

Processing: Audio & Video notes

Video

- Recommended codec: h264
- Recommended container: .mov or .mp4

Audio

MINIM LIBRARY

- External library: install through Sketch > Import Library > Add Library
- Extensive options available
- Mono and Stereo playback of WAV, AIFF, AU, SND, and MP3 files
- Minim library: <http://code.compartmental.net/tools/minim/>
- Minim Quick Start Guide: <http://code.compartmental.net/tools/minim/quickstart/>
- Minim Documentation: <http://code.compartmental.net/minim/>

AudioPlayer.

- **"An AudioPlayer provides a self-contained way of playing a sound file by streaming it from disk (or the internet).** It provides methods for playing and looping the file, as well as methods for setting the position in the file and looping a section of the file. You can obtain an AudioPlayer by using the loadFile method

of the Minim class." - http://code.compartmental.net/minim/audioplayer_class_audioplayer.html

AudioSample

- **"An AudioSample keeps the entire file in an internal buffer** and all you can do is trigger() the sound. However, you can trigger the sound even if it is still playing back. It is not advised that you use this class for long sounds (like entire songs, for example) because the entire file is kept in memory. To create an AudioSample you must use either the loadSample or createSample methods of the Minim class. AudioSample also provides most of the same methods as AudioPlayer for controlling volume, panning, and so forth. We now recommend using Sampler class from the ugens package because it is more full-featured than AudioSample." - http://code.compartmental.net/minim/audiosample_class_audiosample.html

Sound Library

- Internal Processing Library: access through Sketch> Import Library > Sound
- Much simpler (and less extensive) than Minum
- <https://processing.org/reference/libraries/sound/>
- "Supported formats are: WAV, AIF/AIFF, MP3. MP3 decoding can be very slow on ARM processors (Android/Raspberry Pi), **we generally recommend you use lossless WAV or AIF files.**