



Fundação da Cultura da Cidade do Recife
Centro de Formação em Artes Visuais



SEMINÁRIO ARTE & TECNOLOGIA

Pure Data Workshop

Day: Dec 1st 2006

Time: 9:00 - 12:00 am

Local: C.E.S.A.R (www.cesar.org.br), Recife, Brazil

Instructor: Jarbas Jácome (jandila@gmail.com)

00:00 PART I

1. What is Pure Data (PD)?

"PD is a real-time graphical programming environment for audio and graphical processing"

2. Applications examples

- Computer music (electro-acoustic)
- Electronic music (ex. Navalha)
- Installation art
- VJs (visual jockeys)

3. History:

- Max Mathews -> GROOVE, Barry Vercoe -> CSound
- Miller Puckette -> Max and PD

4. Similar and related softwares:

- Max/MSP/Jitter e Nato
- VVVV
- Isadora
- VJ: Arkaos, Resolume, Visual Jockey, Modul8
- Audio: Ableton Live, Reaktor

00:20 PART II

Language introduction:

- Patches: boxes (inlets e outputs) and lines
- Lines: control connections and signal connections
- Boxes: objects, messages, interfaces and comments
- Objects: control e signal(~)

00:40 PART III

PD Tutorials
Control examples
Audio examples

01:15 PART IV

GEM(Graphics Environment for Multimedia) Tutorials

02:00 PART V

Develop your own application.

Links

- PD mailling lists:
 - brazilian:
<http://www.estudiolivres.org/tiki-index.php?page=PureDeposito>
 - international:
<http://lists.puredata.info/> (PD-list)
- Pure Data/GEM:
 - <http://www.puredata.org>
 - <http://www.estudiolivres.org/tiki-index.php?page=PD&bl>
 - <http://www.estudiolivres.org/tiki-index.php?page=Navalha0.0.1>
- Max/MSP/Jitter:
 - <http://www.cycling74.com>
- Isadora:
 - <http://www.troikatronix.com>
- VVVV:
 - <http://vvvv.meso.net>
- VJs:
 - <http://www.vjcentral.com>

More references...

PD and Max paradigm:

PUCKETTE, M. S. Pure Data: another integrated computer music environment. Second Intercollege Computer Music Concerts. Tachikawa, Japan, 1996. 37-41 p.

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_____. Max at Seventeen. Computer Music Journal, v.26, n.4, p.31-43. 2002.

RUDI, J. Computer Music Video: A Composer's Perspective. Computer Music Journal, v.29, n.4, p.36-44. 2005.

DANKS, M. Real-time image and video processing in GEM. International Computer Music Conference. Tessaloniki, Grécia, 1997. 220-223 p.

BURNETT, M. M. Visual Programming. Encyclopedia of Electrical and Eletronics Engineering. New York, EUA: John Wiley & Sons Inc., 1999.

Visual Music:

ALVES, B. Digital Harmony of Sound and Light. Computer Music Journal, v.29, n.4, p.45-54. 2005.

BASBAUM, S. R. Sinestesia, arte e tecnologia: fundamentos da cromossonia. São Paulo: Annablume. 2002

DANNENBERG, R. B. Interactive Visual Music: A Personal Perspective. Computer Music Journal, v.29, n.4, p.25-35. 2005.

EVANS, B. Foundations of a Visual Music. Computer Music Journal, v.29, n.4, p.11-24. 2005.

JONES, R.; NEVILE, B. Creating Visual Music in Jitter: Approaches and Techniques. Computer Music Journal, v.29, n.4, p.55-70. 2005.

WHITNEY, J. Digital Harmony. Peterborough, EUA: McGraw-Hill. 1980

WILFRED, T. Light and the Artist. The Journal of Aesthetics & Criticism, v.4, n.4. 1947.

Visual-Jockeys:

MAKELA, M. Live Cinema: Language and Elements. 70 f. MA in New Midia - Media Lab, Helsinki University of Art and Design, Helsinki, Finlândia, 2006.