



ART 202

Digital Media Survey

DESIGN +
TIME +
EXPERIENCE



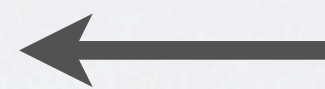
QUARTZ COMPOSER

A graphic real-time programming environment

USE ALL YOUR TOOLS



Ps Photoshop® CS6 Extended	Fb Flash Builder® 4.6 Premium Edition	Sg SpeedGrade™ CS6
Ai Illustrator® CS6	Dw Dreamweaver® CS6	Pl Prelude™ CS6
* Lr Photoshop Lightroom® 4	Eg Edge preview	En Encore® CS6
Id InDesign® CS6	Fw Fireworks® CS6	Br Bridge CS6
Mu Adobe Muse™	Pr Adobe Premiere® Pro CS6	En Media Encoder CS6
Acrobat® X Pro	Ae After Effects® CS6	
Fl Flash® Professional CS6	Au Adobe Audition® CS6	



DATA TYPES

Port	Objective-C 2.0 property type	Custom port type	Objective-C class
Boolean	BOOL	QCPortTypeBoolean	NSNumber
Index	NSUInteger	QCPortTypeIndex	NSNumber
Number	double	QCPortTypeNumber	NSNumber
String	NSString *	QCPortTypeString	NSString
Color	CGColorRef	QCPortTypeColor	CGColorRef
Structure	NSDictionary *	QCPortTypeStructure	NSDictionary
Image (input)	id<QCPlugInInputImageSource>	QCPortTypeImage	(id)<QCPlugInInputImageSource>
Image (output)	id <QCPlugInOutputImageProvider>	QCPortTypeImage	(id)<QCPlugInOutputImageProvider>

DATA = INFORMATION

input Data
transform Data
output Data

BOOLEAN

TRUE or FALSE

1 or 0

INDEX

A a positive whole number 0,1,2,3,4,5,etc.

NUMBER

A positive or negative number with decimal values (floating point)

STRING

A string is used to send text from one patch to another

IMAGE

Send an image from one location to another. This image can be a picture or a movie.

COLOR

A type of structure.
{ R G B A }

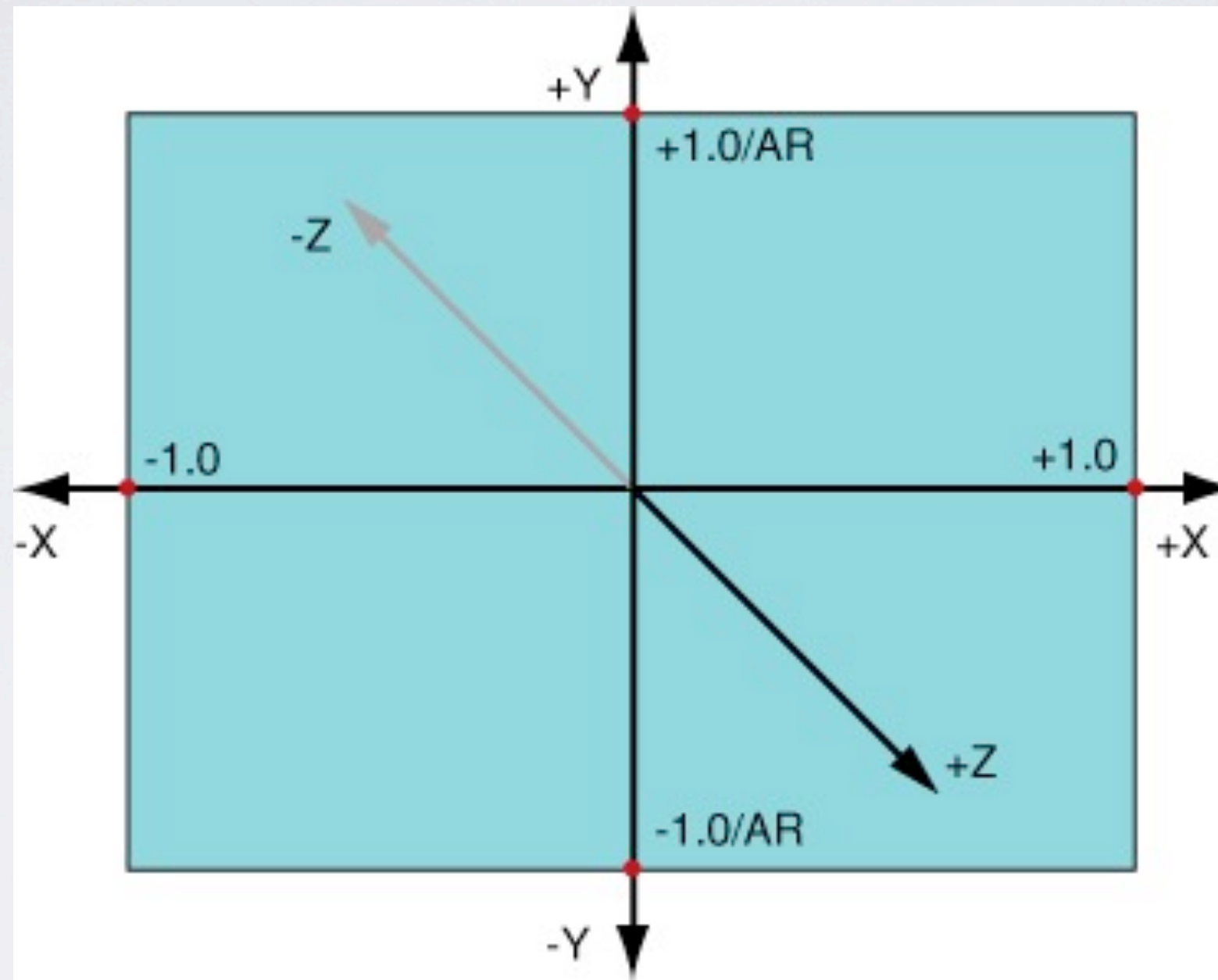
STRUCTURE

A structure is a group of numbers. Think of it like a table or an outline.
Also called an “array.”

SPACE

In Quartz Composer screen space can be measured in “units” or “pixels”

UNITS



MODULARITY

Think Legos

Build Different Parts and Put them together

