

SOUND MOKA

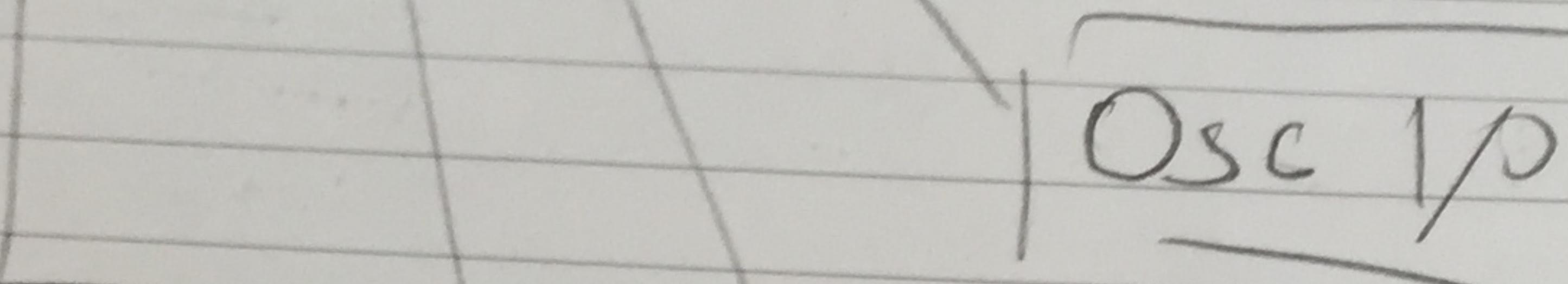
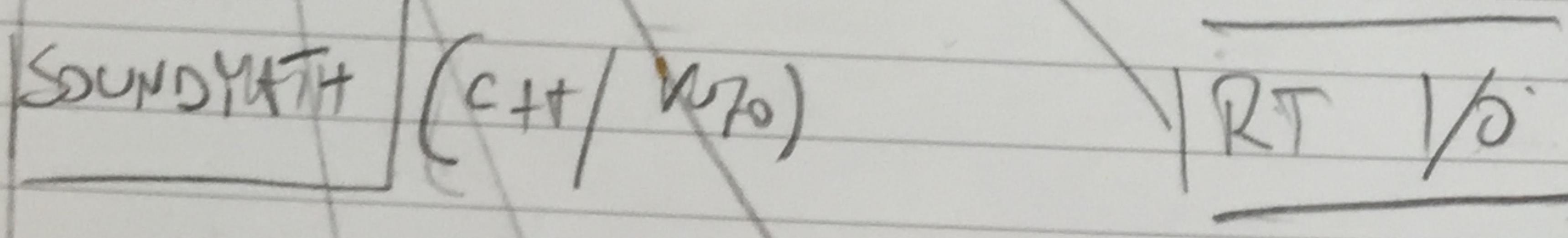
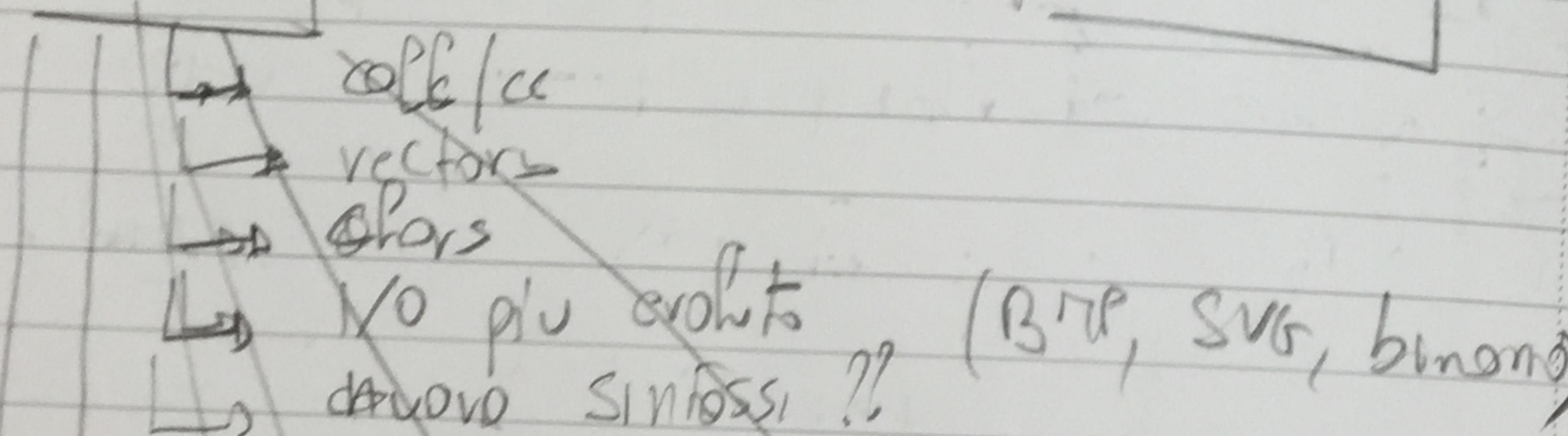
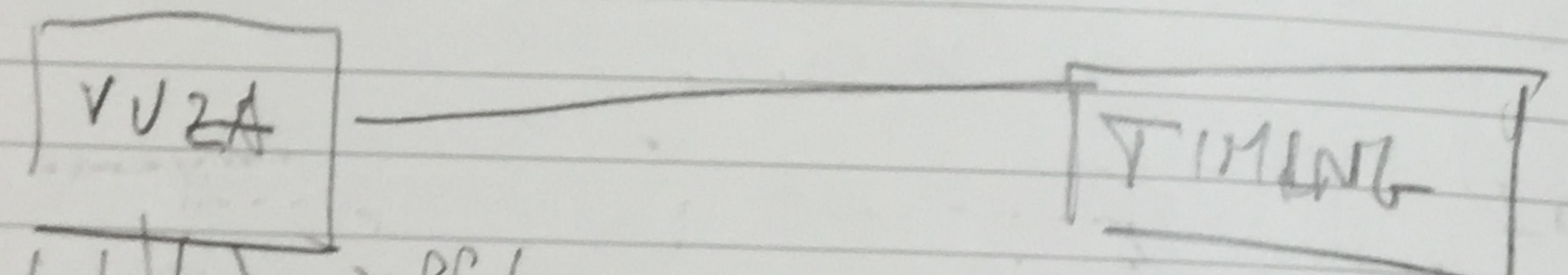
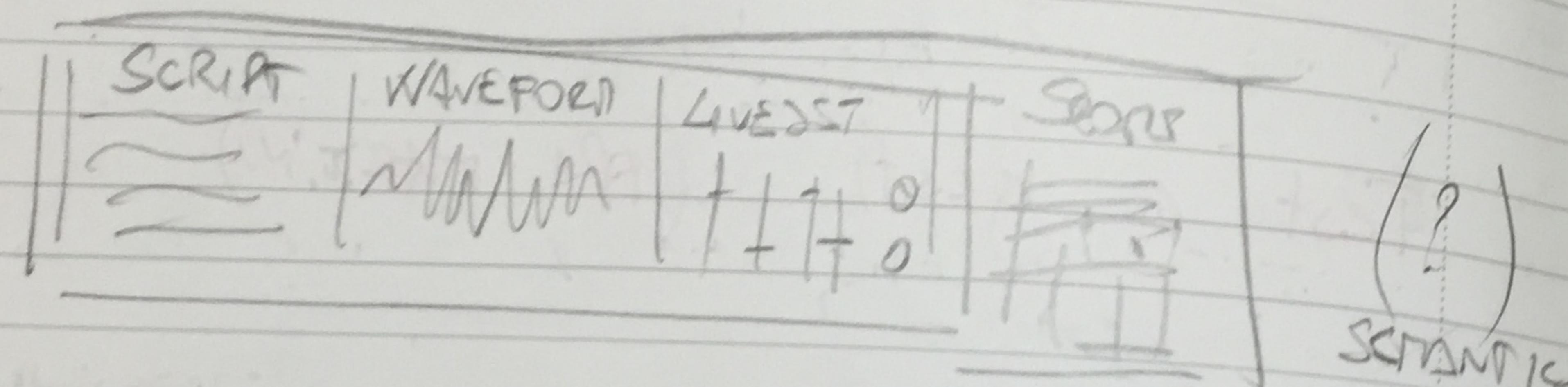
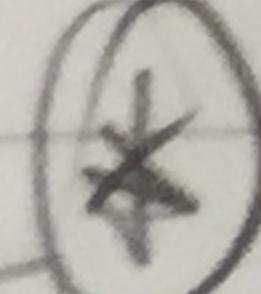
27/8/14

COMPILE

YEAR
MONTH
DAY

BASIC GUI

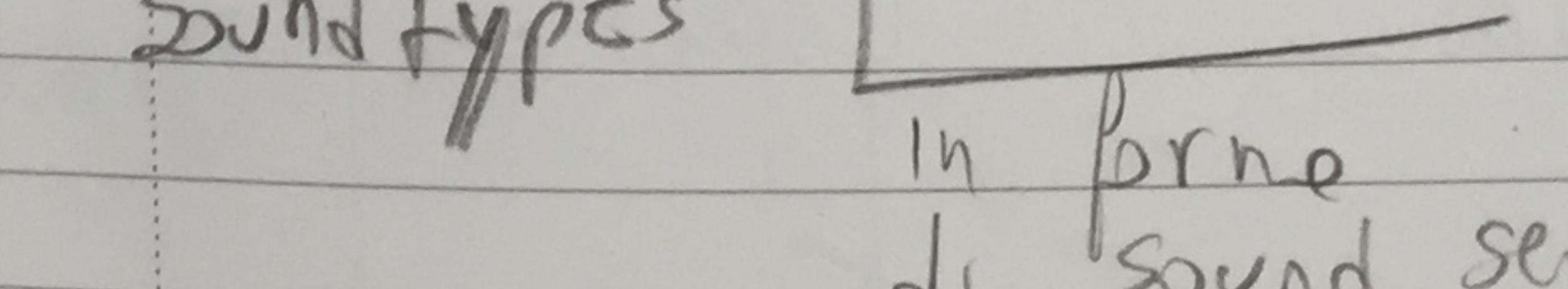
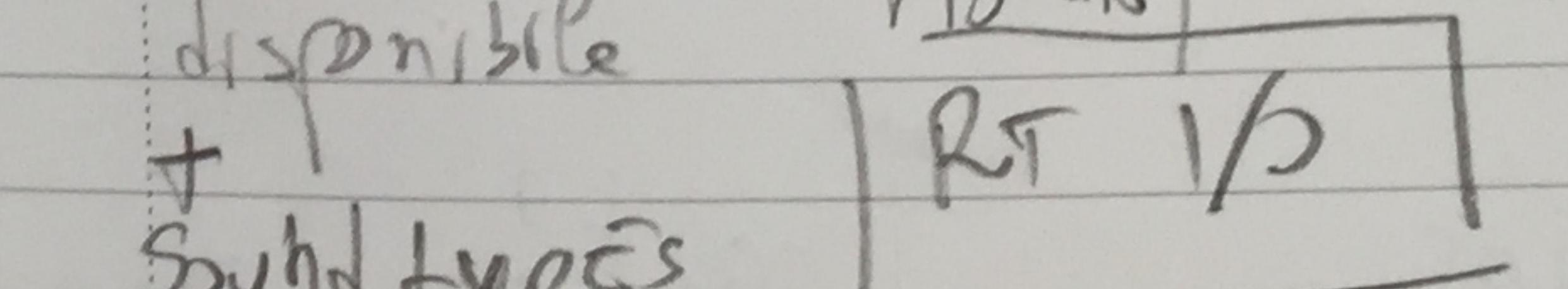
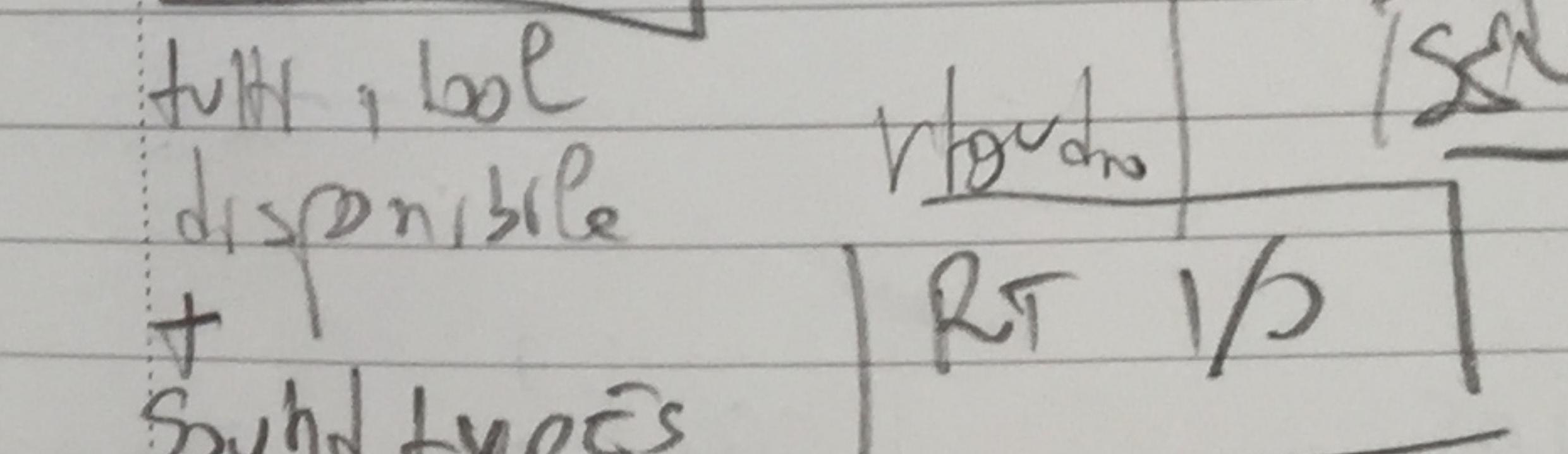
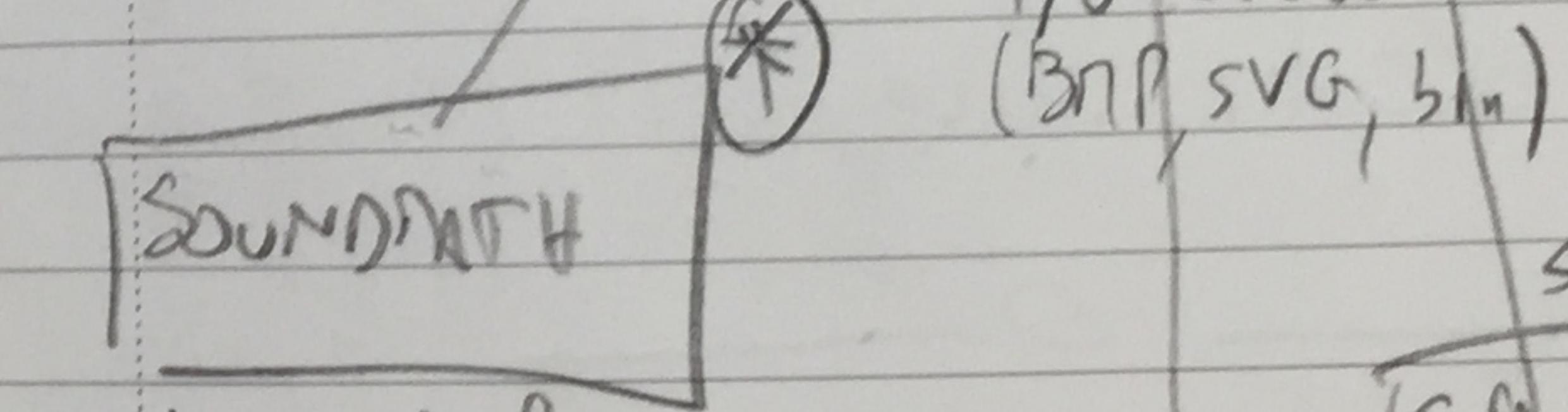
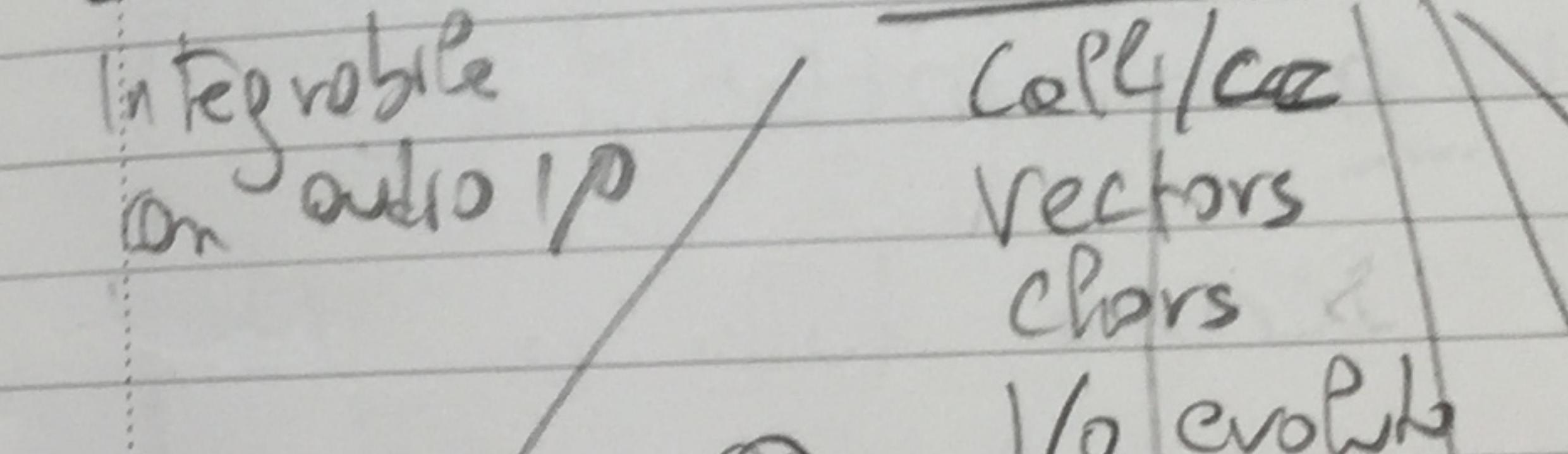
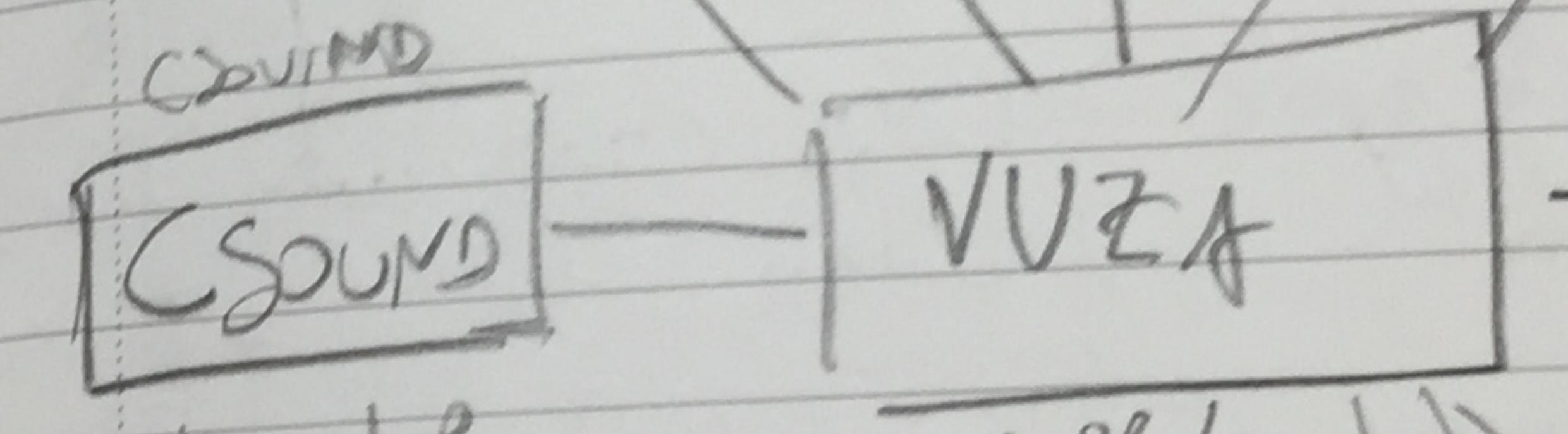
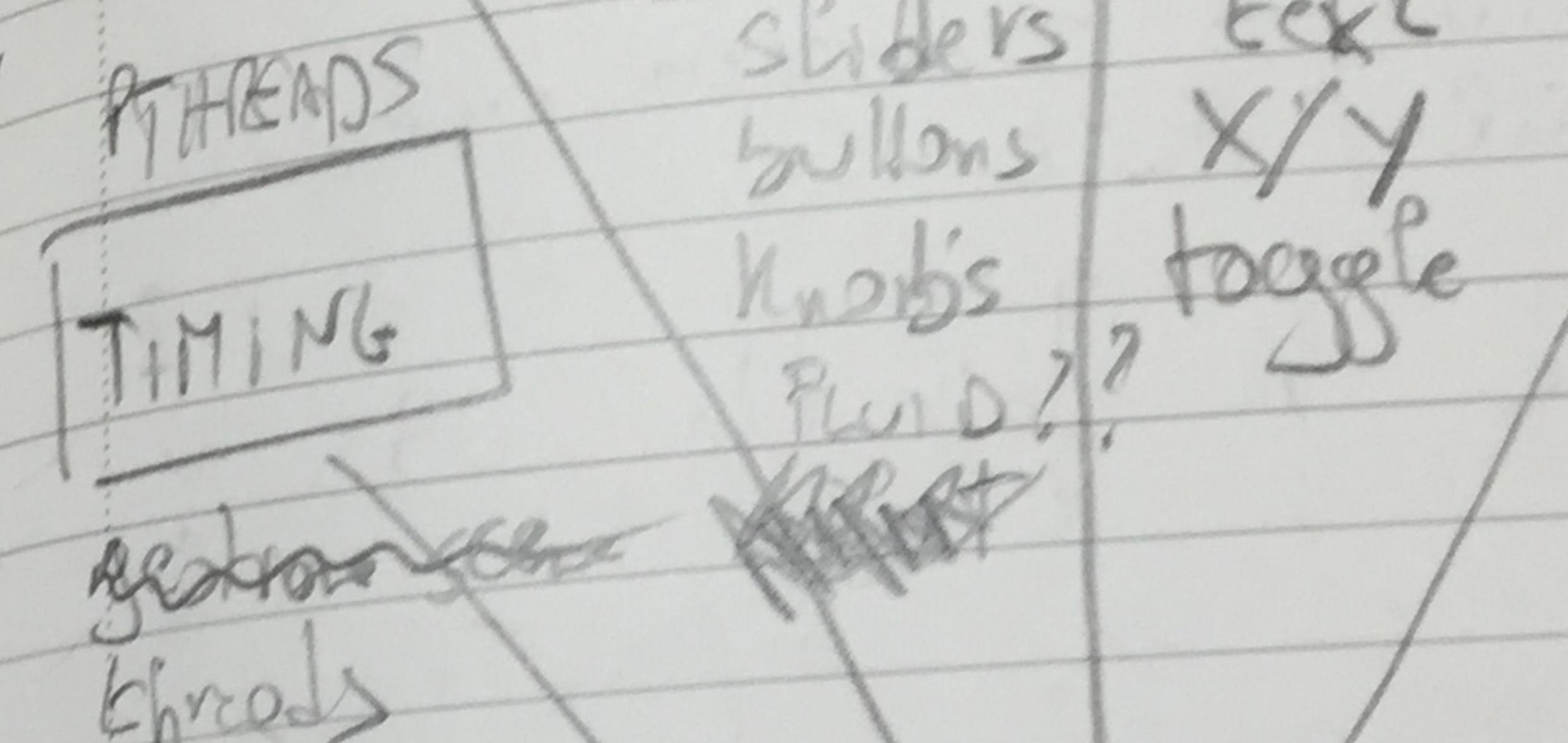
PLOT



BASIC GUI

WAVEPORT

PLOT



WAVEPORT
EDITOR
VCDI
AUDIO-COLOR

LIVELINE
CAT

Waveshape out
Acustics -> Notes

base

OSC I/O

LIVE SET

Come disegnare

le cose
outline

strutture
gene

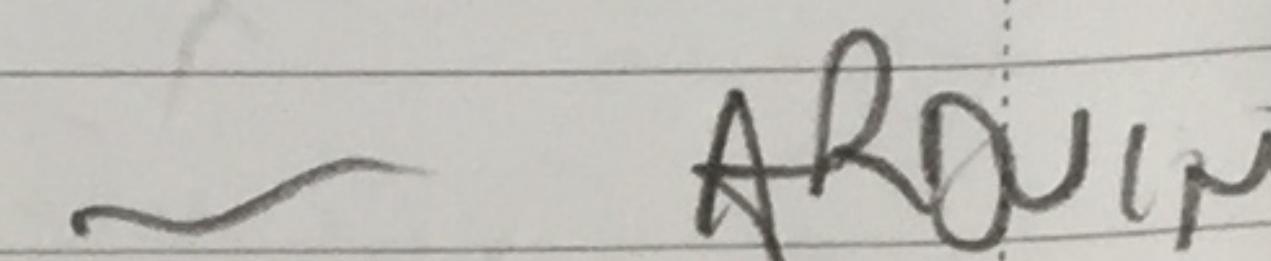
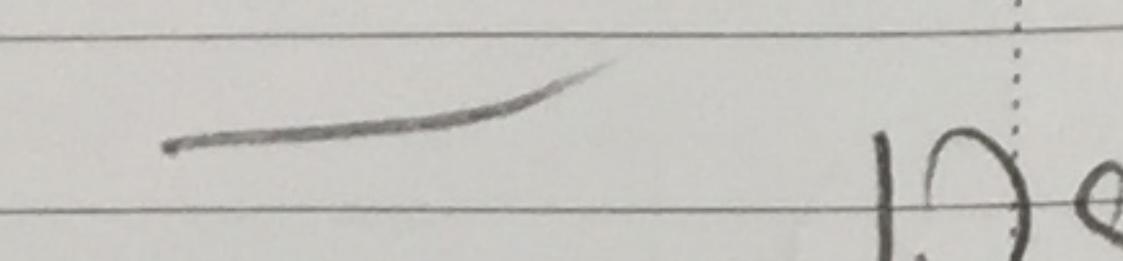
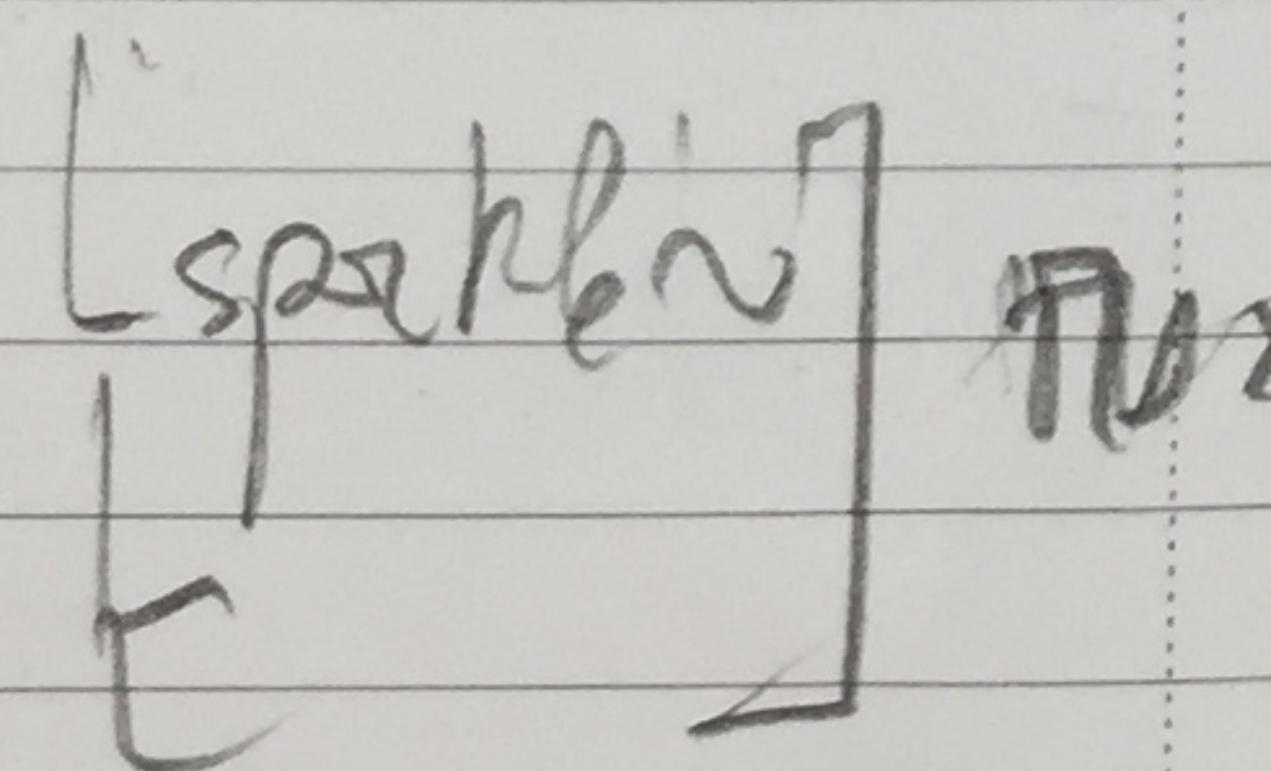
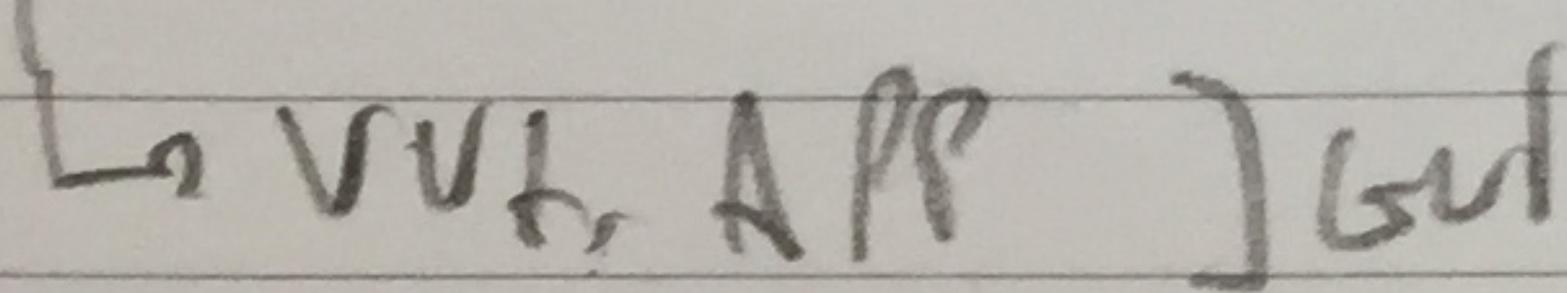
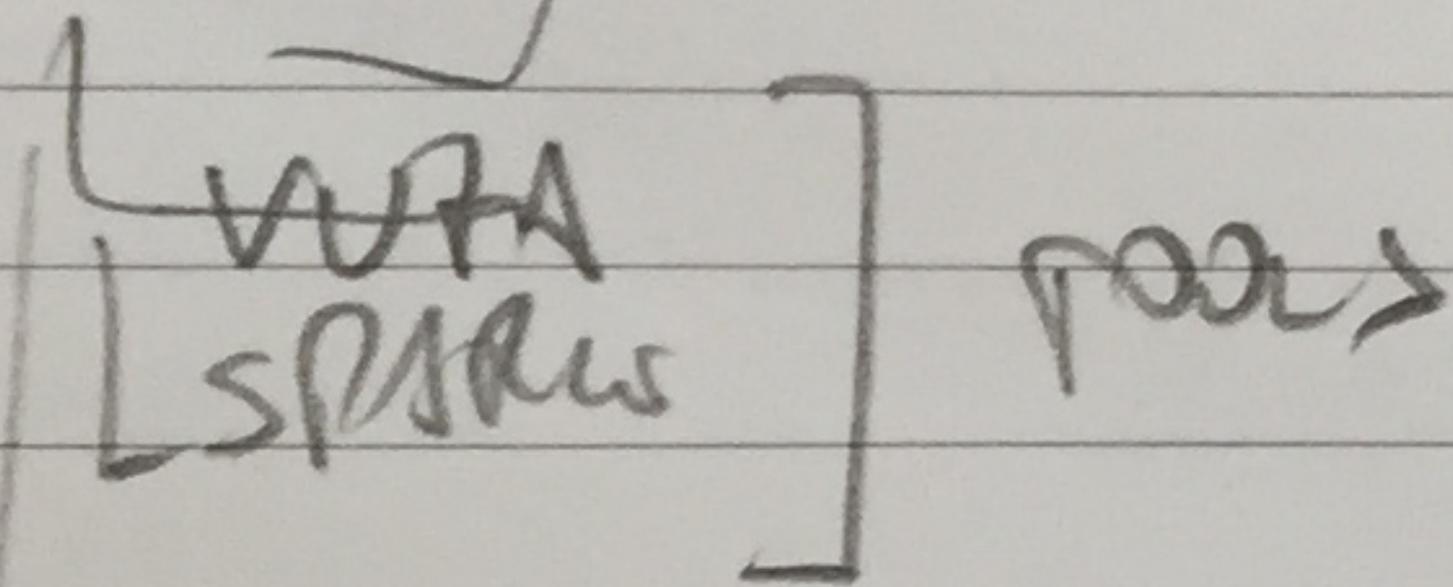
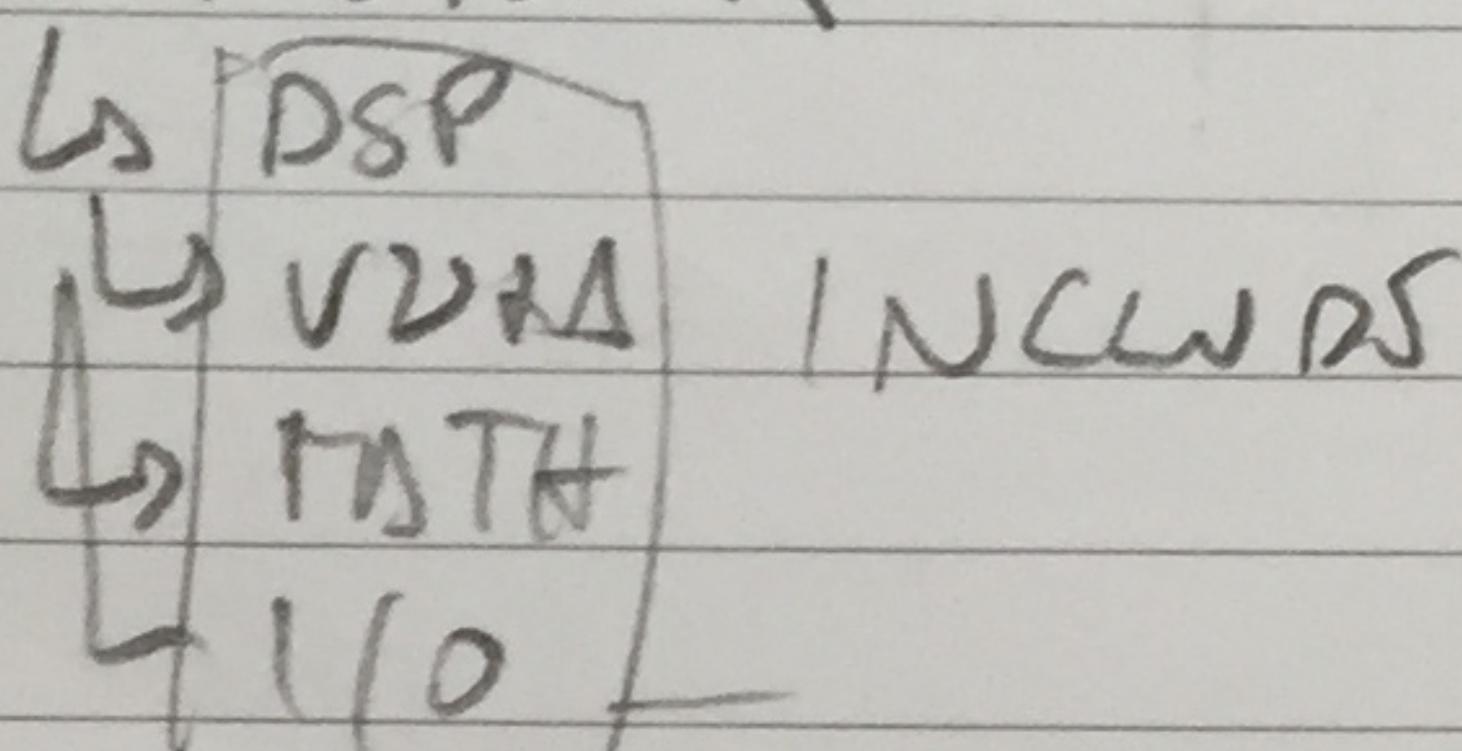
- ① tool Lines commands
- ② external MAX
- ③ ambientic integratio

DOMANDE

- Possibile usare una lib solo per hub?
QT / WX / CINDER / FLTK ...
- Le gui principle si fanno in OSGC?
- L'audio - editor e' un componente o un software a parte?
- E' possibile integrare xcos con autodesk?
[disegnare di tutti i pezzi insieme]
- Quanto mi interessa la portabilità?
- Sarebbe possibile scrivere hub in VML?
↳ forse ho no alcuni live-set (eg. soundbox)

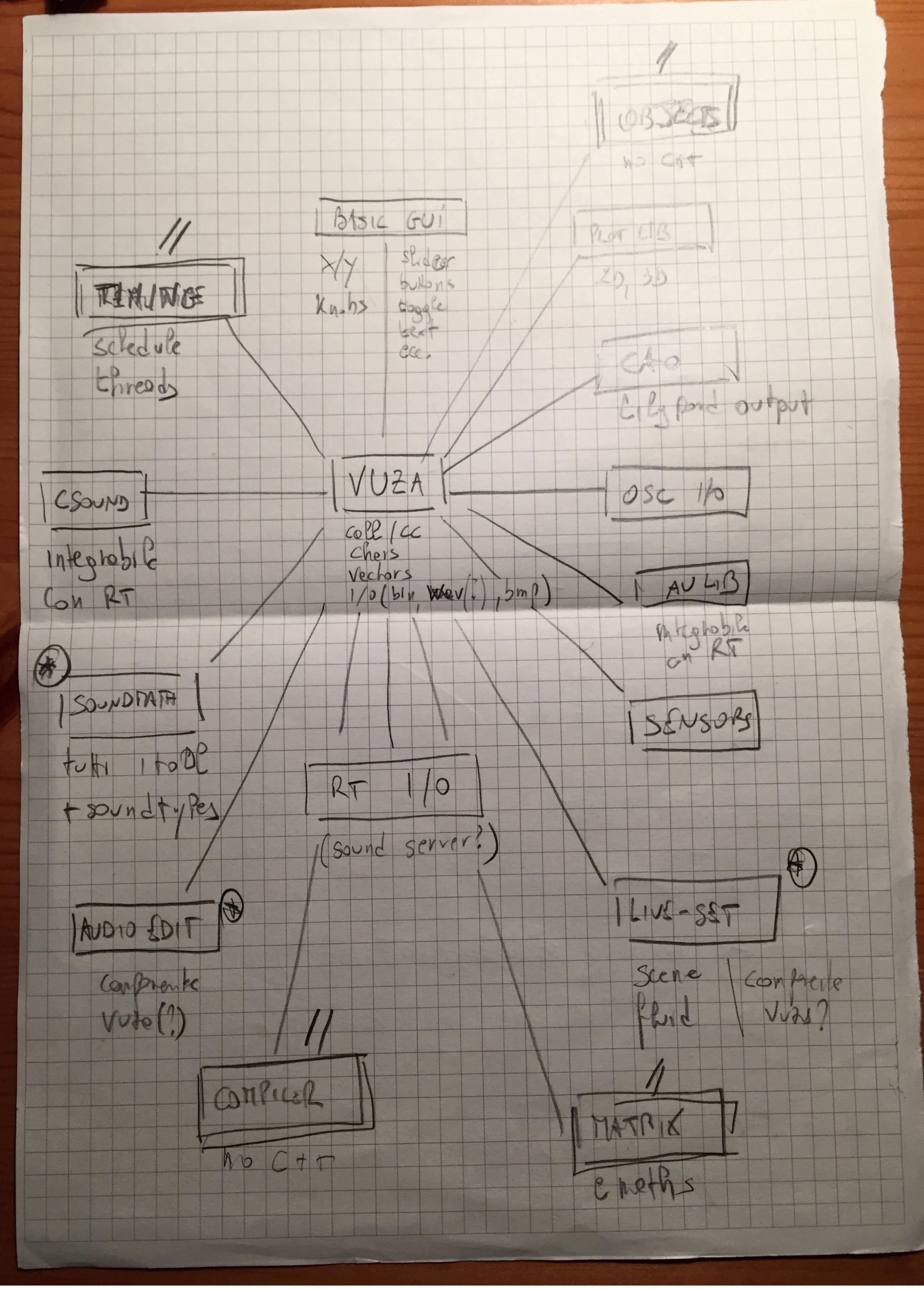
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num? =

SOUNDWORK



OUTLINE LAVORO (stima appross.)

- | YEAR | MONTH | DAY |
|------|-------|-----|
| 1 | | |
- ① refactoring, organizz. code, aggiunte volta → 2 sett
 - ② IDE integrati (editor + outline) → 2 sett
 - ③ ~~WAVEFORM EDITOR + THRESHOLD~~ → 2 sett
 - ④ REFSURF + xft
 - ⑤ SOUNDWORK → 2 sett
 - ⑥ PLOT → 1 xft
 - ⑦ BASIC GUI → 2 xft
 - ⑧ WAVEFORM EDITOR → 8 mesi
 - ⑨ LIVE-SETS → 2 mesi
 - ⑩ OTO → 2 sett
 - ⑪ SENSORS → 1 xft
 - ⑫ COMPILEUR (?) → 1 mese
- circa 6/8 mesi
+ live sets, campi, ecc



SoundMkro - structural outline

1/8n/14

SOUND MKR

→ INCLUDE

- ↳ DSP
- ↳ VUFT
- ↳ IO
- ↳ META
- ↳ VUTK (LANG)

NB tutti progetti
separati

→ TOOLS

- ↳ VUTASOUND
- ↳ SPARKLE

↳ PCONU

↳ VUTA

↳ VZRF

↳ VZTK

↳ VZCSND

↳ VTAU

NB tutto l'audio

fornito da VUTA

è un file binario?

E anche le grafiche?

→ MAX/MSP

↳ sparkle~

↳ —

↳ GUI

↳ Vuto.opp

↳ SoundMkro.opp

(Sonischrod. APP)

→ LOS