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# Mapping And Visualization With Supercollider By Marinos Koutsomichalis

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'github madskjeldgaard awesome supercollider a January 1st, 2020 - mapping and visualization with supercollider create interactive and repsonive audio visual applications with supercollider oxford handbook of algorithmic music not strictly speaking supercollider but a great resource nevertheless research papers nndef livecoding digital musical instruments in supercollider using functional reactive'

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May 24th, 2020 - here you will find the material for the introductory workshop held at notam oslo in late summer 2019 the slides may be used as a sort of cheatsheet as well as notes for remembering the topics covered an overview what is supercollider and what can you do with it the design and architecture of supercollider language basics syntax variables expressions and functions'

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May 15th, 2020 - this is a port of the basic paulstretch algorithm to supercollider no onset detection mono version for stereo use 2 instances hard panned the sound buffer needs to be mono too so use buffer readchannel to extract separate channels the stretc'

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musicians scientists and artists who work with audio info  
supercollider has constructed in graphical choices which  
are utilized in conjunction with the sound synthesis  
server to create audio seen mapping and sound  
visualization''**the supercollider book the mit press co uk**

May 18th, 2020 - the supercollider book is the long  
awaited guide to the design syntax and use of the  
supercollider language the first chapters offer an  
introduction to the basics including a friendly tutorial  
for absolute beginners providing the reader with skills  
that can serve as a foundation for further learning''5

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help you advance your skills in creating sophisticated  
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numerous code examples of practical applications it will  
help you advance your skills in creating sophisticated  
visualizations while working with audio visual systems  
this book is ideal for digital artists and sound artists  
who are familiar with supercollider and who wish to  
expand their technical and practical knowledge of mapping  
and visualization''**github experimentaldataaesthetics play  
splom**

March 23rd, 2020 - the sound engine is supercollider  
controlled by supercollider js all groups synths  
synthdefs and sequencing are managed by the new work in  
progress dryadic library this is a way to write  
declarative documents in json from any language that  
specify all the synths connections resources that you  
want playing and then it plays it'

'**projects clark labs**

May 21st, 2020 - supercollider is free and open source  
software that allows users to generate audio  
programmatically including from messages sent over a  
local server in our first project as data visualization  
interns we used python to crawl the web and collect  
parameters which we passed to supercollider to generate  
music'

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w**

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May 1st, 2020 - the supercollider book ch 1 wilson et al 2011 puter music with examples in supercollider 3 2005 sc wiki video tutorials eli fieldsteel supercollider tutorial playlist tutorial code snippets' **'radiohead house of cards**

May 20th, 2020 - in radiohead s new video for house of cards no cameras or lights were used instead 3d plotting technologies collected information about the shapes and relative distances of objects the video' **'musical data visualization serendipidata**

May 27th, 2020 - musical data visualization but the mapping is a bit stretched spectrograms originally designed for scientists analyzing signals are usually less trippy but are no less capable of entrancing viewers but i ve heard tools like sonicpi and supercollider useful for those applications'

'**supercollider**

August 5th, 2018 - part of sonic seminars spring 2012 18 19 20 05 2012 audiovisual programming mapping and visualization by fredrik olofsson this seminar will investigate the built in graphical features of supercollider and how to use these artistically in bination with the sound synthesis server'

'**data acquisition and mapping packt hub**

April 18th, 2020 - in a visualization context however data acquisition and mapping by packt november 22 2013 12 00 am 518 0 8 min read machine listening in supercollider there is a plethora of relevant ugens both in the standard distribution as well as in extension libraries'

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'**listening to the web crawl making music out of web**

May 25th, 2020 - supercollider is free and open source software that allows users to generate audio programmatically including from messages sent over a local server in our first project as data visualization interns we used python to crawl the web and collect parameters which we passed to supercollider to generate music'

'**audiovisuals with sc f0blog**

May 12th, 2020 - audiovisuals with sc fredrik olofsson in this article we will investigate the built in graphical features of supercollider and how they can be used artistically in bination with the sound synthesis server different techniques for audiovisual mapping are presented along with some more personal reflections on the relationship between sound and graphics' **'pdf the supercollider book download full pdf book download**

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research between the fields of sound art architecture amp  
technology soundtectonics'

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mcwilliams**

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codebase of an installation long 2012 and genericized for  
use in different contexts why mask and not map first off  
masking and mapping are two different things with  
traditional projection mapping you choose or sculpt a  
physical object you want to project light onto and then  
you pre warp light to effectively coat that surface'

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