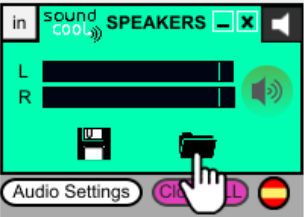
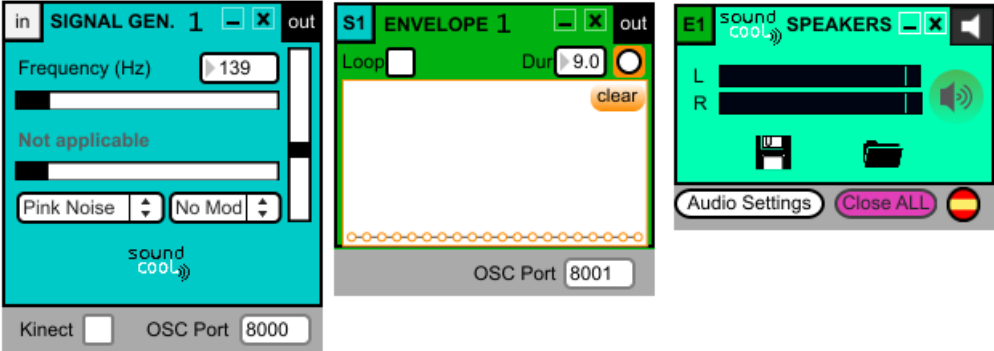


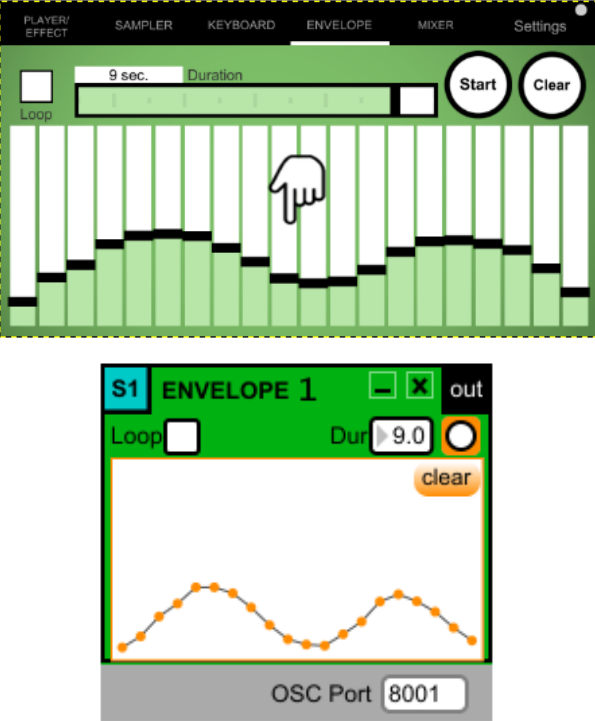
## Ejemplo / Example 2.01: Sea Waves

1.   
Nombre  
ex2.01\_sea\_waves.pdf  
ex2.01\_sea\_waves.soundcool

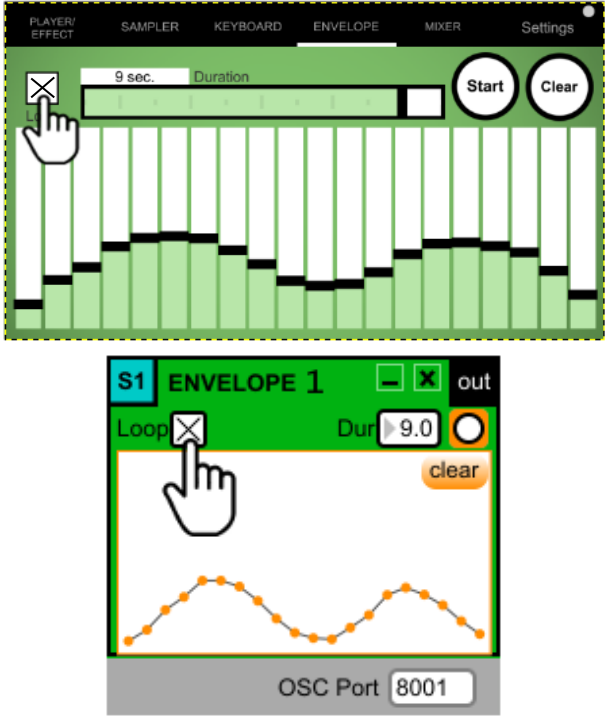
2. 

3. Véase Configuración Móvil/See Mobile Configuration: <http://soundcool.org/manual>

4. Dibuja la envolvente simulando las olas del mar. / Draw the envelope like the sea waves.



5. Pulsa *Loop* y escucha el resultado. / Press *Loop* and listen to the result.



Ahora sigue probando tus propias ideas. Las posibilidades de Soundcool son infinitas!

Now, keep trying your own ideas. Soundcool possibilities are endless!