dendrite

v2.5 · vst3 · au · windows · macos

let's look at a sound. there. not there.
give it two tape heads, a dotted ⅛ and a ¼, and it comes back,
each time a little further out: inside your head, then around it.
play the same thing too long and it gets an itch.

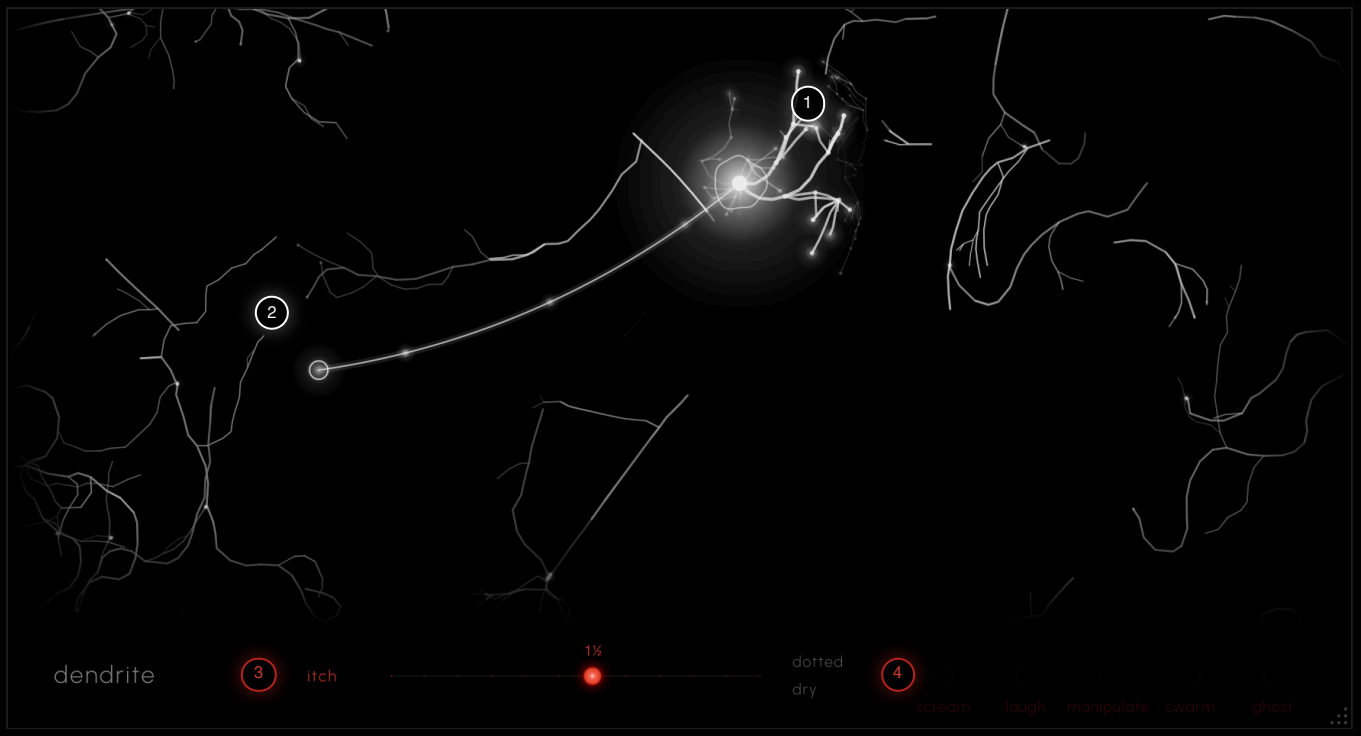
start

put it on a track. no send. no mix knob.

play. the default already works.

touch the dark on the last hit of a phrase.

now move the light while it plays.



1 light

this point is the whole interface. drag it.

up, the repeats live longer.
whisper · dub · drown · endless

right, they live further away.
inside · around · envelop · beyond

every hit grows a dendrite. old stems peel off and die. yours do the same, only smaller.

a shimmering skin on the light: your input is too hot.

2 throw

touch the dark and hold. a nerve runs from your finger to the light, and what is playing is thrown into the echo, louder, off to one side.

let go. it falls home over two bars.

at endless, hold on. it runs away. let go before it eats the room.

light at the bottom: only what you throw gets in. dub engineers call it a closed send.

3 itch

how awake it is: **¼ bar** to **8 bars**, or off.

inside lives a fly: 11,705 neurons of a real fly's brain. **it decides** when, how hard, up or down. it learns what hurt it, and calms. it remembers your set.

we built its body: moves wait for your grid and bend in your key. honestly, what wakes it is mostly how hard the hits land.

hop · leap	up, and home
rush	up into double time
duck · dive	down an octave, holding its breath
hold · sink	bare keys, gently

red is only ever the itch.

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three places to begin

`dub 50 · around 30`
a chord stab. throw the last one.

`drown 70 · envelop 65`
a voice, on headphones. itch off.

`whisper 25 · around 40`
a loop. itch 4. leave it be.

4 keep

it never forgets the last minute.

after an itch the lamps glow like embers. drag one into live: that itch, bar to bar. shift: everything.

hover the strip: a tape. pull out any stretch.

files: `documents/dendrite/kept`

notes

no latency. in the strip: **time** (dotted, triplet, half) and **dry** (off on a return track).

map **throw** to a key: ctrl+k in live.

shift-drag: fine. double-click the light: home.

the first time, it shows you. click the name to see it again.