



# ART 202

## Digital Media Survey

DESIGN +  
TIME +  
EXPERIENCE

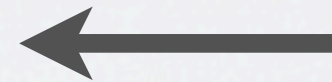


# QUARTZ COMPOSER

A graphic real-time programming environment



# USE ALL YOUR TOOLS



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

# STRUCTURE

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



# COLOR

A type of structure.  
{ R G B A }

# SPACE

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