LOOMAD / ANIMALS
INIMENE / HUMAN

```
use_bpm 60  # Set the tempo to 60 BPM

# Define the mapping of genetic code to drum sounds
drum_mapping = {
  'A' => :bd_haus,         # Bass Drum
  'T' => :drum_tom_hi_soft, # Tom Drum
  'C' => :drum_cymbal_closed, # Hi-Hat
  'G' => :bd_fat           # Deep Bass Drum
}

# Define the genetic code sequence
genetic_code =
"TCACCCAGGCTGGAGTGCAGTGGTGCGATCTCGGCTCACTGCAACCTCTGCCTCC
CGGGT"

# Convert genetic code to drum sounds
drum_pattern = genetic_code.chars.map { |base| drum_mapping[base] }

# Add reverb and echo effects to create an epic sound
with_fx :reverb, room: 1.0, mix: 0.7 do
  with_fx :echo, phase: 0.75, decay: 2 do
    live_loop :genetic_drums do
      drum_pattern.each do |drum|
        sample drum, amp: 1.2, rate: 0.5  # Lower the pitch and increase the amplitude
        sleep 0.5  # Adjust sleep duration to control the rhythm speed
      end
    end
  end
end
```

SEEN / FUNGI
PÄRMISEEN / YEAST

```
use_bpm 60  # Adjust BPM as needed

# Define the mapping of genetic code to notes for the first instrument (string)
first_instrument_mapping = {
```

```
  'A' => :a2,
  'T' => :d2,
  'C' => :e2,
  'G' => :b2
}

# Define the mapping of genetic code to notes for the second instrument (cosmic synth)
second_instrument_mapping = {
  'A' => :d1,
  'T' => :a1,
  'C' => :e1,
  'G' => :b1
}

# Define the genetic code sequence
genetic_code =
"ATGATCGTAAATAACACACACGTGCTTACCCTACCACTTTATACCACCACCACATGCC
AT"

# Convert genetic code to notes
first_instrument_notes = genetic_code.chars.map { |base|
first_instrument_mapping[base] }
second_instrument_notes = genetic_code.chars.map { |base|
second_instrument_mapping[base] }

# Define dynamic variability
dynamics = [0.8, 1.0, 1.2]  # Increased dynamics for the first instrument

# Define rhythmic patterns
rhythmic_patterns = [2.0, 2.5, 3.0]  # Longer rhythms for the string instrument

# Set up effects
with_fx :reverb, room: 0.8, mix: 0.6 do
  # Play the sequence of notes with two instruments
  live_loop :genetic_melody do
    first_instrument_notes.each_with_index do |note, index|
      dynamic = dynamics.choose
      rhythmic_pattern = rhythmic_patterns.choose

      in_thread do
        # Play first instrument (string) note with variability and effects
        use_synth :pluck
        play note, amp: dynamic * 1.5, release: rhythmic_pattern, vibrato_rate: 8,
vibrato_depth: 0.5
```

```
      end

      sleep 0.5

      with_fx :reverb, room: 1.0, mix: 0.8 do
        in_thread do
          # Play second instrument (cosmic synth) note with variability and effects
          use_synth :prophet
          play second_instrument_notes[index], amp: dynamic * 0.5, release:
rhythmic_pattern + 3.0, vibrato_rate: 8, vibrato_depth: 0.5
        end
      end

      sleep rhythmic_pattern
    end

    # Sleep to sync the loop, if necessary
    sleep first_instrument_notes.length
  end
end
```

TAIM / PLANTS
TAMMEPUUU / OAK TREE

```
use_bpm 40

# Define the mapping of genetic code to notes for the wind chime
wind_chime_mapping = {
  'A' => :a3,
  'T' => :d3,
  'C' => :e3,
  'G' => :b3
}

# Define the mapping of genetic code to notes for the hollow synth
hollow_synth_mapping = {
  'A' => :d2,
  'T' => :a2,
  'C' => :e2,
  'G' => :b2
```

```
}

# Define the genetic code sequence
genetic_code =
"TCTGAAGTATAGGGTTTAAAATGTAATTTGATCTAAGATTTATTGACATCTGTTGCCTA
T"

# Convert genetic code to notes
wind_chime_notes = genetic_code.chars.map { |base| wind_chime_mapping[base] }
hollow_synth_notes = genetic_code.chars.map { |base| hollow_synth_mapping[base] }

# Define dynamic variability
dynamics = [0.6, 0.8, 1.0]

# Define rhythmic patterns
rhythmic_patterns = [0.5, 1.0, 1.5, 2.0]

# Set up effects
with_fx :reverb, room: 1.0, mix: 0.8 do
  # Play the sequence of notes with two instruments
  live_loop :genetic_melody do
    wind_chime_notes.each_with_index do |note, index|
      dynamic = dynamics.choose
      rhythmic_pattern = rhythmic_patterns.choose

      in_thread do
        # Play wind chime note with rhythmic variability and increased vibrato
        use_synth :pretty_bell
        play note, amp: dynamic, release: rhythmic_pattern, vibrato_rate: 8, vibrato_depth:
0.5
      end

      sleep 0.2

      with_fx :reverb, room: 1.0, mix: 0.8 do
        in_thread do
          # Play hollow synth note with rhythmic variability, increased vibrato, and enhanced
reverb
          use_synth :hollow
          play hollow_synth_notes[index], amp: dynamic * 1.2, release: rhythmic_pattern +
3.0, vibrato_rate: 8, vibrato_depth: 0.5
        end
      end
```

```
      sleep rhythmic_pattern
    end

    # Sleep to sync the loop, if necessary
    sleep wind_chime_notes.length
  end
end
```

BAKTERID / BACTERIA
PIIMHAPPEBAKTER / LACTOBACILLUS

```
use_bpm 120  # Increased BPM for a faster song

# Define the mapping of genetic code to notes for the first instrument (vibrating sound)
first_instrument_mapping = {
  'A' => :a2,
  'T' => :d2,
  'C' => :e2,
  'G' => :b2
}

# Define the mapping of genetic code to notes for the second instrument (FM synth)
second_instrument_mapping = {
  'A' => :d3,
  'T' => :a3,
  'C' => :e3,
  'G' => :b3
}

# Define the genetic code sequence
genetic_code =
"TCGAACCCTGGACACCCGGATTAAGAGTCCGGTGCTCTGCCAGCTGAGCTAACGA
CCCAAATGGGTTTATTTAACTAGCG"

# Convert genetic code to notes
first_instrument_notes = genetic_code.chars.map { |base|
first_instrument_mapping[base] }
second_instrument_notes = genetic_code.chars.map { |base|
second_instrument_mapping[base] }
```

```
# Define dynamic variability
dynamics = [0.8, 1.0, 1.2]  # More varied dynamics for a hectic feel

# Define rhythmic patterns
rhythmic_patterns = [0.25, 0.5, 0.75, 1.0]  # Shorter rhythms for a more hectic feel

# Set up effects
with_fx :reverb, room: 0.8, mix: 0.6 do
  # Play the sequence of notes with two instruments
  live_loop :genetic_melody do
    first_instrument_notes.each_with_index do |note, index|
      dynamic = dynamics.choose
      rhythmic_pattern = rhythmic_patterns.choose

      in_thread do
        # Play first instrument (vibrating pulse) note with variability and effects
        use_synth :pulse
        play note, amp: dynamic * 1.5, release: rhythmic_pattern, vibrato_rate: 10,
vibrato_depth: 0.7, pulse_width: 0.15
      end

      sleep 0.1

      with_fx :reverb, room: 1.0, mix: 0.8 do
        in_thread do
          # Play second instrument (FM synth) note with variability and effects
          use_synth :fm
          play second_instrument_notes[index], amp: dynamic * 0.7, release:
rhythmic_pattern + 1.0, vibrato_rate: 10, vibrato_depth: 0.7
        end
      end

      sleep rhythmic_pattern
    end
  end
end
```