



Conditions with sound and  
video files

# Sound

## → syntax + livecoding

- `var song;`
- `song = loadSound('data/song.mp3');` el. `song = loadSound([data/song.mp3, data/song.wma]);`
- `function preLoad();`
- `callback`
- `play` vs. `loop`
- Web console
  - `song.stop` + `song.play`

# Video

→ syntax + livecoding

- `var vid;`
- `vid = createVideo('video.mp4', vidLoad);`
- `function vidLoad();`
- `vid.play` vs. `vid.loop`
- <https://p5js.org/reference/#/libraries/p5.dom>
  - `fx vid.size();`
  - `fx vid.position();`

# Useful links

- Media formats for audio and video:

[https://developer.mozilla.org/en-US/docs/Web/HTML/Supported\\_media\\_formats](https://developer.mozilla.org/en-US/docs/Web/HTML/Supported_media_formats)

- Video from Daniel Shiffman about loading and playing sound:

[https://www.youtube.com/watch?v=Pn1g1wixl\\_0](https://www.youtube.com/watch?v=Pn1g1wixl_0)

- p5.js reference for loadSound:

<https://p5js.org/reference/#/p5.SoundFile/loadSound>

- P5.js reference for createVideo:

<https://p5js.org/reference/#/p5/createVideo>