<table>
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<th>Yota Morimoto</th>
<th><strong>Poster</strong>: Exploring the Rule Space of Cellular Automaton in Sound Synthesis</th>
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<td><strong>Abstract</strong>: The paper describes a novel approach to digital sound synthesis based on cellular automata (CA). One of the simplest CA system is chosen to investigate how the complexity of the system can be exploit in an audio-domain.</td>
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<td>An overview of the implementation using the SuperCollider software (a computer music programming language with a plug-in C++ framework) is illustrated, followed by discussions of the musical and compositional considerations involved in the approach [1][2]. Thirdly, some of the CA rules that are capable of generating interesting sonic dynamics are examined [3]. Timbral variations of self-modifying waveforms obtainable by the system are demonstrated, and conclusions drawn.</td>
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**Topic: Music**

**Author:**
**Yota Morimoto**  
University of Birmingham, Department of Music, UK  
Institute of Sonology, Royal Conservatory, The Netherlands  
[http://yota.tehis.net/](http://yota.tehis.net/)

**References:**

**Contact:** yotamorimoto@gmail.com  
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