CO^{2}DES

INTERACTIVE LIVE CODING EXPERIENCE

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WHY

feeling of not being engaged

scarse interaction especially in streaming events

barrier between performer and audience

GOALS

enhancing the live coding experience

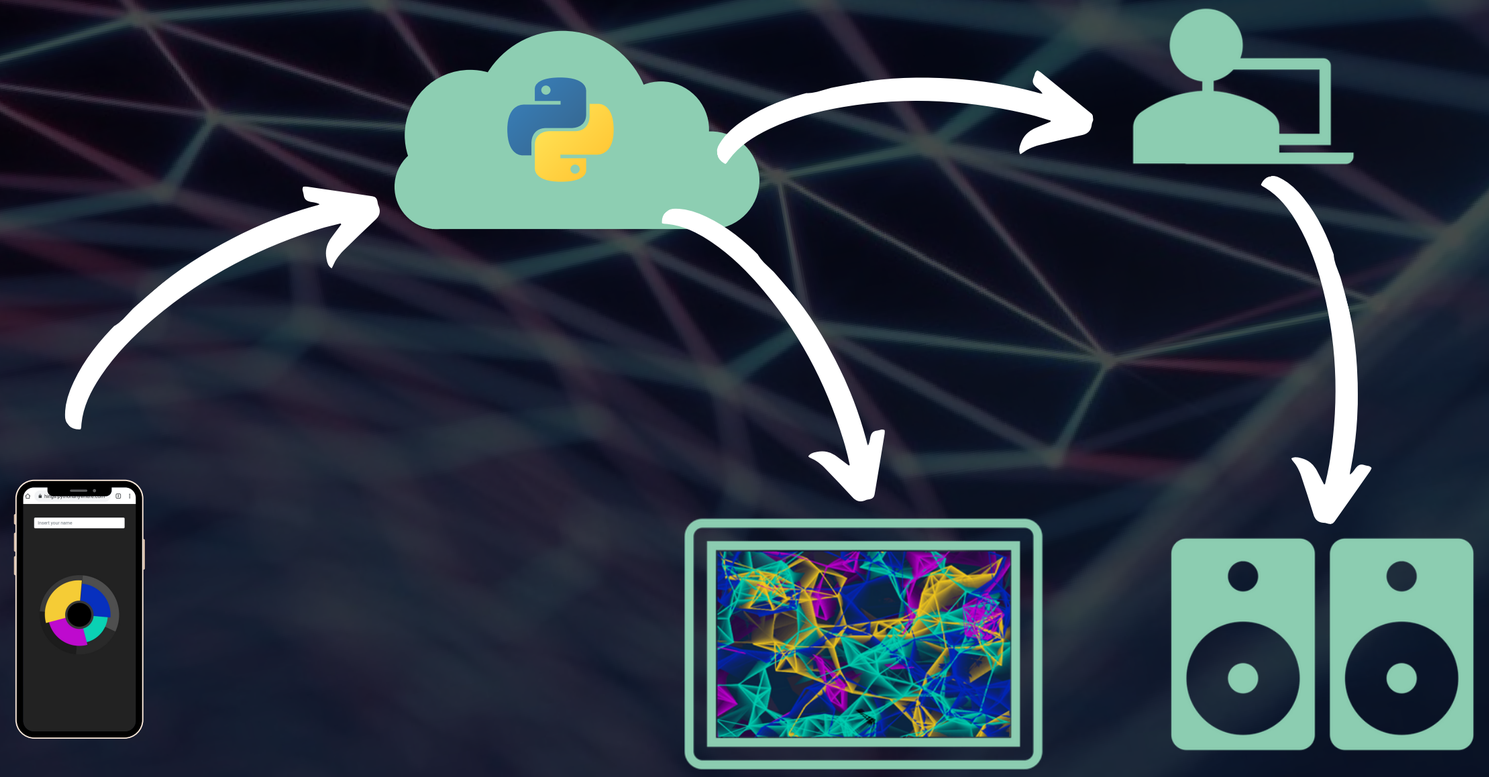
audience interaction

collaborative performance

INTERACTION

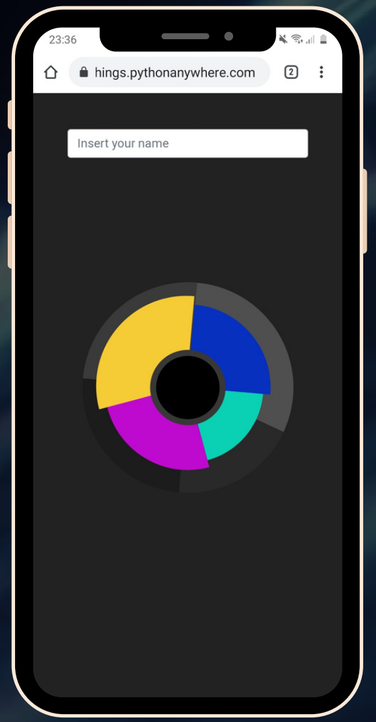
user-machine interaction

audio and visual changes

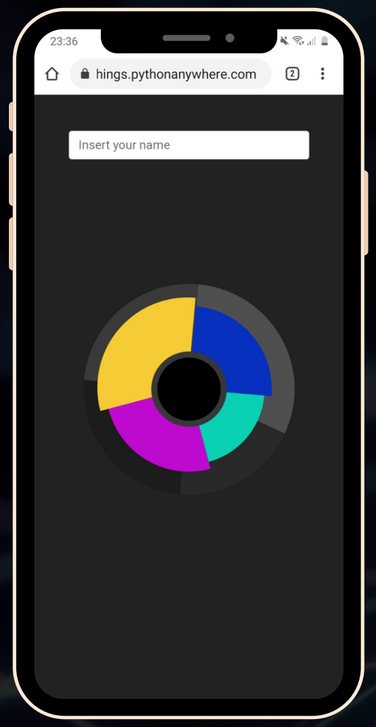


WEB APP

- **color** selection
- **parameter** setting



SERVER



- developed in **Python**
- dispatching messages through **HTTP**

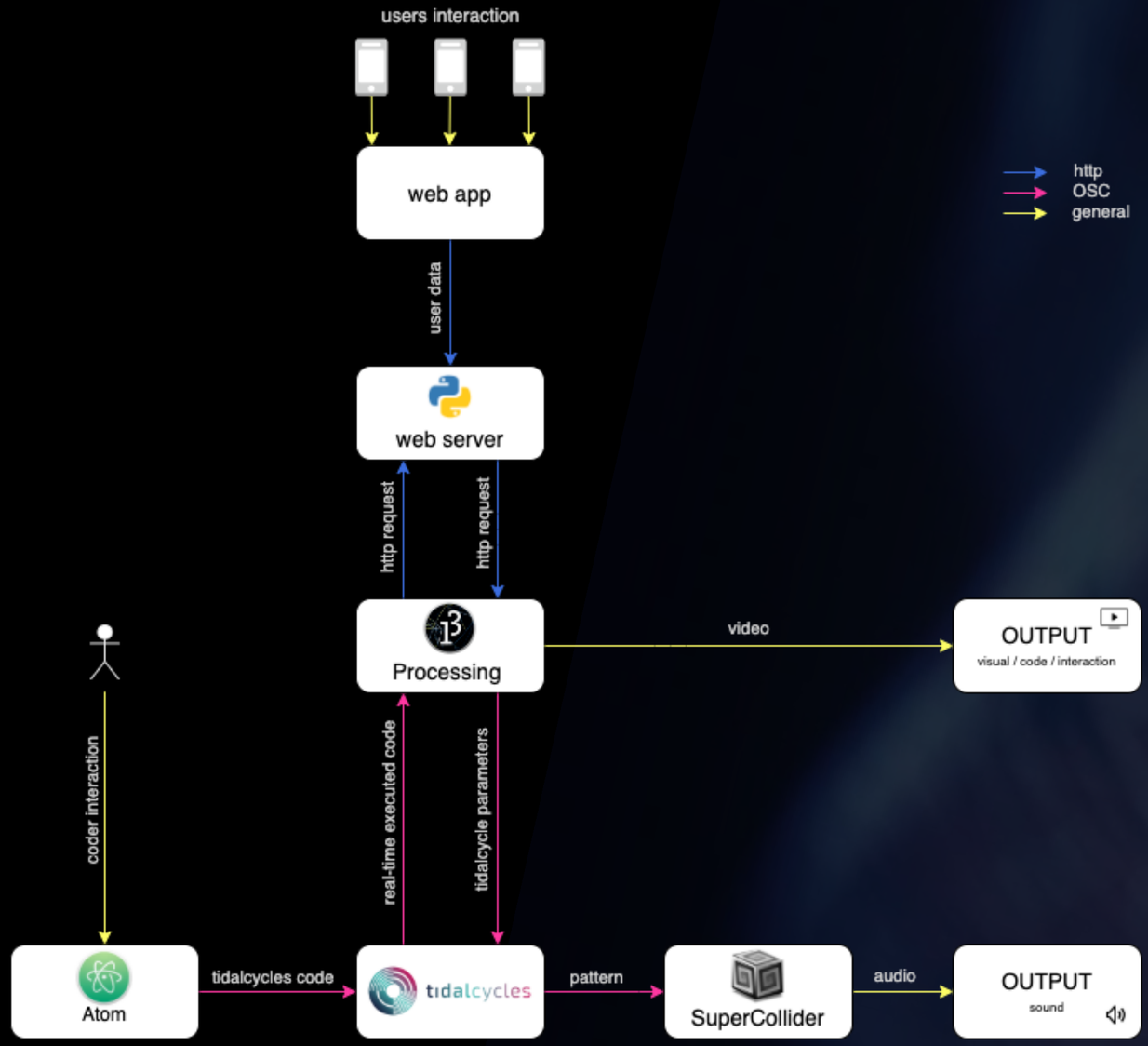
VISUAL

- developed in **Processing**
- every interaction generates geometric elements
- colors and shapes variation

AUDIO

- interaction between the **coder** and the **audience**
- live coding done with **TidalCycles**
- every color controls a different predefined parameter

FLOWCHART


users interaction
web app
http
OSC
general
user data
web server
http request
http request
Processing
video
OUTPUT
visual / code / interaction
coder interaction
real-time executed code
tidalcycle parameters
Atom
tidalcycles code
tidalcycles
pattern
SuperCollider
audio
OUTPUT
sound

FUTURE IMPROVEMENTS

implementation of an **evolutionary system** to generate novel and unexpected audio and video features

giving the audience **more parameters** to play with

auto execution: the users' interaction can also automatically execute some code snippets

make the **visual more responsive** to the audio


LIVE DEMO
(def move-me
(->>
((gen-ps (:id pink-squares)) hept)
(style {:transform-origin "center" :transform "sca (1.4)"})
(anim "woosh-2" "3s" "infinite")
(poly)
(atom)))
(def move-me-2
(->>
((gen-ps (:id pink-squares)) hept)
(style {:transform-origin "center" :transform "sc le(1.4)"})
(anim "woosh" "2s" "infinite")
(poly)
(atom)))
(def move-me-3
(->>
((gen-ss (:id pink-squares)) hept)
gen-sc
f gen-ss
(let [h (se ings :height)]