

Pure Data crazy A/V machines



AIM

The aim of this workshop is to learn simple programming strategies for the creation of audio/video software tools for live performances. Generative or interactive piece of software that let artist creates and controls a video stream or an audio processing in real time.

WHAT

During the workshop we will use puredata, a Free (as a bird and as a beer) graphical programming language particularly focused on the processing of audio and video data in real time. Puredata is a tool for artists whom wants experiment with a different creation pattern, with a freedom to build from the scratch they own instruments or interactive installation. You don't need to be a programmer for begin to build your tool. In 5-6 days long workshop you will learn the basis of language, how to manipulate or create a video and how to play with audio. At the end of the workshop all participant will play a jam session together in the Lab space or exhibit their prototypes.

program

- day 1 >> open source philosophy
instalation pd-extended
intro: learn the basic of pure data lenguaje
(data type, data flow, abstractions, internals, externals, ect)
resources, comunity, list, documentations, ect
- day 2 >> pure data audio real time
oscilators, additive_synthesis, adsr, sequencers,
amplitud_modulation, Frequency_modulation,
subtractive_synthesis, monophonic_syntethizer,
play_rec_files, sampling, Fxs, granular, ect ..
- day 3 >> video basics
GEM graphical environment for multimedia
3D and video generation and proces
output, sources, mix, render
interaccion audio/video
- day 4 >> communications and protocols (expand pure data)
OSC conect pd with other computer and/or aplicacions
MIDI to conect a midi controler
keyboard and mouse to control pd
stream audio
arduino <.....> pd, sensor
- day 5 >> make your own instrument or interactive installation
- Day 6 >> jam session of the participants

Luca Carruba short bio

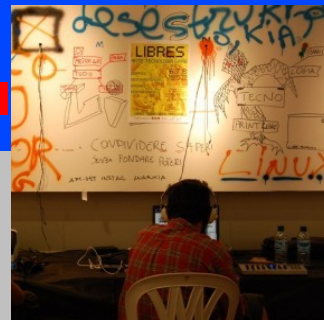


<http://www.estereotips.net/>
www.estereotips.net/qeve/
www.gemq.info

Graduated summa cum laude in Sociology of Communication, Luca Carrubba has worked for 5 years under the new media field as artist and independent researcher. Formed between institutional and underground medialabs in Barcelona and Madrid, he focuses his production on the interaction between audio and video, always sharing the practices and codes. Based on his action on certain keywords like DIY (do it yourself), knowledge sharing, accessibility, recycling and social movements. Also participated in many workshops to spread free software/technology/culture among Italy, Spain, England, Germany, France, Argentina, Brazil, Palestine and China. He is now professor of new technologies for art in Libera Accademia delle Belle Arti, Brescia, Italy.

Oscar Martín short bio

<http://noconventions.mobi/noish/>



Oscar Martín holds a Fine Arts degree from the Universidad Politécnica de Valencia, specializing in Sculpture and Audiovisual Media. That is where he came into contact with sound art through Leopoldo Amigo y Bartolomé Ferrando. A sound explorer, he bases his work on the deconstruction of field recordings and the creative use of technology errors. Luthier-digital with a "pure data" environment, which he uses to develop his own experimental tools for processing and real-time algorithmic-generative composition. He can be placed somewhere between Computer Music, the Aesthetics of Error, and generative noise.

He seeks the creation of virtual sound universes, imaginary soundscapes that encourage active listening and a different sensibility toward the perception of sound phenomena. He works under the open source paradigm. All his work is published under Creative Commons license, by different recording labels and netlabels (dronerecords, tecnoNucleo, costellam, etc.)



nomad workshop node 1

21 to 26 of june 2010

AIOLab is an audiovisual art lab in Peckham, South London.
<http://www.crealab.info/digitalab/?p=325>

