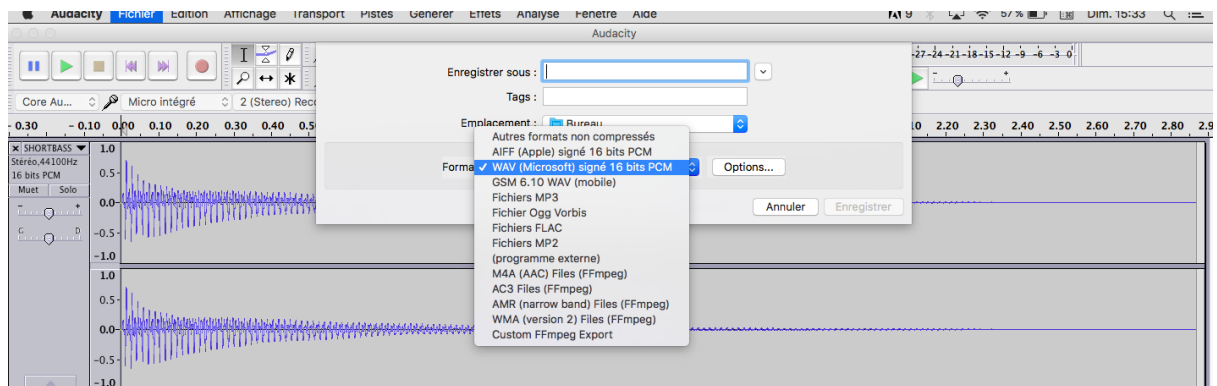
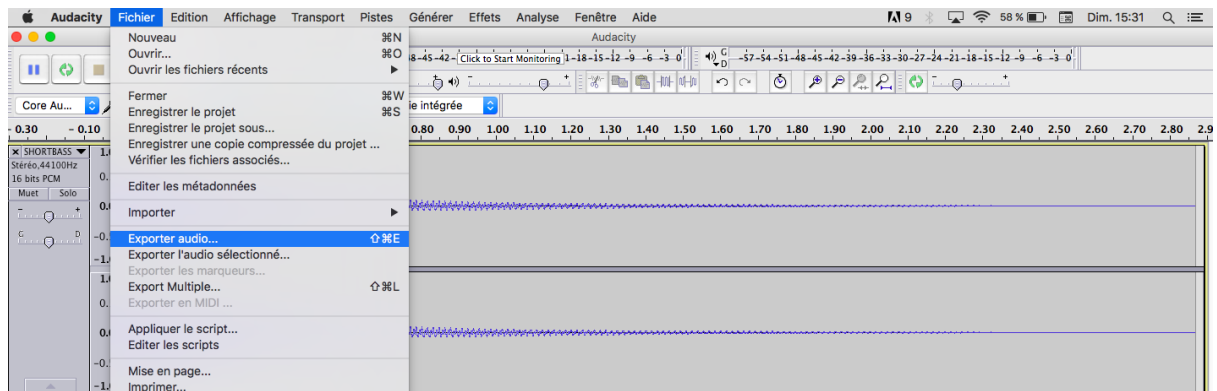
1- Télécharger et installer Soundplant

Commencer par télécharger soundplant à l'adresse suivante :

<https://soundplant.org/download.htm>

2- Pour pouvoir rester sur la version gratuite, vous devez utiliser des fichiers audio en .wav ou .aiff en 16 bits, 44 kHz et les mettre dans le dossier dans lequel vous mettrez votre fichier en .keymap (mémorisation de preset).

Pour transformer n'importe quel sample en wav 16bits vous pouvez l'ouvrir dans le logiciel d'édition audio gratuit [audacity](#) et faire fichier exporter vers audio et choisir wav 16bits et faire enregistrer sous.



Une liste de liens vers différents sons et des sites de sons libres de droit est disponible sur le site :

<http://soundplant.org/download.htm#soundlinks>

Vous pouvez également télécharger un dossier de divers keymap arrangés par BrutPop

https://drive.google.com/drive/folders/1dKqmwS_5AgmJ2NnhPDO3Ep37vC58jqBW?usp=sharing



3- Dans soundplant, glisser les fichiers un à un sur les cases des touches correspondantes.

4- Tester avec le clavier ou le makey makey

5- Si nécessaire, changer le mode de lecture des pistes dans le menu à gauche, au dessus de la forme d'onde.



- pour jouer les pistes en boucle, cliquer "loop" (touche esc pour arreter la lecture)
- pour que le son joue seulement quand la touche est appuyée, cliquer "hold down"

Il est également possible de régler les "keymodes" pour définir l'influence qu'ont les touches sur les sons en cours

- "Sustain" est le mode de base dans lequel les nouveaux sons se superposent aux sons joués.
- "Restart" recommencera toujours la piste au début
- "Kill" arrêtera la piste jouée
- "Mute" rendra le son muet tout en continuant à le jouer silencieusement
- "Pause" permet de mettre le morceau en pause et de le reprendre là où il s'est arrêté
- "Fade" permet de jouer avec des fondus

Je mets à la suite des ressources pour télécharger des samples ou pour utiliser soundplant en association avec d'autres logiciels

pour télécharger des sons bien calibrés, télécharger en wav sur

<https://lasonotheque.org/>

d'autres banques

Free Online Sound Archives

Here are some links to free sound file sites to help get you started using Soundplant, with a varied assortment of sound sources, from standard sound effects libraries to audiophile samples of orchestral instruments to field recordings from around the world to breakbeats to experimental sound art to early electronic instruments:

- [Freesound](#)
- [Sounple](#)
- [Sound Jay](#)
- [WaveSource](#)
- [ZapSplat](#)
- [BBC Sound Effects](#)
- [Free Sample Packs](#)
- [SoundBible](#)
- [Videvo Sound Effects](#)
- [Phat DrumLoops](#)
- [University of Iowa Electronic Music Studios Musical Instrument Samples](#)
- [Philharmonia Orchestra Sound Sample Archive](#)
- [The Sounds Resource](#) video game sound effects
- [Basement Arcade](#) video game sound effects
- [UbuWeb Sound](#) experimental music
- [Quiet American](#) field recordings
- [Orgy In Rhythm](#) obscure jazz and funk
- [Alan Lomax Sound Recordings](#) world folk music field recordings

Software Links

Some programs that are useful/fun in combination with Soundplant:

- [Audacity](#) (free x-platform audio editor)
- [TwistedWave](#) (browser-based audio editor, free for limited use)
- [Audiomulch](#) (great x-platform realtime effects processor)
- [Bome MIDI Translator](#) (x-platform, can convert MIDI input to keyboard key hits so you can use a MIDI device with Soundplant)
- [JoyToKey](#) (Windows program for converting input from joysticks and other game controllers into keyboard hits so you can use them with Soundplant)
- [Xpadder](#) (another Windows program for converting input from gamepads into keyboard hits that works well with Soundplant)
- [FAAST](#) (free Windows software for Microsoft Kinect, can convert body motion input to keyboard key hits and works well with Soundplant)
- [OSCulator](#) (Mac program that can convert MIDI input as well as input from game controllers and other devices into keyboard key hits)
- [GamePad Companion](#) (Mac program that can convert input from most game controllers into keyboard key hits)
- [USB Overdrive](#) (Mac program that converts input from virtually any USB or Bluetooth input device into keyboard key hits, offers much flexibility including triggering keys with mouse scrolls or redirecting keys on secondary keyboards)
- [Jack Audio Connection Kit](#) (free, adds a virtual sound device to Mac or Windows which you can use to directly route output from one program into another, can be used to process Soundplant's output in other programs)
- [Virtual Audio Cable](#) (adds a virtual sound device to Windows which you can use to directly route output from one program into another, can be used to process Soundplant's output in other programs)
- [VB-Cable](#) (another Windows virtual sound device driver for routing output from one program into another)

- [ASIO4ALL](#) (Windows universal ASIO driver for non-ASIO soundcards, results in higher Soundplant recording quality, and often lower latency too, if you don't have an actual ASIO device)
- [Soundflower](#) (for older Macs, another free utility for routing audio output via a virtual sound device, can be used to process Soundplant's output in other programs)
- [VoiceMeeter](#) (donationware Windows utility for mixing multiple software audio sources into a single output, can be used to mix Soundplant's output with mic input live in Skype or Twitch)
- [Webcam Zone Trigger](#) (Windows motion detection software that can be set to send keystrokes when motion is detected in different zones of a video feed, can be used to allow real-world actions to trigger sounds with Soundplant)
- [Air Display](#) (allows your tablet or smartphone to be used as a second monitor for any desktop/laptop with full interactivity, use Soundplant on an iPad, iPhone, or Android device!)
- [MAME](#) (awesome arcade video game emulator, good practice for using the computer keyboard for high intensity input)

Hardware Links

Some devices with interesting possibilities for use with Soundplant:

- [MaKey MaKey](#) (easy to use invention kit circuit board that can make virtually any object send keyboard key input)
- [Das Keyboard](#) (awesome high-end keyboard which works great with Soundplant, both noticeably increasing triggering speed for high-intensity Soundplant applications like drum pad use as well as allowing "n-key rollover", which means that the keyboard's circuitry enables an unlimited amount of keys to be pressed simultaneously)
- [Fentek Industries Keyboard Control Foot Pedals](#)
- [P.I. Engineering X-keys](#) (custom programmable keypads)
- [The I-PAC](#) (hardware for converting joystick input to key input)
- [Kinesis](#) (interesting key input devices)

- [InclusiveTLC](#) (sells an array of assistive hardware such as switches and buttons that can be used to send key presses)
- [Sensorium USB Trigger](#) (can make external trigger buttons, switches, or relays send keyboard input)
- [Vetra MegaCast Keyboard Multicasters](#) (devices allowing 1 keyboard to output to multiple computers simultaneously, can be used to trigger Soundplant on multiple machines for redundancy)

Other Resources

- Chad Robertson of [Essential Production Services](#) created a [Soundplant User Group on Facebook](#)
- For software download sites, Soundplant PAD XML files are hosted on the official PAD repository: [Soundplant for Windows PAD](#) | [Soundplant for Mac PAD](#)