

The image shows a Mac OS X desktop with two windows open. The left window is a 'LightTable' interface displaying Clojure code. The right window is a presentation slide with a dark background and orange text.

**LightTable Window:**

- File: LightTable
- Edit
- View
- Window
- Help

Light Table

Welcome    gfxcore.clj\*    halictalk.clj\*    sfxcore.clj\*

```
68
69 (defn draw [state]
70
71 ;;; ===== Introduction =====
72 (setbackground)
73 (setfillorange)
74 (q/text-size 100)
75 (q/text "livecoding:" 30 130)
76 (q/text-size 40)
77 (q/text "closing the human-machine feedbackloop" 60 260)
78 (q/text "@kaosbeat" 100 950 )
79 (q/text "@bohrbug" 750 950 )
80 (setfillyellow)
81 (q/text "@lambda_sonic" 380 650)
82
83 ;;; === lambda sonic promo ===
84
85
86 ;;; === halic === (D + K)
87
88 (setbackground)
89 (fitimage "resources/control_room.jpg")
90 (imgcredit "Ralph McQuarrie concept art for the original Battle
91 (setfillyellow)
92 (q/text-size 70)
93 (q/text "HALIC" 30 100)
94 ;;; stands for
95
96 (q/text-size 50)
97 (q/text "H.euristic" 630 150)
98 (q/text "AL gorithmic" 630 225)
99 (q/text "I. nteractive" 630 300)
100 (q/text "C. omputing" 630 375)
101
102 ;;; our project
103 (q/text-size 30)
104 (q/text "a search for graphical and musical synesthesia" 10 880)
105
106 ;;; === humans ===
107 ;;; kaosbeat/bohrbug (D + K)
108 (setbackground)
109 (q/no-stroke)
110 (fitimage "resources/stadslimiet1.jpg")
111 (setfillyellow)
112 (q/text-size 70)
113 (q/text "H = humans" 30 400)
114 (setfillorange)
115 (q/text-size 30)
116 (q/text "@kaosbeat" 400 300 )
117 (q/text "@bohrbug" 480 400 )
118
119 ;;; human element at the center of the painting/devops remains
120 ;;; collaboration, we're all in charge of devops, feedback loop
121
122 ;;; @kaosbeat
123 (setbackground)
124 (fitimage "resources/iMinds_Mix.jpg")
125 (fitimage "resources/teletext.jpg" )
126 (q/text "analog tools/digital output" 190 50)
127 ;;; ;(q/text iMinds mix)
128 (setbackground)
```

**Presentation Slides:**

- lambdasonic

# livecoding:

## closing the human-machine feedbackloop

@lambda\_sonic

@kaosbeat

@bohrbug

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
68
69 (defn draw [state]
70
71 ;;; ===== Introduction =====
72 ;; (setbackground)
73 ;; (setfillorange)
74 ;; (q/text-size 100)
75 ;; (q/text "livecoding:" 30 130)
76 ;; (q/text-size 40)
77 ;; (q/text "closing the human-machine feedbackloop" 60 260)
78 ;; (q/text "@kaosbeat" 100 950 )
79 ;; (q/text "@bohrbug" 750 950 )
80 ;; (setfillyellow)
81 ;; (q/text "@lambda_sonic" 380 650)
82
83 ;;; === lambdasonic promo ===
84
85
86 ;;; === halic === (D + K)
87
88 (setbackground)
89 (fitimage "resources/control_room.jpg")
90 (imgcredit "Ralph McQuarrie concept art for the original Battlestar Galactica series")
91 (setfillyellow)
92 (q/text-size 70)
93 (q/text "HALIC" 30 100)
94
95 ;;; stands for
96
97 ;; (q/text-size 50)
98 ;; (q/text "H.euristic" 630 150)
99 ;; (q/text "AL gorithmic" 630 225)
100 ;; (q/text "I.nteractive" 630 300)
101 ;; (q/text "C.omputing" 630 375)
102
103 ;;; our project
104 ;; (q/text-size 30)
105 ;; (q/text "a search for graphical and musical synesthesia" 10 880)
106
107 ;;; humans ===
108 ;; ; kaosbeat/bohrbug (D + K)
109 ;; (setbackground)
110 ;; (q/no-stroke)
111 ;; (fitimage "resources/stadslimiet1.jpg")
112 ;; (setfillyellow)
113 ;; (q/text-size 70)
114 ;; (q/text "H = humans" 30 400)
115 ;; (setfillorange)
116 ;; (q/text-size 30)
117 ;; (q/text "@kaosbeat" 400 300 )
118 ;; (q/text "@bohrbug" 480 400 )
119 ;;; human element at the center of the painting/devops remains
120 ;;; collaboration, we're all in charge of devops, feedback loop
121
122 ;;; @kaosbeat
123 ;; (setbackground)
124 ;; (fitimage "resources/iMinds Mix.jpg")
125 ;; (fitimage "resources/teletext.jpg" )
126 ;; (q/text "analog tools/digital output" 190 50)
127 ;;; ;(q/text iMinds mix)
128 ;; (setbackground)
```

lambdasonic

# HALIC

Image credit Ralph McQuarrie concept art for the original Battlestar Galactica series

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
68
69 (defn draw [state]
70
71 ;;; ===== Introduction =====
72 ;; (setbackground)
73 ;; (setfillorange)
74 ;; (q/text-size 100)
75 ;; (q/text "livecoding:" 30 130)
76 ;; (q/text-size 40)
77 ;; (q/text "closing the human-machine feedbackloop" 60 260)
78 ;; (q/text "@kaosbeat" 100 950 )
79 ;; (q/text "@bohrbug" 750 950 )
80 ;; (setfillyellow)
81 ;; (q/text "@lambda_sonic" 380 650)
82
83 ;;; === lambdasonic promo ===
84
85
86 ;;; === halic === (D + K)
87
88 (setbackground)
89 (fitimage "resources/control_room.jpg")
90 (imgcredit "Ralph McQuarrie concept art for the original Battlestar Galactica series")
91 (setfillyellow)
92 (q/text-size 70)
93 (q/text "HALIC" 30 100)
94
95 ;; stands for
96
97 (q/text-size 50)
98 (q/text "H.euristic" 630 150)
99 (q/text "ALgorithmic" 630 225)
100 (q/text "I.nteractive" 630 300)
101 (q/text "C.computing" 630 375)
102
103 ;;; our project
104 (q/text-size 30)
105 (q/text "a search for graphical and musical synesthesia" 10 880)
106
107 ;;; === humans ===
108 ;; kaosbeat/bohrbug (D + K)
109 ;; (setbackground)
110 ;; (q/no-stroke)
111 ;; (fitimage "resources/stadslimiet1.jpg")
112 ;; (setfillyellow)
113 ;; (q/text-size 70)
114 ;; (q/text "H = humans" 30 400)
115 ;; (setfillorange)
116 ;; (q/text-size 30)
117 ;; (q/text "@kaosbeat" 400 300 )
118 ;; (q/text "@bohrbug" 480 400 )
119 ;;; human element at the center of the painting/devops remains
120 ;;; collaboration, we're all in charge of devops, feedback loop
121
122 ;; @kaosbeat
123 ;; (setbackground)
124 ;; (fitimage "resources/iMinds_Mix.jpg")
125 ;; (fitimage "resources/teletext.jpg" )
126 ;; (q/text "analog tools/digital output" 190 50)
127 ;;; (q/text iMinds mix)
128 ;; (setbackground)
```

lambdasonic

# HALIC

H.euristic  
AL.gorithmic  
I.nteractive  
C.computing

Image credit Ralph McQuarrie concept art for the original Battlestar Galactica series

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
68
69 (defn draw [state]
70
71 ;;; ===== Introduction =====
72 ;(setbackground)
73 ;(setfillorange)
74 ;(q/text-size 100)
75 ;(q/text "livecoding:" 30 130)
76 ;(q/text-size 40)
77 ;(q/text "closing the human-machine feedbackloop" 60 260)
78 ;(q/text "@kaosbeat" 100 950 )
79 ;(q/text "@bohrbug" 750 950 )
80 ;(setfillyellow)
81 ;(q/text "@lambda_sonic" 380 650)
82
83 ;;; === lambdasonic promo ===
84
85
86
87 ;;; === halic === (D + K)
88 ;(setbackground)
89 ;(fitimage "resources/control_room.jpg")
90 ;(imgcredit "Ralph McQuarrie concept art for the original Battle
91 ;(setfillyellow)
92 ;(q/text-size 70)
93 ;(q/text "HALIC" 30 100)
94 ;;; stands for
95 ;;; ; stands for
96 ;(q/text-size 50)
97 ;(q/text "H.euristic" 630 150)
98 ;(q/text "AL.gorithmic" 630 225)
99 ;(q/text "I.interactive" 630 300)
100 ;(q/text "C.omputing" 630 375)
101
102 ;;; ; our project
103 ;(q/text-size 30)
104 ;(q/text "a search for graphical and musical synesthesia" 10 880)
105
106 ;;; === humans ===
107 ;;; ; kaosbeat/bohrbug (D + K)
108 ;(setbackground)
109 ;(q/no-stroke)
110 ;(fitimage "resources/stadslimiet1.jpg")
111 ;(setfillyellow)
112 ;(q/text-size 70)
113 ;(q/text "H = humans" 30 400)
114 ;(setfillorange)
115 ;(q/text-size 30)
116 ;(q/text "@kaosbeat" 400 300 )
117 ;(q/text "@bohrbug" 480 400 )
118
119 ;;; human element at the center of the painting/devops remains
120 ;;; ; collaboration, we're all in charge of devops, feedback loop
121
122 ;;; ;@kaosbeat
123 ;(setbackground)
124 ;(fitimage "resources/iMinds_Mix.jpg")
125 ;(fitimage "resources/teletext.jpg" )
126 ;(q/text "analog tools/digital output" 190 50)
127 ;;; ;(q/text iMinds mix)
128 ;(setbackground)
```

lambdasonic

@kaosbeat

H = humans @bohrbug

picture by Mark Rietveld  
www.markrietveld.com

LightTable File Edit View Window Help

Light Table

lambdasonic

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
83 ;;; === lambdasonic promo ===
84 ;;; === halic === (D + K)
85
86 ;;; (setbackground)
87 ;;; (fitimage "resources/control_room.jpg")
88 ;;; (imgcredit "Ralph McQuarrie concept art for the original Battle
89 ;;; (setfillyellow)
90 ;;; (q/text-size 70)
91 ;;; (q/text "HALIC" 30 100)
92 ;;; stands for
93 ;;; (q/text-size 50)
94 ;;; (q/text "H.euristic" 630 150)
95 ;;; (q/text "ALgorithmic" 630 225)
96 ;;; (q/text "I.nteractive" 630 300)
97 ;;; (q/text "C.omputing" 630 375)
98
99 ;;; our project
100 ;;; (q/text-size 30)
101 ;;; (q/text "a search for graphical and musical synesthesia" 10 880
102
103 ;;; === humans ===
104 ;;; kaosbeat/bohrbug (D + K)
105 ;;; (setbackground)
106 ;;; (q/no-stroke)
107 ;;; (fitimage "resources/stadslimiet1.jpg")
108 ;;; (setfillyellow)
109 ;;; (q/text-size 70)
110 ;;; (q/text "H = humans" 30 400)
111 ;;; (setfillorange)
112 ;;; (q/text-size 30)
113 ;;; (q/text "@kaosbeat" 400 300 )
114 ;;; (q/text "@bohrbug" 480 400 )
115
116 ;;; human element at the center of the painting/devops remains
117 ;;; collaboration, we're all in charge of devops, feedback loop
118
119 ;;; @kaosbeat
120 ;;; (setbackground)
121 ;;; (fitimage "resources/iMinds_Mix.jpg")
122
123 ;;; (fitimage "resources/teletext.jpg" )
124 ;;; (q/text "analog tools/digital output" 190 50)
125 ;;; ;(q/text iMinds mix)
126 ;;; (setbackground)
127 ;;; (fitimage "resources/kaos.png")
128 ;;; (q/text "analog tools/analog output" 190 50)
129 ;;; (setbackground)
130 ;;; (fitimage "resources/delvoye.jpg")
131 ;;; (q/text "digital tools/analog output" 190 50)
132 ;;; (setbackground)
133 ;;; (fitimage "resources/delvoye.jpg")
134 ;;; (q/text "digital tools/digital output" 190 50)
135 ;;; (imgcredit "Kasper Jordaeens/ 'Delvoye corten steel tower Guggen"
136 ;;; (setfillorange)
137 ;;; (q/text-size 30)
138 ;;; (q/text "can you automate this, can you make a generate artpiece"
139 ;;; (setbackground)
140 ;;; (fitimage "resources/nglitchlogo.jpg")
141 ;;; (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 ;;; (q/text "digital tools/digital output" 190 50)
143 ;;; digital output is kinda the point of this talk
144
```



# iMinds

## Media Innovation Center

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```

83 // ; ; ; === lambdasonic promo ===
84
85
86
87 // ; ; ; === halic === (D + K)
88
89 // (setbackground)
90 // (fitimage "resources/control_room.jpg")
91 // (imgcredit "Ralph McQuarrie concept art for the original Battle"
92 // (setfillyellow)
93 // (q/text-size 70)
94 // (q/text "HALIC" 30 100)
95 // ; ; ; stands for
96
97 // (q/text-size 50)
98 // (q/text "H.euristic" 630 150)
99 // (q/text "AL gorithmic" 630 225)
100 // (q/text "I. nteractive" 630 300)
101 // (q/text "C. omputing" 630 375)
102
103 // ; ; ; our project
104 // (q/text-size 30)
105 // (q/text "a search for graphical and musical synesthesia" 10 880
106
107 // ; ; ; === humans ===
108 // ; ; ; kaosbeat/bohrbug (D + K)
109 // (setbackground)
110 // (q/no-stroke)
111 // (fitimage "resources/stadslimiet1.jpg")
112 // (setfillyellow)
113 // (q/text-size 70)
114 // (q/text "H = humans" 30 400)
115 // (setfillorange)
116 // (q/text-size 30)
117 // (q/text "@kaosbeat" 400 300 )
118 // (q/text "@bohrbug" 480 400 )
119 // ; ; ; human element at the center of the painting/devops remains
120 // ; ; ; collaboration, we're all in charge of devops, feedback loop
121
122 // ; ; ;@kaosbeat
123 // (setbackground)
124 // (fitimage "resources/iMinds_Mix.jpg")
125
126
127 (fitimage "resources/teletext.jpg")
128 (q/text "analog tools/digital output" 190 50)
129 // ; ; ;(q/text iMinds mix)
130 // (setbackground)
131 // (fitimage "resources/kaos.png")
132 // (q/text "analog tools/analog output" 190 50)
133 // (setbackground)
134 // (fitimage "resources/delvoye.jpg")
135 // (q/text "digital tools/analog output" 190 50)
136 // (imgcredit "Kasper Jordae / 'Delvoye corten steel tower Guggenk"
137 // (setfillorange)
138 // (q/text-size 30)
139 // (q/text "can you automate this, can you make a generate artpiece"
140 // (setbackground)
141 // (fitimage "resources/nglitchlogo.jpg")
142 // (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
143 // (q/text "digital tools/digital output" 190 50)
144

```

analog tools/digital output

P313 M 1  
EURO SKYTEXT 313 Fri 9 Mar 1732:10  
**KONIJN IN DE GOOCHELHOED**

**KASPER**  
**JORDAENS**  
**8 JAAR**  
**UIT**  
**BELGIE**

LightTable File Edit View Window Help

Light Table

lambdasonic

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
83 ;;; === lambdasonic promo ===
84
85
86
87 ;;; === halic === (D + K)
88
89 ;(setbackground)
90 ;(fitimage "resources/control_room.jpg")
91 ;(imgcredit "Ralph McQuarrie concept art for the original Battle
92 ;(setfillyellow)
93 ;(q/text-size 70)
94 ;(q/text "HALIC" 30 100)
95 ;;; stands for
96
97 ;(q/text-size 50)
98 ;(q/text "H.euristic" 630 150)
99 ;(q/text "AL gorithmic" 630 225)
100 ;(q/text "I. nteractive" 630 300)
101 ;(q/text "C. omputing" 630 375)
102
103 ;;; our project
104 ;(q/text-size 30)
105 ;(q/text "a search for graphical and musical synesthesia" 10 880
106
107 ;;; === humans ===
108 ;;; kaosbeat/bohrbug (D + K)
109 ;(setbackground)
110 ;(q/no-stroke)
111 ;(fitimage "resources/stadslimiet1.jpg")
112 ;(setfillyellow)
113 ;(q/text-size 70)
114 ;(q/text "H = humans" 30 400)
115 ;(setfillorange)
116 ;(q/text-size 30)
117 ;(q/text "@kaosbeat" 400 300 )
118 ;(q/text "@bohrbug" 480 400 )
119 ;;; human element at the center of the painting/devops remains
120 ;;; collaboration, we're all in charge of devops, feedback loop
121
122 ;;; @kaosbeat
123 ;(setbackground)
124 ;(fitimage "resources/iMinds_Mix.jpg")
125
126
127 ;(fitimage "resources/teletext.jpg" )
128 ;(q/text "analog tools/digital output" 190 50)
129 ;(setbackground)
130 ;(fitimage "resources/kaos.png")
131 ;(q/text "analog tools/analog output" 190 50)
132 ;(setbackground)
133 ;(fitimage "resources/delvoye.jpg")
134 ;(q/text "digital tools/analog output" 190 50)
135 ;(imgcredit "Kasper Jordaeens/ 'Delvoye corten steel tower Guggenk"
136 ;(setfillorange)
137 ;(q/text-size 30)
138 ;(q/text "can you automate this, can you make a generate artpiece"
139 ;(setbackground)
140 ;(fitimage "resources/nglitchlogo.jpg")
141 ;(imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 ;(q/text "digital tools/digital output" 190 50)
143 ;;; digital tools, digital output is kinda the point of this talk
144
```

analog tools/analog output

LightTable File Edit View Window Help

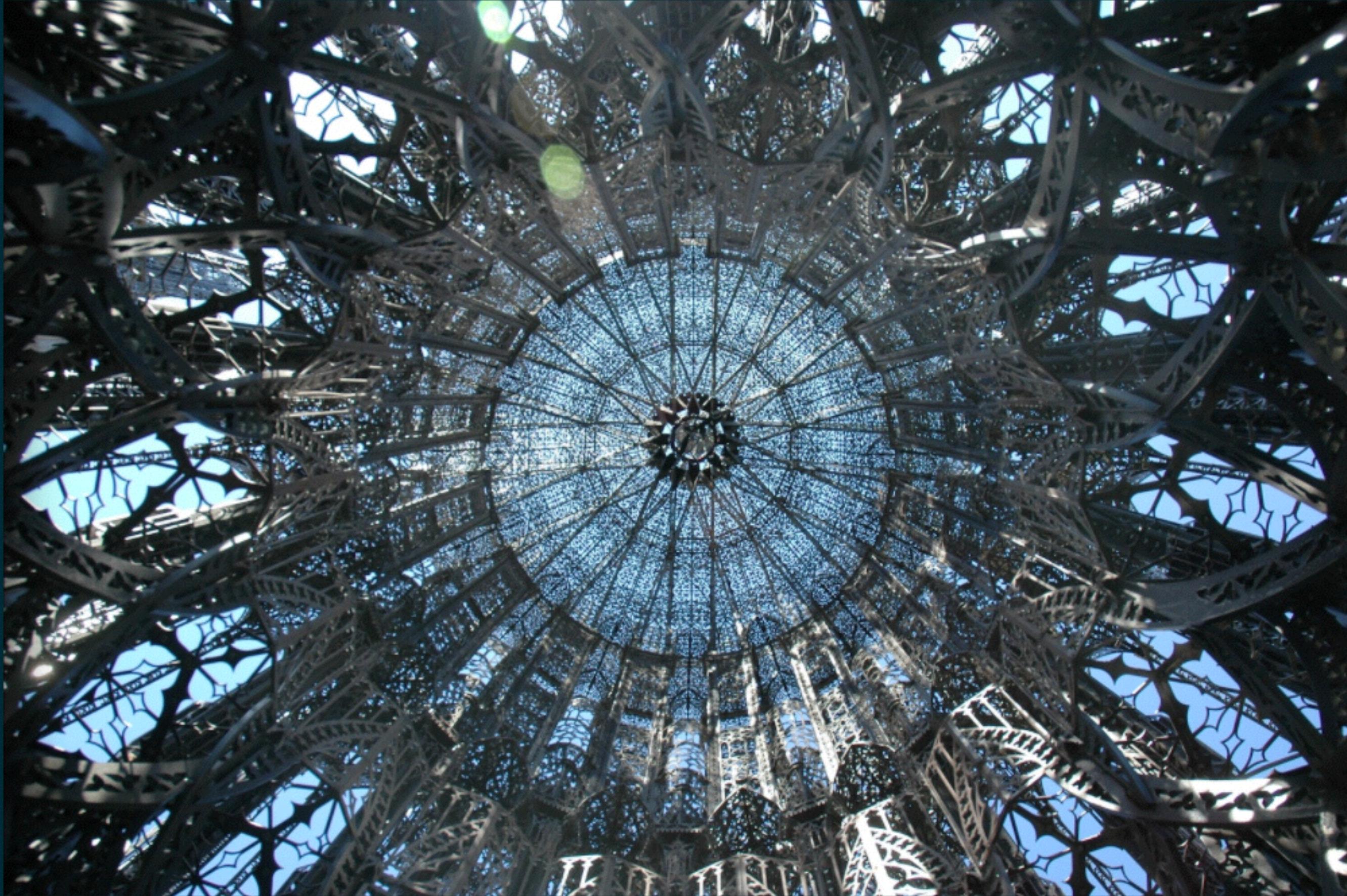
Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
83 ;;; === lambdasonic promo ===
84
85
86
87 ;;; === halic === (D + K)
88
89 ;(setbackground)
90 ;(fitimage "resources/control_room.jpg")
91 ;(imgcredit "Ralph McQuarrie concept art for the original Battle
92 ;(setfillyellow)
93 ;(q/text-size 70)
94 ;(q/text "HALIC" 30 100)
95 ;;; stands for
96
97 ;(q/text-size 50)
98 ;(q/text "H.euristic" 630 150)
99 ;(q/text "AL gorithmic" 630 225)
100 ;(q/text "I. nteractive" 630 300)
101 ;(q/text "C. omputing" 630 375)
102
103 ;;; our project
104 ;(q/text-size 30)
105 ;(q/text "a search for graphical and musical synesthesia" 10 880
106
107 ;;; === humans ===
108 ;;; kaosbeat/bohrbug (D + K)
109 ;(setbackground)
110 ;(q/no-stroke)
111 ;(fitimage "resources/stadslimiet1.jpg")
112 ;(setfillyellow)
113 ;(q/text-size 70)
114 ;(q/text "H = humans" 30 400)
115 ;(setfillorange)
116 ;(q/text-size 30)
117 ;(q/text "@kaosbeat" 400 300 )
118 ;(q/text "@bohrbug" 480 400 )
119 ;;; human element at the center of the painting/devops remains
120 ;;; collaboration, we're all in charge of devops, feedback loop
121
122 ;;; @kaosbeat
123 ;(setbackground)
124 ;(fitimage "resources/iMinds_Mix.jpg")
125
126
127 ;(fitimage "resources/teletext.jpg" )
128 ;(q/text "analog tools/digital output" 190 50)
129 ;(setbackground)
130 ;(fitimage "resources/kaos.png")
131 ;(q/text "analog tools/analog output" 190 50)
132 (setbackground)
133 (fitimage "resources/delvoye.jpg")
134 (q/text "digital tools/analog output" 190 50)
135 (imgcredit "Kasper Jordaens/ 'Delvoye corten steel tower Guggenheim"
136 ;(setfillorange)
137 ;(q/text-size 30)
138 ;(q/text "can you automate this, can you make a generate artpiece bu
139 ;(setbackground)
140 ;(fitimage "resources/nglitchlogo.jpg")
141 ;(imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 ;(q/text "digital tools/digital output" 190 50)
143 ;;; digital tools, digital output is kinda the point of this talk
144
```

lambdasonic

## digital tools/analog output



can you automate this, can you make a generate artpiece button?

Image credit Kasper Jordaens/ 'Delvoye corten steel tower Guggenheim Venice'

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```

91  ;; (imgcredit "Karpn McQuarrie concept art for the original Battle
92  ;; (setfillyellow)
93  ;; (q/text-size 70)
94  ;; (q/text "HALIC" 30 100)
95  ;; ;;; stands for
96
97  ;; (q/text-size 50)
98  ;; (q/text "H.euristic" 630 150)
99  ;; (q/text "AL.gorithmic" 630 225)
100 ;; (q/text "I.nteractive" 630 300)
101 ;; (q/text "C.omputing" 630 375)
102
103 ;; ;;; our project
104 ;; (q/text-size 30)
105 ;; (q/text "a search for graphical and musical synesthesia" 10 880)
106
107 ;; ;;; === humans ===
108 ;; ;;; kaosbeat/bohrbug (D + K)
109 ;; (setbackground)
110 ;; (q/no-stroke)
111 ;; (fitimage "resources/stadslimiet1.jpg")
112 ;; (setfillyellow)
113 ;; (q/text-size 70)
114 ;; (q/text "H = humans" 30 400)
115 ;; (setfillorange)
116 ;; (q/text-size 30)
117 ;; (q/text "@kaosbeat" 400 300 )
118 ;; (q/text "@bohrbug" 480 400 )
119 ;; ;;; human element at the center of the painting/devops remains
120 ;; ;;; collaboration, we're all in charge of devops, feedback loop
121
122 ;; ;;; @kaosbeat
123 ;; (setbackground)
124 ;; (fitimage "resources/iMinds_Mix.jpg")
125
126
127 ;; (fitimage "resources/teletext.jpg" )
128 ;; (q/text "analog tools/digital output" 190 50)
129 ;; (setbackground)
130 ;; (fitimage "resources/kaos.png")
131 ;; (q/text "analog tools/analog output" 190 50)
132 ;; (setbackground)
133 ;; (fitimage "resources/delvoye.jpg")
134 ;; (q/text "digital tools/analog output" 190 50)
135 ;; (imgcredit "Kasper Jordaens/ 'Delvoye corten steel tower Guggenk"
136 ;; (setfillorange)
137 ;; (q/text-size 30)
138 ;; (q/text "can you automate this, can you make a generate artpiece")
139 ;; (setbackground)
140 ;; (fitimage "resources/nglitchlogo.jpg")
141 ;; (imgcredit "netglitch at HAR2009 by @Oxtosh/@kaosbeat")
142 ;; (q/text "digital tools/digital output" 190 50)
143 ;; digital tools, digital output is kinda the point of this talk
144
145 ;; ;;; bohrbug
146 ;; (setbackground)
147 ;; (fitimage "resources/dagodrum.jpg")
148 ;; (imgcredit "Tom Van Ghent")
149 ;; (setbackground)
150 ;; (fitimage "resources/atari_mega-ste_2.jpg")
151 ;; (q/text "atari mega" 190 50)
152 ;; (setbackground)

```

digital tools/digital output

```

0x0000: 4500 0076 4137 4000 1411 774d c207 0104 E..VA7@...
0x0010: 3ed5 cc14 0035 d1f1 0062 b914 e806 8180 >....5....
0x0020: 0001 0001 0000 0000 0231 3703 3230 3403 .......17...
0x0030: 3231 3302 3632 0769 6e2d 6164 6472 0461 213.62.in-addr...
0x0040: 7270 6100 000c 0001 c00c 000c 0001 0000 rpa.....
0x0050: 0dd8
000127 IP (tos 0x0, ttl 64, id 25086, offset 0, flags [DF], proto: UDP (17), length: 118) to 192.168.1.721 [torn.53745] > cache010
0x0000: 4500 0048 61fe 4000 4011 0ab2 3ed5 cc14 E..Ha.@.0...>...
0x0010: c207 0104 d1f1 0035 0034 041a 0a36 0100 ....5.4...6..
0x0020: 0001 0000 0000 0000 0231 3903 3230 3403 ....19.204.
0x0030: 3231 3302 3632 0769 6e2d 6164 6472 0461 213.62.in-addr.a
0x0040: 7270 6100 000c 0001 rpa.....
000775 IP (tos 0x0, ttl 244, id 16695, offset 0, flags [DF], proto: UDP (17), length: 118) to 192.168.1.721 [torn.53745] > cache010
0x0000: 4500 0076 4137 4000 f411 774a c207 0104 E..V...
0x0010: 3ed5 cc14 0035 d1f1 0062 94e3 0a36 8180 >.....
0x0020: 0001 0001 0000 0000 0231 3903 3230 3403 ....19.204.
0x0030: 3231 3302 3632 0769 6e2d 6164 6472 0461 213.62.in-addr.a
0x0040: 7270 6100 000c 0001 rpa.....
0x0050: 0dd8
000172 IP (tos 0x0, ttl 64, id 25088, offset 0, flags [DF], proto: UDP (17), length: 118) to 192.168.1.721 [torn.53745] > cache010
0x0000: 4500 0044 b200 4000 0111 0ab4 3ed5 cc14 E..D...
0x0010: c204 d103 0030 0424 0700 0100 .....
0x0020: 0000 0000 0000 0000 0134 0131 0137 0331 ....1.7.1...
0x0030: 3934 0769 6e2d 6164 6472 0461 7270 6100 94.1.1.in-addr.a
0x0040: 0001 c00c 000c 0001 0000 a9f4 0018 .....
0x0050: 0963
008801 IP (tos 0x0, ttl 44, id 1705, offset 0, flags [DF], proto: UDP (17), length: 118) to 192.168.1.721 [torn.53745] > cache010
0x0000: 4500 0068 4137 4000 f411 774a c207 0104 E..V...
0x0010: 3ed5 cc14 0035 d1f1 0054 b0e2 0700 8180 >.....
0x0020: 0001 0001 0000 0000 0134 0131 0137 0331 ....1.7.1...
0x0030: 3934 0769 6e2d 6164 6472 0461 7270 6100 94.1.1.in-addr.a
0x0040: 000c 0001 c00c 000c 0001 0000 a9f4 0018 .....
0x0050: 0963
962116 IP (tos 0x0, ttl 255, id 10773, offset 0, flags [none], proto: VRRP (112), length: 118) to 192.168.1.721 [torn.53745] > cache010
0x0000: 4500 0028 2a15 0000 ff70 a657 3ed5 cc11 E..(.....p.W>...
0x0010: e000 0012 2160 c801 0001 0bb4 3ed5 cc13 ....!`....>...
0x0020: 0000 0000 0000 0000 aaaa 0000 aaaa .....
599638 802.1d config 0000.00:cd:24:e7:a5.8013 root 0000.00:00:cd:24:e7:a5 pathcos
0x0000: 4242 0300 0000 0000 0000 cd24 e7a5 BB.....$...
0x0010: 0000 0000 0000 0000 cd24 e7a5 8013 0000 .....$.....
0x0020: 1400 0200 0f00 0000 0000 0000 da2f ...../...
0x0030: 0e65 .....e
313698 IP (tos 0x0, ttl 52, id 0, offset 0, flags [DF], proto: UDP (17), length: 7) to 192.168.1.721 [torn.53745] > torn.dom
0x0000: 4500 0046 0000 4000 3411 e3a6 4012 1805 E..F..@.4...@...
0x0010: 3ed5 cc14 0088 0035 0032 c98e 1181 0010 >....5.2

```

Image credit netglitch at HAR2009 by @Oxtosh/@kaosbeat

LightTable File Edit View Window Help

Light Table

lambdasonic

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
102 // ;;; our project
103 // (q/text-size 30)
104 // (q/text "a search for graphical and musical synesthesia" 10 880)
105 // ;;; === humans ===
106 // ;;; kaosbeat/bohrbug (D + K)
107 // (setbackground)
108 // (q/no-stroke)
109 // (fitimage "resources/stadslimiet1.jpg")
110 // (setfillyellow)
111 // (q/text-size 70)
112 // (q/text "H = humans" 30 400)
113 // (setfillorange)
114 // (q/text-size 30)
115 // (q/text "@kaosbeat" 400 300 )
116 // (q/text "@bohrbug" 480 400 )
117 // ;;; human element at the center of the painting/devops remains
118 // ;;; collaboration, we're all in charge of devops, feedback loop
119 // ;;; @kaosbeat
120 // (setbackground)
121 // (fitimage "resources/iMinds_Mix.jpg")
122
123
124
125
126
127 // (fitimage "resources/teletext.jpg" )
128 // (q/text "analog tools/digital output" 190 50)
129 // (setbackground)
130 // (fitimage "resources/kaos.png")
131 // (q/text "analog tools/analog output" 190 50)
132 // (setbackground)
133 // (fitimage "resources/delvoye.jpg")
134 // (q/text "digital tools/analog output" 190 50)
135 // (imgcredit "Kasper Jordaens/ 'Delvoye corten steel tower Guggen"
136 // (setfillorange)
137 // (q/text-size 30)
138 // (q/text "can you automate this, can you make a generate artpiece"
139 // (setbackground)
140 // (fitimage "resources/nglitchlogo.jpg")
141 // (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 // (q/text "digital tools/digital output" 190 50)
143 // ; digital tools, digital output is kinda the point of this talk
144
145 // ;@bohrbug
146 // (setbackground)
147 // (fitimage "resources/dagodrum.jpg")
148 // (imgcredit "Tom Van Ghent")
149 // (setbackground)
150 // (fitimage "resources/atari mega-ste_2.jpg")
151 // (q/text "atari mega" 190 50)
152 // (setbackground)
153 // (fitimage "resources/atariM.l.gif")
154 // (q/text "atari M" 190 50)
155 // ;;; === composing? -> symbolic composer (D)
156 // ;;; not good enough (geen improvisatie)
157 // (setbackground)
158 // (fitimage "resources/SymbolicComposer.jpg")
159 // (q/text "symbolic composer" 190 50)
160 // ; interest
161
162 // ; AL stands for algorithms
```



Image credit Tom Van Ghent

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
102
103 // ;;; our project
104 // (q/text-size 30)
105 // (q/text "a search for graphical and musical synesthesia" 10 880)
106
107 // ;;; === humans ===
108 // ;;; kaosbeat/bohrbug (D + K)
109 // (setbackground)
110 // (q/no-stroke)
111 // (fitimage "resources/stadslimiet1.jpg")
112 // (setfillyellow)
113 // (q/text-size 70)
114 // (q/text "H = humans" 30 400)
115 // (setfillorange)
116 // (q/text-size 30)
117 // (q/text "@kaosbeat" 400 300 )
118 // (q/text "@bohrbug" 480 400 )
119 // ;;;human element at the center of the painting/devops remains
120 // ;;;collaboration, we're all in charge of devops, feedback loop
121
122 // ;;;@kaosbeat
123 // (setbackground)
124 // (fitimage "resources/iMinds_Mix.jpg")
125
126
127 // (fitimage "resources/teletext.jpg" )
128 // (q/text "analog tools/digital output" 190 50)
129 // (setbackground)
130 // (fitimage "resources/kaos.png")
131 // (q/text "analog tools/analog output" 190 50)
132 // (setbackground)
133 // (fitimage "resources/delvoye.jpg")
134 // (q/text "digital tools/analog output" 190 50)
135 // (imgcredit "Kasper Jordaens/ 'Delvoye corten steel tower Guggen"
136 // (setfillorange)
137 // (q/text-size 30)
138 // (q/text "can you automate this, can you make a generate artpiece"
139 // (setbackground)
140 // (fitimage "resources/nglitchlogo.jpg")
141 // (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 // (q/text "digital tools/digital output" 190 50)
143 // ; digital tools, digital output is kinda the point of this talk
144
145 // ;@bohrbug
146 // (setbackground)
147 // (fitimage "resources/dagodrum.jpg")
148 // (imgcredit "Tom Van Ghent")
149 (setbackground)
150 (fitimage "resources/atari mega-ste_2.jpg")
151 (q/text "atari mega" 190 50)
152 // (setbackground)
153 // (fitimage "resources/atariM.l.gif")
154 // (q/text "atari M" 190 50)
155 // ;;; === composing? -> symbolic composer (D)
156 // ;;; not good enough (geen improvisatie)
157 // (setbackground)
158 // (fitimage "resources/SymbolicComposer.jpg")
159 // (q/text "symbolic composer" 190 50)
160 // ; interest
161
162 // ; AL stands for algorithms
```

atari mega



lambdasonic

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```

102
103 // ;;; our project
104 // (q/text-size 30)
105 // (q/text "a search for graphical and musical synesthesia" 10 880)
106
107 // ;;; === humans ===
108 // ;;; kaosbeat/bohrbug (D + K)
109 // (setbackground)
110 // (q/no-stroke)
111 // (fitimage "resources/stadslimiet1.jpg")
112 // (setfillyellow)
113 // (q/text-size 70)
114 // (q/text "H = humans" 30 400)
115 // (setfillorange)
116 // (q/text-size 30)
117 // (q/text "@kaosbeat" 400 300 )
118 // (q/text "@bohrbug" 480 400 )
119 // ;;; human element at the center of the painting/devops remains
120 // ;;; collaboration, we're all in charge of devops, feedback loop
121
122 // ;;; @kaosbeat
123 // (setbackground)
124 // (fitimage "resources/iMinds_Mix.jpg")
125
126
127 // (fitimage "resources/teletext.jpg" )
128 // (q/text "analog tools/digital output" 190 50)
129 // (setbackground)
130 // (fitimage "resources/kaos.png")
131 // (q/text "analog tools/analog output" 190 50)
132 // (setbackground)
133 // (fitimage "resources/delvoye.jpg")
134 // (q/text "digital tools/analog output" 190 50)
135 // (imgcredit "Kasper Jordaens/ 'Delvoye corten steel tower Guggen"
136 // (setfillorange)
137 // (q/text-size 30)
138 // (q/text "can you automate this, can you make a generate artpiece")
139 // (setbackground)
140 // (fitimage "resources/nglitchlogo.jpg")
141 // (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 // (q/text "digital tools/digital output" 190 50)
143 // ;;; digital tools, digital output is kinda the point of this talk
144
145 // ;;; @bohrbug
146 // (setbackground)
147 // (fitimage "resources/dagodrum.jpg")
148 // (imgcredit "Tom Van Ghent")
149 // (setbackground)
150 // (fitimage "resources/atari mega-ste_2.jpg")
151 // (q/text "atari mega" 190 50)
152 // (setbackground)
153 // (fitimage "resources/atariM.1.gif")
154 // (q/text "atari M" 190 50)
155 // ;;; === composing? -> symbolic composer (D)
156 // ;;; not good enough (geen improvisatie)
157 // (setbackground)
158 // (fitimage "resources/SymbolicComposer.jpg")
159 // (q/text "symbolic composer" 190 50)
160 // ;;; interest
161
162 // ;;; AL stands for algorithms

```

atari M

lambdasonic

File Edit Pattern Options Redraw

**Patterns**

#	R	Type	Wav	Clock	End	Loop
A A		12	1   4	0	no	
A A		10	1   4	0	no	
A A		12	1   4	0	no	
A A		0	4   4	0	no	

**FLOATING.MST**

start/stop	Echo	Wh	Sync
1 2 3	A		1
Ctrl	A		2
Q=	W=		3
Q=	W=	sync	4

Tempo 120

40 200

**Note Manipulation**

Note Order

41	12	46
23	36	40
51	0	48
56	9	34

Note % Direct Transp

100	B8	C3
100	B5	C3
100	100	C3
100	100	C3

GLOBE A B C D E F G H I J K L M N O P Q R S T U V W X Y Z CLR

**MIDI Variables**

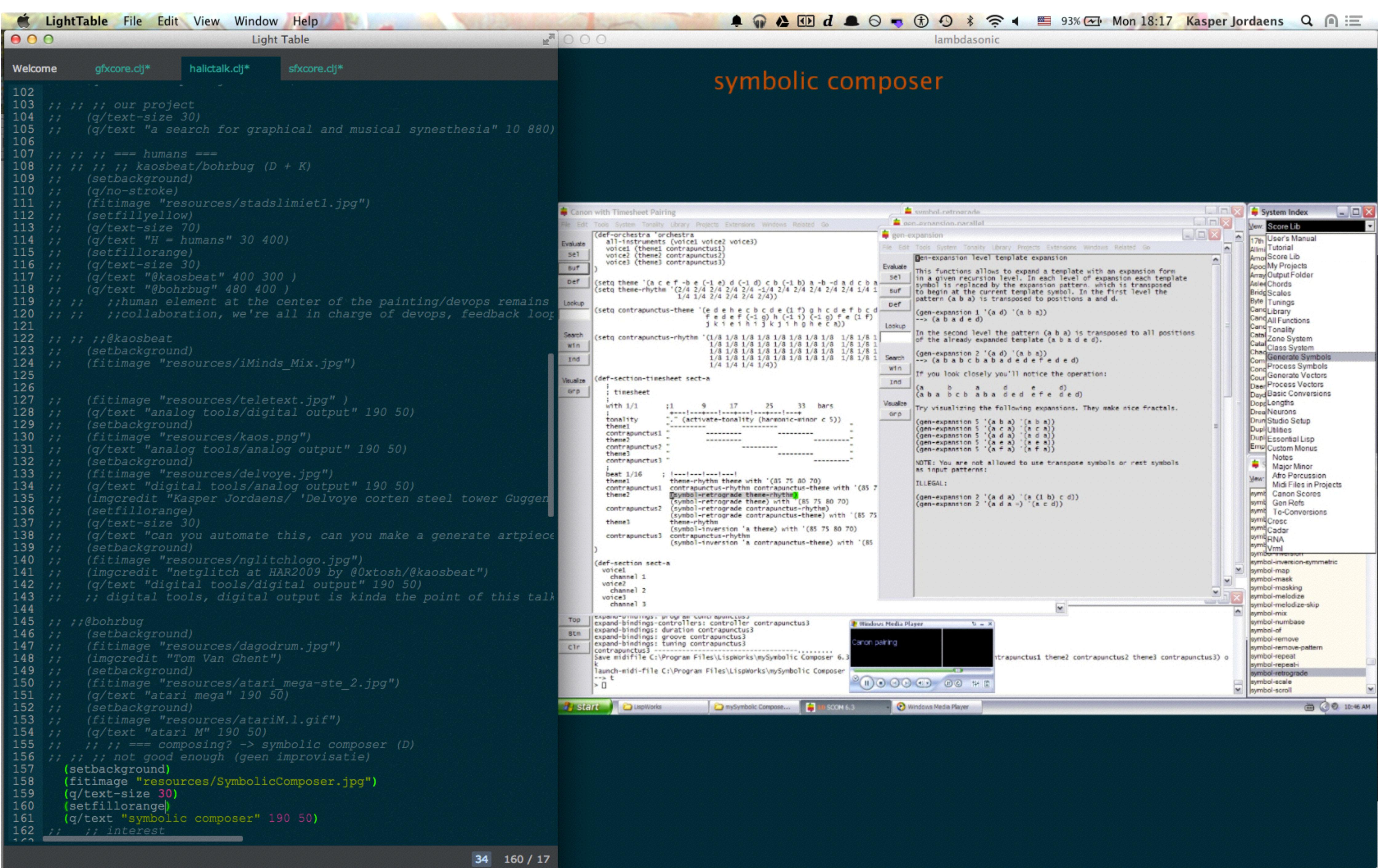
Velocity

23	127
56	108
24	96
24	96

Orchest Sounds

1 ---	9 ---
2 ---	6 ---
3 ---	18 6 --
1 ---	---

Durations Articulate Accents



Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
132 // (setbackground)
133 // (fitimage "resources/delvoye.jpg")
134 // (q/text "digital tools/analog output" 190 50)
135 // (imgcredit "Kasper Jordae / 'Delvoye corten steel tower Guggenk"
136 // (setfillorange)
137 // (q/text-size 30)
138 // (q/text "can you automate this, can you make a generate artpiece"
139 // (setbackground)
140 // (fitimage "resources/nglitchlogo.jpg")
141 // (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 // (q/text "digital tools/digital output" 190 50)
143 // digital tools, digital output is kinda the point of this talk
144
145 // ;@bohrbug
146 // (setbackground)
147 // (fitimage "resources/dagodrum.jpg")
148 // (imgcredit "Tom Van Ghent")
149 // (setbackground)
150 // (fitimage "resources/atari_mega-ste_2.jpg")
151 // (q/text "atari mega" 190 50)
152 // (setbackground)
153 // (fitimage "resources/atariM.l.gif")
154 // (q/text "atari M" 190 50)
155 // ; == composing? -> symbolic composer (D)
156 // ; ; not good enough (geen improvisatie)
157 // (setbackground)
158 // (fitimage "resources/SymbolicComposer.jpg")
159 // (q/text-size 30)
160 // (setfillorange)
161 // (q/text "symbolic composer" 190 50)
162 // ; interest
163
164 // ; AL stands for algorithms
165 // ; Deep blue was an algorithm (K)
166 (setbackground)
167 (fitimage "resources/Deep_Blue.jpg")
168 (imgcredit "James the photographer - http://flickr.com/photos/2245
169 (setfillyellow)
170 (q/text-size 70)
171 (q/text "AL = Algorithmic" 30 400)
172 (setfillorange)
173 (q/text-size 50)
174 (q/text "supercomputer" 250 100)
175 // ; it's even Deep Blue
176
177 // ; == why even consider humans, they are weak == (K)
178 // ; Kasparov => human + computers = good
179 (setbackground)
180 (fitimage "resources/kasparov_1-021110_jpg_600x722_q85.jpg")
181 (imgcredit "Steve Honda/AFP/Getty Images")
182 // ; ; 1997 Kasparov lost from Deep blue
183 (setfillorange)
184 (q/text-size 50)
185 (q/text "human VS. computer" 250 100)
186
187 // ; ; == HAL is not (good) enough == (K)
188 // ; ; it's not intuition
189 // ; ; aesthetics
190 (setbackground)
191 (fitimage "resources/hal9000.png")
192 (setfillyellow)
```

Image credit James the photographer - <http://flickr.com/photos/22453761@N00/592436598/>

main

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
132 // (setbackground)
133 // (fitimage "resources/delvoye.jpg")
134 // (q/text "digital tools/analog output" 190 50)
135 // (imgcredit "Kasper Jordaeens/ 'Delvoye corten steel tower Guggenk"
136 // (setfillorange)
137 // (q/text-size 30)
138 // (q/text "can you automate this, can you make a generate artpiece")
139 // (setbackground)
140 // (fitimage "resources/nglitchlogo.jpg")
141 // (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 // (q/text "digital tools/digital output" 190 50)
143 // digital tools, digital output is kinda the point of this talk
144
145 // ;@bohrbug
146 // (setbackground)
147 // (fitimage "resources/dagodrum.jpg")
148 // (imgcredit "Tom Van Ghent")
149 // (setbackground)
150 // (fitimage "resources/atari_mega-ste_2.jpg")
151 // (q/text "atari mega" 190 50)
152 // (setbackground)
153 // (fitimage "resources/atariM.l.gif")
154 // (q/text "atari M" 190 50)
155 // ;== composing? -> symbolic composer (D)
156 // ;== not good enough (geen improvisatie)
157 // (setbackground)
158 // (fitimage "resources/SymbolicComposer.jpg")
159 // (q/text-size 30)
160 // (setfillorange)
161 // (q/text "symbolic composer" 190 50)
162 // ; interest
163
164 // ; AL stands for algorithms
165 // ; Deep blue was an algorithm (K)
166 (setbackground)
167 (fitimage "resources/Deep_Blue.jpg")
168 (imgcredit "James the photographer - http://flickr.com/photos/2245
169 (setfillyellow)
170 (q/text-size 70)
171 (q/text "AL = Algorithmic" 30 400)
172 (setfillorange)
173 (q/text-size 50)
174 (q/text "supercomputer" 250 100)
175 // ;it's even Deep Blue
176
177 // ;== why even consider humans, they are weak == (K)
178 // ; Kasparov => human + computers = good
179 (setbackground)
180 (fitimage "resources/kasparov_1-021110_jpg_600x722_q85.jpg")
181 (imgcredit "Steve Honda/AFP/Getty Images")
182 // ; 1997 Kasparov lost from Deep blue
183 (setfillorange)
184 (q/text-size 50)
185 (q/text "human VS. computer" 250 100)
186
187 // ;== HAL is not (good) enough == (K)
188 // ; it's not intuition
189 // ; aesthetics
190 (setbackground)
191 (fitimage "resources/hal9000.png")
192 (setfillyellow)
```

lambdasonic

supercomputer

AL = Algorithmic

Image credit James the photographer - <http://flickr.com/photos/22453761@N00/592436598/>

Light Table

Welcome      **gfxcore.clj\***      halictalk.clj\*      **sfxcore.clj\***

```
139 // (setbackground)
140 // (fitimage "resources/nglitchlogo.jpg")
141 // (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 // (q/text "digital tools/digital output" 190 50)
143 // ; digital tools, digital output is kinda the point of this talk
144
145 // ;@bohrbug
146 // (setbackground)
147 // (fitimage "resources/dagodrum.jpg")
148 // (imgcredit "Tom Van Ghent")
149 // (setbackground)
150 // (fitimage "resources/atari_mega-ste_2.jpg")
151 // (q/text "atari mega" 190 50)
152 // (setbackground)
153 // (fitimage "resources/atariM.l.gif")
154 // (q/text "atari M" 190 50)
155 // ;;; === composing? -> symbolic composer (D)
156 // ;;; not good enough (geen improvisatie)
157 // (setbackground)
158 // (fitimage "resources/SymbolicComposer.jpg")
159 // (q/text-size 30)
160 // (setfillorange)
161 // (q/text "symbolic composer" 190 50)
162 // ; interest
163
164 // ;;; AL stands for algorithms
165 // ;;; Deep blue was an algorhitm (K)
166 // (setbackground)
167 // (fitimage "resources/Deep_Blue.jpg")
168 // (imgcredit "James the photographer - http://flickr.com/photos/21")
169 // (setfillyellow)
170 // (q/text-size 70)
171 // (q/text "AL = Algorithmic" 30 400)
172 // (setfillorange)
173 // (q/text-size 50)
174 // (q/text "supercomputer" 250 100)
175 // ;it's even Deep Blue
176
177 // ;;; === why even consider humans, they are weak === (K)
178 // ;;; Kasparov => human + computers = good
179 // (setbackground)
180 // (fitimage "resources/kasparov_1-021110_jpg_600x722_q85.jpg")
181 // (imgcredit "Steve Honda/AFP/Getty Images")
182 // ;;; 1997 Kasparov lost from Deep blue
183 // (setfillorange)
184 // (q/text-size 50)
185 // (q/text "human VS. computer" 250 100)
186
187 // ;;; === HAL is not (good) enough === (K)
188 // ;;; it's not intuition
189 // ;;; aesthaetics
190 // (setbackground)
191 // (fitimage "resources/hal9000.png")
192 // (setfillyellow)
193 // (q/text-size 70)
194 // (q/text "(H)AL is not (good) enough" 30 400)
195
196
197 // ;;; ;;; === HAL is not interactive computation (K)
198 // ;;; ;;; deep blue is not an instrument, but a tool
199 // (setbackground)
```



LightTable File Edit View Window Help

Light Table

lambdasonic

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
139 ;; (setbackground)
140 ;; (fitimage "resources/nglitchlogo.jpg")
141 ;; (imgcredit "netglitch at HAR2009 by @0xtosh/@kaosbeat")
142 ;; (q/text "digital tools/digital output" 190 50)
143 ;; digital tools, digital output is kinda the point of this talk
144
145 ;; @bohrbug
146 ;; (setbackground)
147 ;; (fitimage "resources/dagodrum.jpg")
148 ;; (imgcredit "Tom Van Ghent")
149 ;; (setbackground)
150 ;; (fitimage "resources/atari_mega-ste_2.jpg")
151 ;; (q/text "atari mega" 190 50)
152 ;; (setbackground)
153 ;; (fitimage "resources/atariM.l.gif")
154 ;; (q/text "atari M" 190 50)
155 ;; ;; === composing? -> symbolic composer (D)
156 ;; ;; not good enough (geen improvisatie)
157 ;; (setbackground)
158 ;; (fitimage "resources/SymbolicComposer.jpg")
159 ;; (q/text-size 30)
160 ;; (setfillorange)
161 ;; (q/text "symbolic composer" 190 50)
162 ;; interest
163
164 ;; ;; AL stands for algorithms
165 ;; ;; Deep blue was an algorhitm (K)
166 ;; (setbackground)
167 ;; (fitimage "resources/Deep_Blue.jpg")
168 ;; (imgcredit "James the photographer - http://flickr.com/photos/21470074@N00")
169 ;; (setfillyellow)
170 ;; (q/text-size 70)
171 ;; (q/text "AL = Algorithmic" 30 400)
172 ;; (setfillorange)
173 ;; (q/text-size 50)
174 ;; (q/text "supercomputer" 250 100)
175 ;; it's even Deep Blue
176
177 ;; ;; === why even consider humans, they are weak === (K)
178 ;; ;; Kasparov => human + computers = good
179 ;; (setbackground)
180 ;; (fitimage "resources/kasparov_1-021110_jpg_600x722_q85.jpg")
181 ;; (imgcredit "Steve Honda/AFP/Getty Images")
182 ;; ;; 1997 Kasparov lost from Deep blue
183 ;; (setfillorange)
184 ;; (q/text-size 50)
185 ;; (q/text "human VS. computer" 250 100)
186
187 ;; ;; === HAL is not (good) enough === (K)
188 ;; ;; it's not intuition
189 ;; ;; aesthaetics
190 ;; (setbackground)
191 ;; (fitimage "resources/hal9000.png")
192 ;; (setfillyellow)
193 ;; (q/text-size 70)
194 ;; (q/text "(H)AL is not (good) enough" 30 400)
195
196
197 ;; ;; === HAL is not interactive computation (K)
198 ;; ;; deep blue is not an instrument, but a tool
199 ;; (setbackground)
```

clojure.lang.ExceptionInfo: EOF while reading string {:column 22, :line 194, :ty}

190 / 18

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
163 ;;; ; AL stands for algorithms
164 ;;; Deep blue was an algorhitm (K)
165 ;;; (setbackground)
166 ;;; (fitimage "resources/Deep_Blue.jpg")
167 ;;; (imgcredit "James the photographer - http://flickr.com/photos/22"
168 ;;; (setfillyellow)
169 ;;; (q/text-size 70)
170 ;;; (q/text "AL = Algorithmic" 30 400)
171 ;;; (setfillorange)
172 ;;; (q/text-size 50)
173 ;;; (q/text "supercomputer" 250 100)
174 ;;; ;it's even Deep Blue
175
176 ;;; ;== why even consider humans, they are weak == (K)
177 ;;; ; Kasparov => human + computers = good
178 ;;; (setbackground)
179 ;;; (fitimage "resources/kasparov_1-021110_jpg_600x722_q85.jpg")
180 ;;; (imgcredit "Steve Honda/AFP/Getty Images")
181 ;;; ; 1997 Kasparov lost from Deep blue
182 ;;; (setfillorange)
183 ;;; (q/text-size 50)
184 ;;; (q/text "human VS. computer" 250 100)
185
186 ;;; ;== HAL is not (good) enough == (K)
187 ;;; ; it's not intuition
188 ;;; ; aesthetics
189 ;;; (setbackground)
190 ;;; (fitimage "resources/hal9000.png")
191 ;;; (setfillyellow)
192 ;;; (q/text-size 70)
193 ;;; (q/text "(H)AL is not (good) enough" 30 400)
194
195
196 ;;; ;== HAL is not interactive computation (K)
197 ;;; ; deep blue is not an instrument, but a tool
198 ;;; (setbackground)
199 ;;; (fitimage "resources/computer-operator1.jpg")
200 ;;; (imgcredit "the internet")
201 ;;; (setfillorange)
202 ;;; (q/text-size 50)
203 ;;; (q/text "interactive tool/instrument" 150 850)
204 ;;; ; computer as an instrument, not a tool
205
206
207 ;;; ;== the moog is an instrument (compare) (K -> D)
208 ;;; ; interactive music making, analog live coding
209 ;;; (setbackground)
210 ;;; (fitimage "resources/moog.jpg")
211 ;;; (imgcredit "the internet")
212 ;;; (setfillorange)
213 ;;; (q/text-size 50)
214 ;;; (q/text "moog modular: analog livecoding" 50 50)
215
216 ;;; ;== waarom dan geen moog? computers kunnen nog net iets meer
217 ;;; ; geluid = heel goed, maar compositie was nog pover
218 ;;; ; tools (K)
219 ;;; ; Pure data / max -> Lighttable / Emacs
220 ;;; ; dichter bij de machine
221 ;;; (setbackground)
222 ;;; (fitimage "resources/kaosslicer_pd.jpg")
```

I CAN BE A COMPUTER OPERATOR  
By Catherine Matthias

interactive tool/instrument

image credit the internet

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```

163
164 ;;; ; AL stands for algorithms
165 ;;; ; Deep blue was an algorhitm (K)
166 (setbackground)
167 (fitimage "resources/Deep_Blue.jpg")
168 (imgcredit "James the photographer - http://flickr.com/photos/22"
169 (setfillyellow)
170 (q/text-size 70)
171 (q/text "AL = Algorithmic" 30 400)
172 (setfillorange)
173 (q/text-size 50)
174 (q/text "supercomputer" 250 100)
175 ;;it's even Deep Blue
176
177 ;;; ;== why even consider humans, they are weak == (K)
178 ;;; ; Kasparov => human + computers = good
179 (setbackground)
180 (fitimage "resources/kasparov_1-021110_jpg_600x722_q85.jpg")
181 (imgcredit "Steve Honda/AFP/Getty Images")
182 ;;; ; 1997 Kasparov lost from Deep blue
183 (setfillorange)
184 (q/text-size 50)
185 (q/text "human VS. computer" 250 100)
186
187 ;;; ;== HAL is not (good) enough == (K)
188 ;;; ; it's not intuition
189 ;;; ; aesthetics
190 (setbackground)
191 (fitimage "resources/hal9000.png")
192 (setfillyellow)
193 (q/text-size 70)
194 (q/text "(H)AL is not (good) enough" 30 400)
195
196
197 ;;; ;== HAL is not interactive computation (K)
198 ;;; ; deep blue is not an instrument, but a tool
199 (setbackground)
200 (fitimage "resources/computer-operator1.jpg")
201 (imgcredit "the internet")
202 (setfillorange)
203 (q/text-size 50)
204 (q/text "interactive tool/instrument" 150 850)
205 ;;; ; computer as an instrument, not a tool
206
207
208 ;;; ;== the moog is an instrument (compare) (K -> D)
209 ;;; ; interactive music making, analog live coding
210 (setbackground)
211 (fitimage "resources/moog.jpg")
212 (imgcredit "the internet")
213 (setfillorange)
214 (q/text-size 50)
215 (q/text "moog modular: analog livecoding" 50 50)
216
217 ;;; ;== waarom dan geen moog? computers kunnen nog net iets meer
218 ;;; ; geluid = heel goed, maar compositie was nog pover
219 ;;; ;== tools (K)
220 ;;; ; Pure data / max -> Lighttable / Emacs
221 ;;; ; dichter bij de machine
222 (setbackground)
223 (fitimage "resources/kaosslicer_pd.jpg")

```

lambdasonic

# moog modular: analog livecoding

image credit the internet

Light Table

Welcome      [gfxcore.clj\\*](#)      [halictalk.clj\\*](#)      [sfxcore.clj\\*](#)

```
207
208  ;; ; ; ; === the moog is an instrument (compare) (K -> D)
209  ;; ; ; ; interactive music making, analog live coding
210  ;;     (setbackground)
211  ;;     (fitimage "resources/moog.jpg")
212  ;;     (imgcredit "the internet")
213  ;;     (setfillorange)
214  ;;     (q/text-size 50)
215  ;;     (q/text "moog modular: analog livecoding" 50 50)
216
217  ;; ; ; ; === waarom dan geen moog? computers kunnen nog net iets meer
218  ;; ; ; ; geluid = heel goed, maar compositie was nog pover
219  ;; ; ; ; === tools (K)
220  ;; ; ; ; Pure data / max -> Lighttable / Emacs
221  ;; ; ; ; dichter bij de machine
222  ;;     (setbackground)
223  ;;     (fitimage "resources/kaosslicer_pd.jpg")
224  ;;     (setfillorange)
225  ;;     (q/text-size 30)
226  ;;     (q/text "Pure Data" 190 50)
227  ;;     (imgcredit "kaosbeat kaosslicer")
228  ;;     (q/text-size 70)
229  ;;     (setfillyellow)
230  ;;     (q/text "I = Interactive" 40 740)
231
232  ;; ; ; ; === composing and improvising with machines (D)
233  ;;     (setbackground)
234  ;;     (fitimage "resources/overtone.mp4-3.png")
235  ;;     (q/text "overtone" 90 90)
236  ;;     (q/text-size 40)
237  ;;     (setfillorange)
238  ;;     (q/text "texteditor: Lighttable / Emacs live" 90 750)
239
240
241
242  ;;     (setbackground)
243
244  ;;     ;;sketchbook / prototyping tool
245
246
247
248  ;; === because bytecode, because JVM inject, lambda-calculus
249  ;; livecoding can take many forms, like I mentioned pure data or anal
250  ;; But what you have just seen/heard is clojure. Clojure is a jar fil
251  ;; loaded and can be executed in a JVM. The REPL is one of these and
252  ;; probably with some way of pointing to exactly where it has to go,
253  ;; Main thing is it goes inside the running program
254
255  ;; another thing in Clojure and functional languages like a lot of l
256  ;; is the concept of λ-calculus
257
258  ;; immutable data parsing big data streams (think logs or IoT dataset
259  ;; you want to pick up where you left of, run your algorithms on ALL
260  ;; implementation of this concept integrating tools like Lucene and
261  ;; calculated data to production environments.
262
263  ;;     (setbackground)
264  ;;     (q/stroke 255)
265  ;;     (q/line 10 10 500 500)
266
267  ;;     (q/box 120)
```

Pure Data

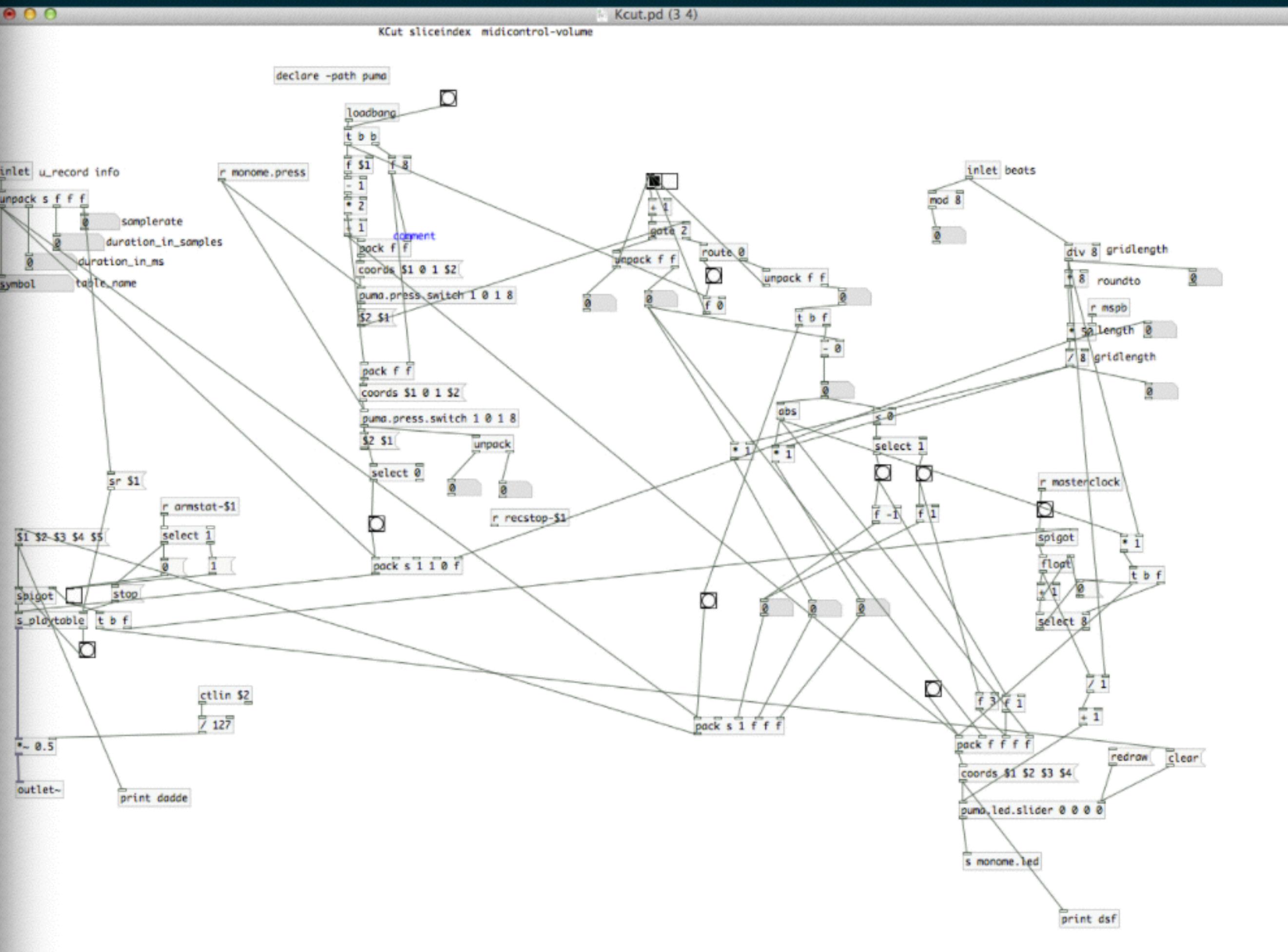
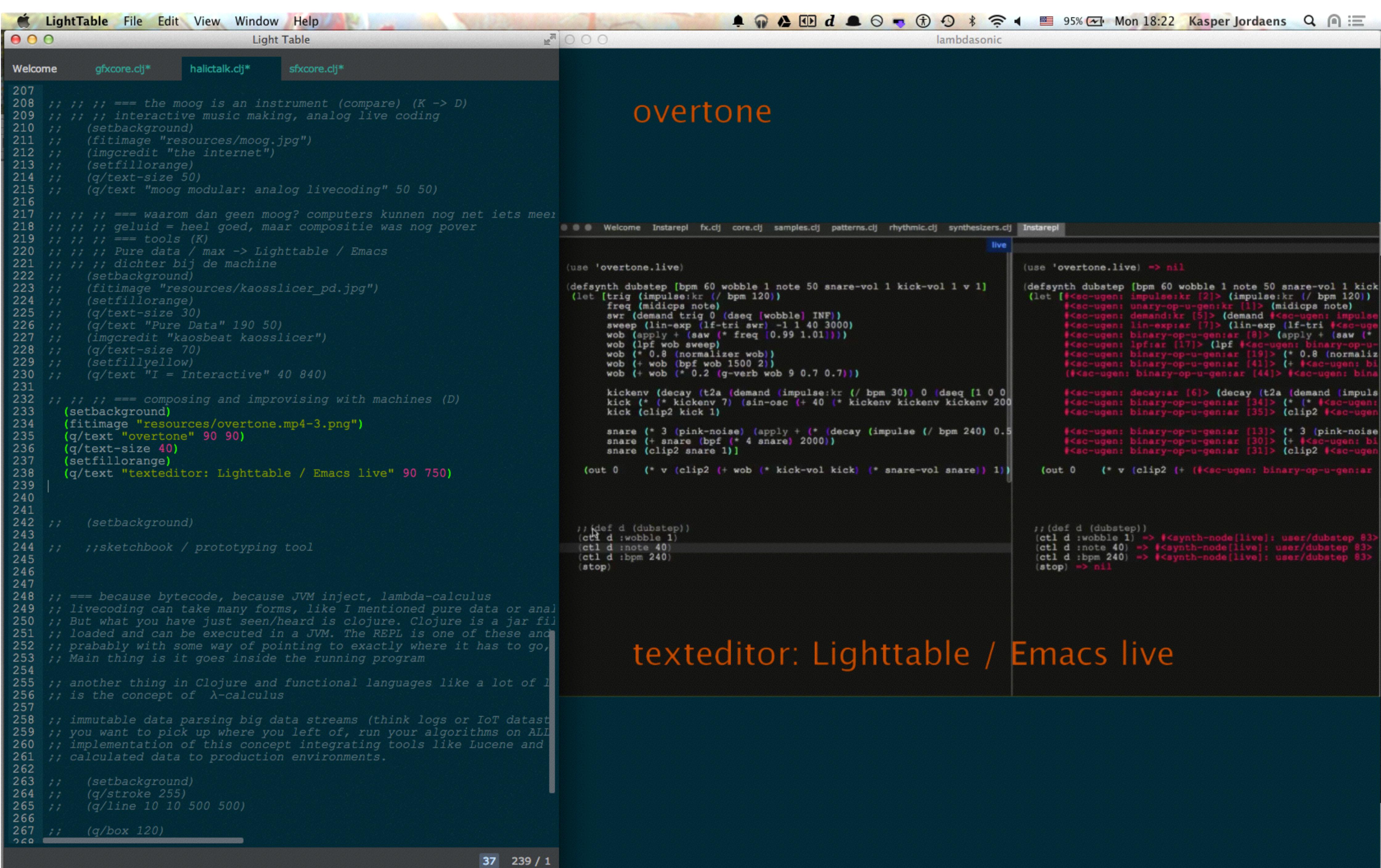


Image credit kaosbeat kaosslice





## overtone

texteditor: Lighttable / Emacs live

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\*

```
216
217  ;;; === waarom dan geen moog? computers kunnen nog net iets meer
218  ;;; geluid = heel goed, maar compositie was nog pover
219  ;;; === tools (K)
220  ;;; Pure data / max -> Lighttable / Emacs
221  ;;; dichter bij de machine
222  ;;; (setbackground)
223  ;;; (fitimage "resources/kaosslicer_pd.jpg")
224  ;;; (setfillorange)
225  ;;; (q/text-size 30)
226  ;;; (q/text "Pure Data" 190 50)
227  ;;; (imgcredit "kaosbeat kaosslicer")
228  ;;; (q/text-size 70)
229  ;;; (setfillyellow)
230  ;;; (q/text "I = Interactive" 40 840)
231
232  ;;; === composing and improvising with machines (D)
233  ;;; (setbackground)
234  ;;; (fitimage "resources/overtone.mp4-3.png")
235  ;;; (q/text "overtone" 90 90)
236  ;;; (q/text-size 40)
237  ;;; (setfillorange)
238  ;;; (q/text "texteditor: Lighttable / Emacs live" 90 750)
239
240
241
242  (setbackground)
243  (q/text "sketchbook / prototyping tool" 90 50)
244  ;;
245
246
247
248
249  ;;; == because bytecode, because JVM inject, lambda-calculus
250  ;;; livecoding can take many forms, like I mentioned pure data or anal
251  ;;; But what you have just seen/heard is clojure. Clojure is a jar fil
252  ;;; loaded and can be executed in a JVM. The REPL is one of these and
253  ;;; probabaly with some way of pointing to exactly where it has to go,
254  ;;; Main thing is it goes inside the running program
255
256  ;;; another thing in Clojure and functional languages like a lot of li
257  ;;; is the concept of λ-calculus
258
259  ;;; immutable data parsing big data streams (think logs or IoT dataste
260  ;;; you want to pick up where you left of, run your algorithms on ALL
261  ;;; implementation of this concept integrating tools like Lucene and k
262  ;;; calculated data to production environments.
263
264  ;;; (setbackground)
265  ;;; (q/stroke 255)
266  ;;; (q/line 10 10 500 500)
267
268
269
270  ;;; === go R
271
272
273 ) #'dodhalic.gfxcore/draw
274
275 (def foo (fn [e] (* 2 e))) #'dodhalic.gfxcore/foo
276
```

sketchbook / prototyping tool

Light Table

Welcome gfxcore.clj halictalk.clj sfxcore.clj\*

```
212 ;; (imgcredit "the internet")
213 ;; (setfillorange)
214 ;; (q/text-size 50)
215 ;; (q/text "moog modular: analog livecoding" 50 50)
216
217 ;;; === waarom dan geen moog? computers kunnen nog net iets meer
218 ;;; geluid = heel goed, maar compositie was nog pover
219 ;;; === tools (K)
220 ;;; Pure data / max -> Lighttable / Emacs
221 ;;; dichter bij de machine
222 ;; (setbackground)
223 ;; (fitimage "resources/kaosslicer_pd.jpg")
224 ;; (setfillorange)
225 ;; (q/text-size 30)
226 ;; (q/text "Pure Data" 190 50)
227 ;; (imgcredit "kaosbeat kaosslicer")
228 ;; (q/text-size 70)
229 ;; (setfillyellow)
230 ;; (q/text "I = Interactive" 40 840)
231
232 ;;; === composing and improvising with machines (D)
233 ;; (setbackground)
234 ;; (fitimage "resources/overtone.mp4-3.png")
235 ;; (q/text "overtone" 90 90)
236 ;; (q/text-size 40)
237 ;; (setfillorange)
238 ;; (q/text "texteditor: Lighttable / Emacs live" 90 750)
239
240
241
242 (setbackground)
243 (q/text "sketchbook / prototyping tool" 90 50)
244 ;;
245
246
247
248 ;== because bytecode, because JVM inject, lambda-calculus
249 ; livecoding can take many forms, like I mentioned pure data or anal
250 ; But what you have just seen/heard is clojure. Clojure is a jar fil
251 ; loaded and can be executed in a JVM. The REPL is one of these and
252 ; probably with some way of pointing to exactly where it has to go,
253 ; Main thing is it goes inside the running program
254
255 ; another thing in Clojure and functional languages like a lot of l
256 ; is the concept of λ-calculus
257
258 ; immutable data parsing big data streams (think logs or IoT data
259 ; you want to pick up where you left of, run your algorithms on ALL
260 ; implementation of this concept integrating tools like Lucene and
261 ; calculated data to production environments.
262
263 ;; (setbackground)
264 ;; (q/stroke 255)
```

243 / 8

Collaborative Programmable Music. v0.9.1

Hello Kaos, may algorithmic beauty pour forth from  
your fingertips today.

LightTable File Edit View Window Help

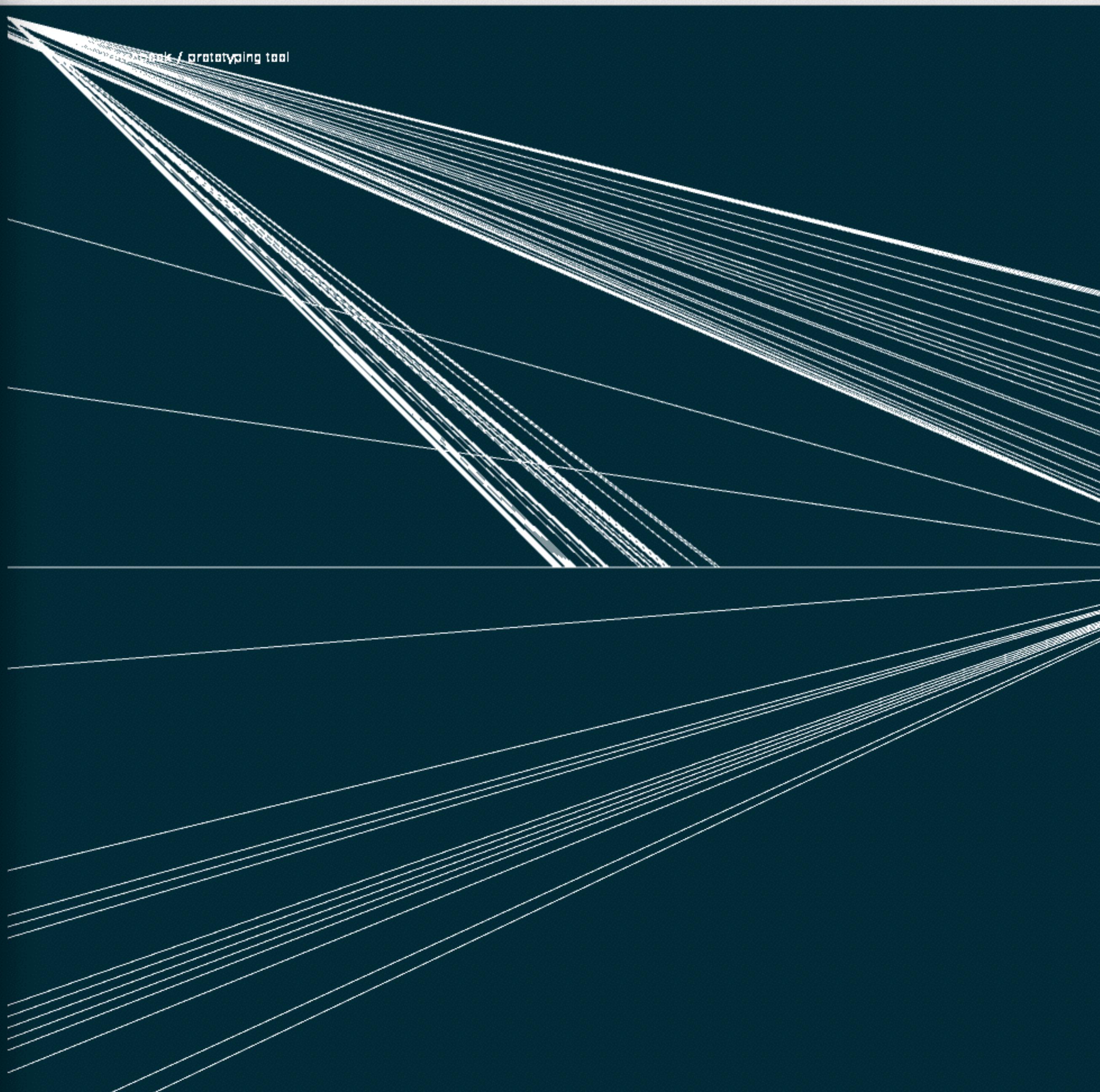
Light Table

lambdasonic

Welcome gfxcore.clj halictalk.clj\* sfxcore.clj\*

```
212 ;; (imgcredit "the internet")
213 ;; (setfillorange)
214 ;; (q/text-size 50)
215 ;; (q/text "moog modular: analog livecoding" 50 50)
216
217 ;;; === waarom dan geen moog? computers kunnen nog net iets meer
218 ;;; geluid = heel goed, maar compositie was nog pover
219 ;;; === tools (K)
220 ;;; Pure data / max -> Lighttable / Emacs
221 ;;; dichter bij de machine
222 ;; (setbackground)
223 ;; (fitimage "resources/kaosslicer_pd.jpg")
224 ;; (setfillorange)
225 ;; (q/text-size 30)
226 ;; (q/text "Pure Data" 190 50)
227 ;; (imgcredit "kaosbeat kaosslicer")
228 ;; (q/text-size 70)
229 ;; (setfillyellow)
230 ;; (q/text "I = Interactive" 40 840)
231
232 ;;; === composing and improvising with machines (D)
233 ;; (setbackground)
234 ;; (fitimage "resources/overtone.mp4-3.png")
235 ;; (q/text "overtone" 90 90)
236 ;; (q/text-size 40)
237 ;; (setfillorange)
238 ;; (q/text "texteditor: Lighttable / Emacs live" 90 750)
239
240
241 ;; (setbackground)
242 ;; (q/text "sketchbook / prototyping tool" 90 50)
243 ;;
244 ;; (q/stroke 255)
245 ;; (q/line 10 890 1120 500)
246
247
248
249
250 ;;; because bytecode, because JVM inject, lambda-calculus
251 ;; livecoding can take many forms, like I mentioned pure data or ana
252 ;; But what you have just seen/heard is clojure. Clojure is a jar fi
253 ;; loaded and can be executed in a JVM. The REPL is one of these and
254 ;; probably with some way of pointing to exactly where it has to go,
255 ;; Main thing is it goes inside the running program
256
257 ;; another thing in Clojure and functional languages like a lot of l
258 ;; is the concept of λ-calculus
259
260 ;; immutable data parsing big data streams (think logs or IoT dataste
261 ;; you want to pick up where you left of, run your algorithms on ALL
262 ;; implementation of this concept integrating tools like Lucene and t
263 ;; calculated data to production environments.
264
```

246 / 15



LightTable File Edit View Window Help

Light Table

lambdasonic

sketchbook / prototyping tool

```
233 ;; (setbackground)
234 ;; (fitimage "resources/overtone.mp4-3.png")
235 ;; (q/text "overtone" 90 90)
236 ;; (q/text-size 40)
237 ;; (setfillorange)
238 ;; (q/text "texteditor: Lighttable / Emacs live" 90 750)
239
240
241
242 (setbackground)
243 (q/text "sketchbook / prototyping tool" 90 50)
244 ;;
245 (q/stroke 255)
246 (q/line 10 890 1120 500)
247 (dotimes [n 100]
248   (q/line 0 (* n 10) 1000 (* n 10)))
249 )
250
251
252
253
254 ;;; because bytecode, because JVM inject, lambda-calculus
255 ;;; livecoding can take many forms, like I mentioned pure data or anal
256 ;;; But what you have just seen/heard is clojure. Clojure is a jar fil
257 ;;; loaded and can be executed in a JVM. The REPL is one of these and
258 ;;; probably with some way of pointing to exactly where it has to go,
259 ;;; Main thing is it goes inside the running program
260
261 ;;; another thing in Clojure and functional languages like a lot of li
262 ;;; is the concept of λ-calculus
263
264 ;;; immutable data parsing big data streams (think logs or IoT datastc
265 ;;; you want to pick up where you left of, run your algorithms on ALL
266 ;;; implementation of this concept integrating tools like Lucene and k
267 ;;; calculated data to production environments.
268
269 ;; (setbackground)
270 ;; (q/stroke 255)
271 ;; (q/line 10 10 500 500)
272
273 ;; (q/box 120)
274
275
276 ;;; === go R
277
278
279 ) #'dodhalic.gfxcore/draw
280
281 (def foo (fn [e] (* 2 e))) #'dodhalic.gfxcore/foo
282
283 (foo 2) 4
284
285
```

SNAPSHOT [stdout]:  
dodhalic 0.1.0-  
SNAPSHOT [stdout]:  
dodhalic 0.1.0-  
SNAPSHOT [stdout]:

-----  
master vol  
TOO LOUD!! (clipped) Bus: 1 - lower  
master vol  
TOO LOUD!! (clipped) Bus: 1 - lower  
master vol

248 / 39

LightTable File Edit View Window Help

Light Table

lambdasonic

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\* gfxlive.clj

```
233 ;; (setbackground)
234 ;; (fitimage "resources/overtone.mp4-3.png")
235 ;; (q/text "overtone" 90 90)
236 ;; (q/text-size 40)
237 ;; (setfillorange)
238 ;; (q/text "texteditor: Lighttable / Emacs live" 90 750)
239
240
241
242 (setbackground)
243 (q/text "sketchbook / prototyping tool" 90 50)
244 ;;
245 (q/stroke 255)
246 (q/line 10 890 1120 500)
247 (dotimes [n 100]
248   (q/line 0 (* n 10) 640 (* n 20)))
249
250 )
251
252
253
254
255 ;; === because bytecode, because JVM inject, lambda-calculus
256 ;; livecoding can take many forms, like I mentioned pure data or anal
257 ;; But what you have just seen/heard is clojure. Clojure is a jar fil
258 ;; loaded and can be executed in a JVM. The REPL is one of these and
259 ;; probably with some way of pointing to exactly where it has to go,
260 ;; Main thing is it goes inside the running program
261
262 ;; another thing in Clojure and functional languages like a lot of li
263 ;; is the concept of λ-calculus
264
265 ;; immutable data parsing big data streams (think logs or IoT dataste
266 ;; you want to pick up where you left of, run your algorithms on ALL
267 ;; implementation of this concept integrating tools like Lucene and k
268 ;; calculated data to production environments.
269
270 ;; (setbackground)
271 ;; (q/stroke 255)
272 ;; (q/line 10 10 500 500)
273
274 ;; (q/box 120)
275
276
277 ;; === go R
278
279
280 ) #'dodhalic gfxcore/draw
281
282 (def foo (fn [e] (* 2 e))) #'dodhalic gfxcore/foo
283
284 (foo 2) 4
285
```

248 / 35

SNAPSHOT [stdout]: master vol  
dodhalic 0.1.0- TOO LOUD!! (clipped) Bus: 1 - lower  
SNAPSHOT [stdout]: master vol  
dodhalic 0.1.0- TOO LOUD!! (clipped) Bus: 1 - lower  
SNAPSHOT [stdout]: master vol

LightTable File Edit View Window Help

Light Table

Welcome gfxcore.clj\* halictalk.clj\* sfxcore.clj\* gfxlive.clj

```
220 ;;; Pure data / max -> Lighttable / Emacs
221 ;;; dichter bij de machine
222 ;(setbackground)
223 ;(fitimage "resources/kaosslicer_pd.jpg")
224 ;(setfillorange)
225 ;(q/text-size 30)
226 ;(q/text "Pure Data" 190 50)
227 ;(imgcredit "kaosbeat kaosslicer")
228 ;(q/text-size 70)
229 ;(setfillyellow)
230 ;(q/text "I = Interactive" 40 840)
231
232 ;;; === composing and improvising with machines (D)
233 ;(setbackground)
234 ;(fitimage "resources/overtone.mp4-3.png")
235 ;(q/text "overtone" 90 90)
236 ;(q/text-size 40)
237 ;(setfillorange)
238 ;(q/text "texteditor: Lighttable / Emacs live" 90 750)
239
240
241
242 (setbackground)
243 (q/text "sketchbook / prototyping tool" 90 50)
244 ;;
245 (q/stroke 255)
246 (q/line 10 890 1120 500)
247 (dotimes [n 100]
248   (q/line 0 (* n 10) 640 (* n 20))
249   (q/line (* 3 (nth (take 103 (fib 0 1)) n)) 0 (nth (take 100 (f:
250   )
251
252
253
254
255 ;== because bytecode, because JVM inject, lambda-calculus
256 ;livecoding can take many forms, like I mentioned pure data or ana.
257 ;But what you have just seen/heard is clojure. Clojure is a jar fi.
258 ;loaded and can be executed in a JVM. The REPL is one of these and
259 ;probably with some way of pointing to exactly where it has to go,
260 ;Main thing is it goes inside the running program
261
262 ;another thing in Clojure and functional languages like a lot of i
263 ;is the concept of λ-calculus
264
265 ;immutable data parsing big data streams (think logs or IoT data
266 ;you want to pick up where you left of, run your algorithms on ALL
267 ;implementation of this concept integrating tools like Lucene and
268 ;calculated data to production environments.
269
270 ;(setbackground)
271 ;(q/stroke 255)
272 ;(q/line 10 10 500 500)
```

249 / 51

```
java.awt.EventDispatchThread.pumpEvents
(EventDispatchThread.java:146)
    java.awt.EventDispatchThread.pumpEvents
(EventDispatchThread.java:138)
        java.awt.EventDispatchThread.run (EventDispatchTh
```

sketchbook / prototyping tool

lambdasonic