Interactive Design Workshop – 27 May 2010 – 3pm – 5pm
DTC 375 Language, Text, and Technology
Web: http://www.nouspace.net/john/dtc375-langtexttechnology.html
Creative Media and Digital Culture
Washington State University Vancouver, WA
Vancouver.wsu.edu

Overview:

1) Install Pure Data Extended ( http://puredata.info/downloads )
2) Play with the project: Euginia-DanceMix.zip
3) “Break stuff” and think about how the audio works with the video
4) To be more efficient in the workshop, you can email 3 sentences describing how you'd like to change it before Weds May 26 9pm:
   info [at] VideoGameAudio.com
5) Attend the workshop and find out how to make your idea work!

Resources:

1) Pure Data Extended -
   http://puredata.info/downloads
2) “Nice” Pure Data Manual -
   http://en.flossmanuals.net/puredata
3) Main Pure Data Website -
   http://puredata.info/
4) GEM – Graphics for Pure Data -
   In Pure Data Menus -> Help->Browser->examples/GEM
5) Audio Tutorial for Pure Data
   In Pure Data Menus -> Help->Browser->3.audio.examples
6) Pure Data Forum -
   http://puredata.hurleur.com/
7) “Huge” Pure Data Manual -
8) Other audio Pure Data patches on VideoGameAudio.com -
9) Some YouTube pages on Video Game Audio in general -
   bit.ly/9kD1yV
Pure Data Interaction Design Patches

These are projects from the Emily Carr University of Art and Design DIVA 202 Interaction Design course for Spring 2010 term. All projects use Pure Data Extended and run on Mac OS X. They could likely be modified with small changes to run on other platforms as well. The focus was on education so the patches are sometimes "works in progress" technically but should be very useful for others learning about PD and interaction design.


Instructor: Leonard J. Paul
Students: Ben, Christine, Collin, Euginia, Gabriel K, Gabriel P, Gokce, Huan, Jing, Katy, Nasrin, Quinton, Tony and Sandy

Example Patch:

Euginia-DanceMix.zip Live audio loop playback of four separate channels. Loop selection is random for first two channels and sequenced for last two channels. Slow volume muting of channels allows for crossfading. Tempo-based video crossfading.
Features: Four channel live loop jammer (extended from Hardoff's ma4u patch), beat-based video cross-cutting

Some workshop ideas:

Use iMovie to make your own MP4 videos and add them to the “Subpatch_video/vids” folder so that they are added to the patch.

Use Audacity to make your own .wav audio loops and videos and add them to “MainPacht-ma4u/audioloops1-4” folders.

Try performing with your new loops and video. Think about better ways of artistically making the audio work with the video.

Think of some new behaviours you would like for the patch so that it would be easier and more fun to play with.