240501
V2

```
// s0.initScreen()

shape(4,0.9)
  .mult(osc(4,0.1,1))
  .modulateRepeat(voronoi(14,0.4,0.01).thresh(0.4,0.1), 3.0, 3.0, 0.5, 0.5)
  .out(o0)
// osc(20).color([1,0,0,1,0],[0,1,0,1,0],[0,0,1,1,0]).out(o0)
//
speed= 1

osc(30,0.3,()=> Math.cos(time)*8)
.posterize(()=> Math.sin(time)*20)
.layer(noise(1).thresh(0.2).mult(src(o0).scale(0.5)).luma())
.modulate(noise(1).rotate(()=> Math.sin(time)*8))
.diff(osc(10,4,4).rotate(1.5))
.color(()=> Math.sin(time)*4,()=> Math.sin(time)*1,()=> Math.sin(time)*2)
.posterize(()=> Math.sin(time)*10+4)
.layer(noise(2).thresh(0.2).mult(src(o0).scale(0.5)).luma())
.layer(shape(2).thresh(0.4).mult(src(o0).scale(0.25)).luma().scrollY(()=> Math.sin(time)/2))
.layer(shape(2).thresh(0.7).mult(src(o0).scale(0.5)).luma().scrollY(()=>
Math.sin(time)/-2).saturate(8))
.layer(shape(4,0.2,4).luma(0.93).mult(src(o0).rotate(1.54).scale(1.03).saturate(1.16).modulate(o
sc(4))))
.layer(shape(4,0.12,4).kaleid(30).luma(0.98).mult(src(o0).rotate(-1).scale(1.01).saturate(1.06).m
odulate(noise(400)).scrollY(()=> Math.sin(time)/2)))
// .layer(src(s0).thresh().invert().mult(shape(2,0.7).rotate(1.57).scrollX(0.25)).luma(0.4,0.5))
  .out()

speed = 1/8


// osc(30,0.3,()=> Math.cos(time)*8)
// .posterize(()=> Math.sin(time)*20)
// .modulate(noise(1).rotate(()=> Math.sin(time)*8))
// .diff(osc(10,4,4).rotate(1.5))
// .color(()=> Math.sin(time)*4,()=> Math.sin(time)*1,()=> Math.sin(time)*2)
// .posterize(()=> Math.sin(time)*10+4)
//   .out()
//
// speed = 1/8
```

```
hush()
```

240423

```
osc([40,100],0.05).thresh().rotate( () => Math.sin(time/4))
// .diff(osc([44,80],-0.05).thresh().rotate( () => Math.sin(time/-16)))
.mult(shape(2,0.48).scrollY(0.2,0.05))
.posterize(4)
.thresh(0.96)
// .kaleid(() => Math.sin(random))
.modulate(src(o0).scale(1.02),0.04)
.modulateScale(src(o0).thresh().scale(1.08).luma(0.5),0.2)
.modulate(osc([40,10],0.05).thresh().rotate( () => Math.sin(time/-8)))
.out()

hush()


osc([40,100],0.05).thresh().rotate( () => Math.sin(time/4))
.diff(osc([44,80],-0.05).thresh().rotate( () => Math.sin(time/-16)))
.mult(shape(2,0.48).scrollY(0.2,0.05))
// .posterize(4)
.thresh(0.9)
.kaleid(() => Math.sin(random))
.modulate(src(o0).scale(1.02),0.04)
// .modulateScale(src(o0).thresh().scale(1.08).luma(0.5),0.2)
.modulate(osc([40,10],0.05).thresh().rotate( () => Math.sin(time/-8)))
.out()

hush()
```

240419

```
osc(30,0.3,()=> Math.cos(time)*8)
.posterize(()=> Math.sin(time)*20)
.layer(noise(1).thresh(0.2).mult(src(o0).scale(0.5)).luma())
.modulate(noise(1).rotate(()=> Math.sin(time)*8))
.diff(osc(10,4,4).rotate(1.5))
.color(()=> Math.sin(time)*4,()=> Math.sin(time)*1,()=> Math.sin(time)*2)
.posterize(()=> Math.sin(time)*10+4)
.layer(noise(2).thresh(0.2).mult(src(o0).scale(0.5)).luma())
```

```
.layer(shape(2).thresh(0.4).mult(src(o0).scale(0.25)).luma().scrollY(()=> Math.sin(time)/2))
.layer(shape(2).thresh(0.7).mult(src(o0).scale(0.5)).luma().scrollY(()=>
Math.sin(time)/-2).saturate(8))
.layer(shape(4,0.2,4).luma(0.93).mult(src(o0).rotate(1.54).scale(1.03).saturate(1.16).modulate(o
sc(4))))
.layer(shape(4,0.12,4).kaleid(30).luma(0.98).mult(src(o0).rotate(-1).scale(1.01).saturate(1.06).m
odulate(noise(400)).scrollY(()=> Math.sin(time)/2)))
  .out()


// osc(30,0.3,()=> Math.cos(time)*8)
// .posterize(()=> Math.sin(time)*20)
// .modulate(noise(1).rotate(()=> Math.sin(time)*8))
// .diff(osc(10,4,4).rotate(1.5))
// .color(()=> Math.sin(time)*4,()=> Math.sin(time)*1,()=> Math.sin(time)*2)
// .posterize(()=> Math.sin(time)*10+4)
//   .out()

speed = 1/8
```

240418

```
osc([40,100],0.05).thresh().rotate( () => Math.sin(time/4))
.diff(osc([44,80],-0.05).thresh().rotate( () => Math.sin(time/-16)))
.mult(shape(2,0.48).scrollY(0.2,0.05))
// .posterize(4)
.thresh(0.9)
.kaleid(() => Math.sin(random))
.modulate(src(o0).scale(1.02),0.04)
// .modulateScale(src(o0).thresh().scale(1.08).luma(0.5),0.2)
.modulate(osc([40,10],0.05).thresh().rotate( () => Math.sin(time/-8)))
.out()

hush()
```

//////////////////////

```
osc([40,100],0.05).thresh().rotate( () => Math.sin(time/4))
.diff(osc([44,80],-0.05).thresh().rotate( () => Math.sin(time/-16)))
.mult(shape(2,0.8).scrollY(0.2,0.5))
// .posterize(4)
```

```
// .thresh(0.9)
// .kaleid([2.5, 4.6,6])
.kaleid(() => Math.sin(random))
// .diff(shape(4,0.2,1.2).posterize(() => Math.sin(random)))
.out()
```

240409

```
//   Refrite ejemplo 2
s0.initScreen()

src(s0).out()

// licensed with CC BY-NC-SA 4.0 https://creativecommons.org/licenses/by-nc-sa/4.0/
//ee_5 . FUGITIVE GEOMETRY VHS . audioreactive shapes and gradients
// e_e // @eerie_ear
//
s= ()=>
  shape(4)
.scrollX([-0.5,-0.2,0.3,-0.1,-0.1].smooth(0.1).fast(0.3))
.scrollY([0.25,-0.2,0.3,-0.1,0.2].smooth(0.9).fast(0.15))
//
solid()
.add(gradient(3,0.05).rotate(0.05,-0.2).posterize(2).contrast(0.6),[1,0,1,0.5,0,0.6].smooth(0.9))
.add(s())
.mult(s().scale(0.8).scrollX(0.01).scrollY(-0.01).rotate(0.2,0.06).add(gradient(3).contrast(0.6),[1,0
,1,0.5].smooth(0.9),0.5).mult(src(o0).scale(0.98),()=>a.fft[0]*9)
    )
.diff(s().modulate(shape(500)).scale([1.7,1.2].smooth(0.9).fast(0.05)))
.add(gradient(2).invert(),()=>a.fft[2])
.mult(gradient(()=>a.fft[3]*8))
.blend(src((o0),()=>a.fft[1]*40))
.add(voronoi(()=>a.fft[1],()=>a.fft[3],()=>a.fft[0]).thresh(0.7).posterize(2,4).luma(0.9).scrollY(1,()=
>a.fft[0]/30).colorama(3).thresh(()=>a.fft[1]).scale(()=>a.fft[3]*2),()=>a.fft[0]/2)
.mult(solid(),0.5)
.layer(src(s0).scrollX(-0.07).mult(shape(4,0.8)).luma(0.4))
  .out()
//
speed= 1

a.setSmooth(0.1)

a.show()
```

```
hush()

//////////////////

s0.initScreen()

src(s0).out()

// licensed with CC BY-NC-SA 4.0 https://creativecommons.org/licenses/by-nc-sa/4.0/
//ee_5 . FUGITIVE GEOMETRY VHS . audioreactive shapes and gradients
// e_e // @eerie_ear
//
s= ()=>
  shape(4)
.scrollX([-0.5,-0.2,0.3,-0.1,-0.1].smooth(0.1).fast(0.3))
.scrollY([0.25,-0.2,0.3,-0.1,0.2].smooth(0.9).fast(0.15))
//
solid()
.add(gradient(3,0.05).rotate(0.05,-0.2).posterize(2).contrast(0.6),[1,0,1,0.5,0,0.6].smooth(0.9))
.add(s())
.mult(s().scale(0.8).scrollX(0.01).scrollY(-0.01).rotate(0.2,0.06).add(gradient(3).contrast(0.6),[1,0
,1,0.5].smooth(0.9),0.5).mult(src(o0).scale(0.98),()=>a.fft[0]*9)
    )
.diff(s().modulate(shape(500)).scale([1.7,1.2].smooth(0.9).fast(0.05)))
.add(gradient(2).invert(),()=>a.fft[2])
.mult(gradient(()=>a.fft[3]*8))
.blend(src((o0),()=>a.fft[1]*40))
.add(voronoi(()=>a.fft[1],()=>a.fft[3],()=>a.fft[0]).thresh(0.7).posterize(2,4).luma(0.9).scrollY(1,()=
>a.fft[0]/30).colorama(3).thresh(()=>a.fft[1]).scale(()=>a.fft[3]*2),()=>a.fft[0]/2)
.layer(src(s0).scrollX(-0.07).mult(shape(4,0.8)).luma(0.4))
  .out()
//
speed= 1

a.setSmooth(0.1)

a.show()
```

240407

```
s0.initScreen()
```

```
sp=()=>
solid()
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.7)
s=()=>shape(1000,0.01,0.8)
// //
solid(0,0,0,0)
.layer(sp().luma(0.2))
.modulate(sp(),0.2)
.add(src(o0).scale(1.01).posterize([25,10,10,20].smooth()).modulate(noise(1000,4),0.7),()=>a.fft[
0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,0.03)
.luma()),0.1)
.saturate(1.3)
.contrast(1.1)
.mult(solid(),0.25)
.color(1,0,0)
.layer(src(s0).mult(shape(4,0.1,0.8).invert()).thresh(0.35).luma(0.05).saturate(1.2))
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,0.03)
.luma(0.5)),0.1)
  .out()

a.show()
```

240324
Ee_ba

s0.initScreen()

sp=()=>
solid()

```
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.7)
s=()=>shape(1000,0.01,0.8)
// //
solid(0,0,0,0)
.layer(sp().luma(0.2))
.modulate(sp(),0.2)
.add(src(o0).scale(1.01).posterize([25,10,10,20].smooth()).modulate(noise(1000,4),0.7),()=>
a.fft[0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,
0.03).luma()),0.1)
.saturate(1.3)
.contrast(1.1)
.mult(solid(),0.35)
.color(1,0,0)
.layer(src(s0).mult(shape(4).invert()).thresh().luma(0.8).saturate(2))
.out()

// hush()



s0.initScreen()

sp=()=>
solid()
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
```

```
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.7)
s=()=>shape(1000,0.01,0.8)
// //
solid(0,0,0,0)
.layer(sp().luma(0.2))
.modulate(sp(),0.2)
.add(src(o0).scale(1.01).posterize([25,10,10,20].smooth()).modulate(noise(1000,4),0.7),()=>
a.fft[0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,
0.03).luma()),0.1)
.saturate(1.3)
.contrast(1.1)
.mult(solid(),0.35)
.layer(src(s0).luma(0.2).saturate(2))
.out()

// hush()




s0.initScreen()

sp=()=>
solid()
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.7)
s=()=>shape(1000,0.01,0.8)
// //
solid(0,0,0,0)
.layer(sp().luma(0.2))
.modulate(sp(),0.2)
```

```
.add(src(o0).scale(1.01).posterize([25,10,10,20].smooth()).modulate(noise(1000,4),0.7),()=>
a.fft[0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,
0.03).luma()),0.1)
.saturate(1.3)
.contrast(1.1)
.mult(solid(),0.35)
.layer(src(s0).luma(0.2).saturate(2))
.out()

// hush()



s0.initScreen()

sp=()=>
solid()
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.7)
s=()=>shape(1000,0.01,0.8)
// //
solid(0,0,0,0)
.layer(sp().luma(0.2))
.modulate(sp(),0.2)
.add(src(o0).scale(1.01).posterize([25,10,10,20].smooth()).modulate(noise(1000,4),0.7),()=>
a.fft[0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,
0.03).luma()),0.1)
.saturate(1.3)
.contrast(1.1)
.mult(solid(),0.2)
.layer(src(s0).luma(0.2).saturate(2))
```

```
.out()




// s0.initScreen()

sp=()=>
solid()
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.7)
s=()=>shape(1000,0.01,0.8)
// //
solid(0,0,0,0)
.layer(sp().luma(0.2))
// .add(sp().modulate(src(o0).scale(1.05),0.9))
.modulate(sp(),0.2)
.add(src(o0).scale(1.01).posterize([25,10,10,20].smooth()).modulate(noise(1000,4),0.7),()=>
a.fft[0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
// .scale(1.2)
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,
0.03).luma()),0.1)
.saturate(1.3)
// .contrast(1.1)
.mult(solid(),0.2)
.layer(src(s0).luma(0.2).saturate(2))
.out()
```

ee_hy

240306

```
s0.initScreen()

s0.clear()

solid()
.add(src(s0))
.add(src(s0).posterize(24,2).thresh().modulate(voronoi([10,1000].smooth(),20).saturate(4).scroll
X(-0.3,0.1)),0.4)
.layer(src(s0).contrast(1.8).saturate(0.1).thresh(0.25).mult(osc(1000,0,8).modulatePixelate(src(o
0).invert()),0.4).luma())
.modulate(src(s0).kaleid(2),0.01)
.blend(src(o0).scale(1.002))
.mult(shape(4,0.8,0.2).modulate(src(o0).modulate(osc(2))),0.5)
.modulate(src(s0).scrollY(0.02,0.07),0.01)
.modulate(src(s0).scrollY(-0.02,-0.02),0.03)
.layer(src(s0).scale(1.2).mult(shape(4,1)).luma())
.add(src(s0).mult(shape(2,0.2,0.8).rotate()),0.6)
  .out()


solid()
.add(src(s0))
.add(src(s0).posterize(24,2).thresh().modulate(voronoi([10,1000].smooth(),20).saturate(4).scroll
X(-0.3,0.1)),0.4)
.add(src(s0).posterize(24,2).thresh().modulate(voronoi([10,1000].smooth(),20).saturate(4).scroll
X(-0.3,0.1).kaleid(2)),0.4)
.layer(src(s0).contrast(1.8).saturate(0.1).thresh(0.125).mult(osc(1000,0,8).modulatePixelate(src(
o0).invert()),0.4).luma().color([1,1,2,0].smooth(),0,0))
.layer(src(s0).contrast(1.8).saturate(0.1).thresh(0.25).mult(osc(1000,0,8).rotate(0.1).modulatePi
xelate(src(o0).invert().scrollX(0.1)),0.4).luma().color(0,[0,2,0].smooth(),0))
.layer(src(s0).contrast(1.8).saturate(0.1).thresh(0.5).mult(osc(1000,0,8).rotate(0.1).modulatePix
elate(src(o0).invert().scrollX(-0.2)),0.4).luma().color(0,0,[2,0].smooth()))
.layer(src(s0).contrast(1.8).saturate(0.1).thresh(0.25).mult(osc(1000,0,8).modulatePixelate(src(o
0).invert()),0.4).luma().mult(solid(),0.6))
// .modulate(src(s0).kaleid(2),0.01)
.blend(src(o0).scale(1.002))
.mult(shape(4,0.2,1.8).modulate(src(o0).modulate(osc(2,2))).scale(1.5),0.8)
// .modulate(src(s0).scrollY(0.02,0.07),0.01)
.modulate(src(s0).scrollY(-0.02,-0.2),0.2)
.layer(src(s0).scale(1.02).mult(shape(4,1)).luma())
.add(src(s0).mult(shape(2,0.2,0.8).rotate()),0.6)
  .out()
```

```
hush()

// vid
//https://youtu.be/Rl5n2cpmaYg



s0.initScreen()



solid()
.add(src(s0))
.add(src(s0).posterize(24,2).thresh().modulate(voronoi(1000)),0.4)
.modulate(src(s0).kaleid(2),0.01)
.blend(src(o0).scale(1.002))
.mult(solid(),0.2)
.modulate(src(s0).scrollY(0.02,0.07),0.01)
.modulate(src(s0).scrollY(-0.02,-0.02),0.03)
  .out()
```

Post reboot > > USE
240305
Light Feedback Experiment

```
s0.initScreen()

sp=()=>
solid()
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.7)
s=()=>shape(1000,0.01,0.8)
```

```
//
solid(0,0,0,0)
.layer(sp().luma(0.2))
.add(sp().modulate(src(o0).scale(1.05),0.9))
.modulate(sp(),0.2)
.add(src(o0).scale(1.01).posterize([25,10,10,20].smooth()).modulate(noise(1000,4),0.7),()=>a.fft[
0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
.blend(src(o0).scale(1.03),()=>a.fft[2]*1.6)
// .scale(1.2)
.rotate(()=>Math.sin(time/-16))
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,0.03)
.luma()),0.1)
.saturate(1.3)
.contrast(1.1)
.mult(solid(),0.2)
.out()

// speed = 0.25

a.setSmooth(0.1)

//

// music by e_e
//02. granular midi experiments
//https://youtu.be/YcvC6SckGf8
//03. voice experiments// samples from bram.org
//https://youtu.be/dD8bNTqRPuM
//04.ee_reboot algorave Process
//https://youtu.be/BVANgG3X34Q

//////

240305
Light Feedback Experiment


s0.initScreen()

sp=()=>
solid()
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
```

```
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.002).rotate(()=>Math.sin(time/2)))
.modulateScale(src(o0),0.7)
sq=()=>
solid(1,1,1,1)
.mult(shape(4),0.035)
.mult(shape(3,0.15).scrollY(0.08),0.035)
.mult(shape(3,0.15).scrollY(0.08).rotate(3),0.025)
.mult(solid(),0.8)
s=()=>shape(1000,0.01,0.8)
//
solid(0,0,0,0)
.layer(sp().luma(0.8))
// .add(sp().modulate(src(o0),scale(0.95),0.9)
.modulate(sp(),0.2)
.add(src(o0).scale(1.01).posterize([1,10,100,200].smooth()).modulate(noise(1000,4),0.7),()=>a.ff
t[0]*1.5)
.blend(src(o0).scale(1.02),()=>a.fft[1]*3)
.blend(src(o0).scale(1.03),()=>a.fft[2]*1.6)
.scale(1.2)
.rotate(()=>Math.sin(time/-16))
.add(src(s0).saturate(8).scrollX(-0.01,-0.03).mult(shape(2,0.3,0.7).rotate(1.57).scrollX(0.01,0.03)
.luma()),0.1)
.contrast(1.1)
.mult(solid(),0.2)
.out()

// speed = 0.25

a.setSmooth(0.1)

//

// music by e_e
//02. granular midi experiments
//https://youtu.be/YcvC6SckGf8
//03. voice experiments// samples from bram.org
//https://youtu.be/dD8bNTqRPuM


240305
Light Feedback Experiment
```

```
s=()=>shape(1000)
solid(0,0,0,0)
.add(s())
.add().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.0002).rotate(()=>Math.sin(time/2)))
.mult(src(o0).scale(1.01).posterize([1,10,100,200].smooth()).modulate(noise(1000,4),0.7),()=>a.f
ft[0]*8)
// .blend(src(o0).scale(1.02),()=>a.fft[1]*2
// .blend(src(o0).scale(1.03),()=>a.fft[2]*4)
.scale(1.2)
.rotate(()=>Math.sin(time/-16))
.out()

// speed = 0.25



// music by e_e
//00. granular midi experiments
//https://youtu.be/Mntq4qA_z5w
//01. ee_reboot
//https://youtu.be/7f5CMiQ-QfA


////////////////////////////////////////
////////////////////////////////////////

// music by e_e
// https://youtu.be/Mntq4qA_z5w

s=()=>shape(1000)
solid(0,0,0,0)
.add(s())
.blend(s().scale(1,1.04).rotate(()=>Math.sin(time)),0.5)
.blend(s().scale(1,1.06).rotate(()=>Math.sin(time/2)))
.modulate(s().scale(1,1.0002).rotate(()=>Math.sin(time/2)))
.scale(1.5)
.rotate(()=>Math.sin(time/-4))
.out()


speed = 0.25
```

Reboot Algorave

240302

```
// s0.initScreen() // Lima archive
// s1.initScreen() // bram.org
s2.initScreen() // tidal
// s3.initCam(0)

// osc().out()

// s2.clear()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.08))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
//
solid()
.add(src(s0).saturate(8),()=>cc[3])
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.6))
.mult(shape(4,0.8))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
.scale(()=>cc[14]+0.5)
.add(src(s1).invert().saturate(4).mult(shape(4,0.8)).scale(()=>cc[15]+0.5),()=>cc[4])
.add(fb(),()=>cc[11])
.scale(1.1)
.modulateScale(src(o1),()=>cc[10])
```

```
.blend(fb().saturate(2),()=>cc[11]/4)
// // //
.modulate(src(o1).scale(()=>cc[9]*2),()=>cc[9]*-2)
.add(solid().add(src(o2),()=>a.fft[1]*8),()=>cc[8])
// // //
.saturate(()=>cc[7]*2)
//
.mult(shape(4,()=>cc[21]/8,()=>cc[21]*4,()=>a.fft[0]*4))
// //
.mult(solid(),()=>cc[6])
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1.1,0.8).s
crollY(0.045)),()=>cc[5]/4).luma(0.3))
//
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1,0.5).scr
ollX(0.2).scrollY(0.94)),()=>cc[5]).luma(0.3))
.mult(solid(),()=>cc[22])
.out()
//
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),()=>a.fft[0])
.mult(solid(),0.6)
.out(o1) // STRIPES
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/3)
.luma(0.2)
.out(o3) // BRAM 2
//
```

```
render(o0)

a.setSmooth(0.2)

a.hide()


solid()
// .add(src(s0))
// .layer(src(s2).luma(2))
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()

hush()
```

240301

```
// s0.initScreen() // Lima archive
// s1.initScreen() // bram.org
// s2.initScreen() // tidal
// s3.initCam(0)

// s2.clear()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.08))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
```

```
//
//
solid()
.add(src(s0).saturate(8),()=>cc[3])
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.6))
.mult(shape(4,0.8))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
.scale(()=>cc[14]+0.5)
.add(src(s1).invert().saturate(4).mult(shape(4,0.8)).scale(()=>cc[15]+0.5),()=>cc[4])
.add(fb(),()=>cc[11])
.scale(1.1)
.modulateScale(src(o1),()=>cc[10])
.blend(fb().saturate(2),()=>cc[11]/4)
// // //
.modulate(src(o1).scale(()=>cc[9]*2),()=>cc[9]*-2)
.add(solid().add(src(o2),()=>a.fft[1]*8),()=>cc[8])
// // //
.saturate(()=>cc[7]*2)
//
.mult(shape(4,()=>cc[21]/8,()=>cc[21]*4,()=>a.fft[0]*4))
// //
.mult(solid(),()=>cc[6])
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1.1,0.8).s
crollY(0.045)),()=>cc[5]/4).luma(0.3))
//
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1,0.5).scr
ollX(0.2).scrollY(0.94)),()=>cc[5]).luma(0.3))
.mult(solid(),()=>cc[22])
.out()
//
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),0.5)
.mult(solid(),0.6)
.out(o1) // STRIPES
//
solid()
.add(sq())
```

```
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/3)
.luma(0.2)
.out(o3) // BRAM 2
//

render(o0)

a.setSmooth(0.2)

a.show()

solid()
// .add(src(s0))
// .layer(src(s2).luma(2))
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()

hush()


//////////////////////////////////////////////
// s0.initScreen() // Lima archive
// s1.initScreen() // bram.org
// s2.initScreen() // tidal
// s3.initCam(0)

// s2.clear()

fb=()=>
solid()
```

```
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.08))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
//
solid()
.add(src(s0).saturate(8),()=>cc[3])
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.6))
.mult(shape(4,0.8))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
.scale(()=>cc[14]+0.5)
.add(src(s1).invert().saturate(4).mult(shape(4,0.8)).scale(()=>cc[15]+0.5),()=>cc[4])
.add(fb(),()=>cc[11])
.scale(1.1)
.modulateScale(src(o1),()=>cc[10])
.blend(fb().saturate(2),()=>cc[11]/4)
// // //
.modulate(src(o1).scale(()=>cc[9]*2),()=>cc[9]*-2)
.add(solid().add(src(o2),()=>a.fft[1]*8),()=>cc[8])
// // //
.saturate(()=>cc[7]*2)
//
.mult(shape(4,()=>cc[21]/8,()=>cc[21]*4,()=>a.fft[0]*4))
// //
.mult(solid(),()=>cc[6])
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1.1,0.8).s
crollY(0.045)),()=>cc[5]/4).luma(0.3))
//
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1,0.5).scr
ollX(0.2).scrollY(0.94)),()=>cc[5]).luma(0.3))
.mult(solid(),()=>cc[22])
.out()
//
```

```
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),0.5)
.mult(solid(),0.6)
.out(o1) // STRIPES
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/3)
.luma(0.2)
.out(o3) // BRAM 2
//

render(o0)

a.setSmooth(0.2)

a.show()

solid()
// .add(src(s0))
// .layer(src(s2).luma(2))
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()

hush()
```

```
//////////////
// s0.initScreen() // Lima archive
// s1.initScreen() // bram.org
// s2.initScreen() // tidal
// s3.initCam(0)

// s2.clear()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.08))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
//
solid()
.add(src(s0).saturate(8),()=>cc[3])
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.6))
.mult(shape(4,0.8))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
.scale(()=>cc[14]+0.5)
.add(src(s1).invert().saturate(4).mult(shape(4,0.8)).scale(()=>cc[15]+0.5),()=>cc[4])
.add(fb(),()=>cc[11])
.scale(1.1)
.modulateScale(src(o1),()=>cc[10])
.blend(fb().saturate(2),()=>cc[11]/4)
// // //
.modulate(src(o1).scale(()=>cc[9]*2),()=>cc[9]*-2)
.add(solid().add(src(o2),()=>a.fft[1]*8),()=>cc[8])
// // //
.saturate(()=>cc[7]*2)
```

```
//
.mult(shape(4,()=>cc[21]/8,()=>cc[21]*4,()=>a.fft[0]*4))
// //
.mult(solid(),()=>cc[6])
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1.1,0.8).s
crollY(0.045)),()=>cc[5]).luma(0.3))
//
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(8).mult(shape(4,0.75).scale(1,1,0.5).scr
ollX(0.2).scrollY(0.94)),()=>cc[5]).luma(0.3))
.mult(solid(),()=>cc[22])
.out()
//
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),0.5)
.mult(solid(),0.6)
.out(o1) // STRIPES
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/3)
.luma(0.2)
.out(o3) // BRAM 2
//

render(o0)

a.setSmooth(0.2)

a.show()
```

```
solid()
// .add(src(s0))
// .layer(src(s2).luma(2))
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()

hush()



//////////////////////////
solid()
// .add(src(s0))
// .layer(src(s2).luma(2))
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()


// s0.initScreen() // Lima archive
// s1.initScreen() // bram.org
s2.initScreen() // tidal
// s3.initCam(0)

s2.clear()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
```

```
.mult(noise(4),()=>a.fft[2]/4)
//
//
solid()
.add(src(s0).saturate(8),()=>cc[3])
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.6))
.mult(shape(4,0.8))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
.add(src(s1).invert().saturate(4),()=>cc[4])
.add(fb(),()=>cc[11])
.scale(1.1)
.modulateScale(src(o1),()=>cc[10])
.blend(fb().saturate(2),()=>cc[11]/4)
// XX.layer(src(s0).luma(0.3))
// // //
.modulate(src(o1).scale(()=>cc[9]*2),()=>cc[9]*-2)
.add(solid().add(src(o2),()=>a.fft[1]*8),()=>cc[8])
// .add(solid().layer(src(o3).luma()),()=>cc[20]/2)
// // //
// .mult(src(o3))
//.add(src(s2).scale(0.9).thresh(0.4).mult(shape(0.4,0.8).scrollX(0.2).scrollY(0.94)),()=>cc[5]).lu
ma(0.5))
// // //
.saturate(1.5)
// //
// .layer(src(s2).luma(0))
.layer(solid().add(src(s2).scale(0.9).thresh(0.3).contrast(4).mult(shape(4,0.75).scrollX(0.2).scroll
Y(0.94)),()=>cc[5]).luma(0.7))
// .add(src(o2))
.mult(solid(),()=>cc[22])
.mult(shape(4,()=>cc[21]/8,()=>cc[21]*4,()=>a.fft[0]*4))
.out()
//
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),0.5)
// .diff(src(s2))
.mult(solid(),0.6)
```

```
.out(o1) // STRIPES
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/3)
// .luma(0.2)
.out(o3) // BRAM 2
//

render(o0)

a.setSmooth(0.2)

a.show()


hush()



////////////////////////////////////

solid()
.add(src(s0))
// .layer(src(s2).luma())
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()


// s0.initScreen() // Lima archive
```

```
// s1.initScreen() // bram.org
s2.initScreen() // tidal
// s3.initCam(0)

s1.clear()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
//
solid()
.add(src(s0).saturate(8),()=>cc[3])
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.6))
// .layer(src(s0).luma())
.mult(shape(4,0.8))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
.add(src(s1).invert().saturate(4),()=>cc[4])
.layer(solid().add(src(s2).thresh(0.4),()=>cc[5]*4).luma(0.5))
.add(fb(),()=>cc[11])
// .scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*)
.blend(fb().saturate(2),()=>cc[11]/2)
// // .layer(src(s0).luma(0.3))
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
// // //
// .add(src(o2),()=>a.fft[1]*4)
// .add(src(o1),0.3)
// .layer(src(o3).luma(),()=>a.fft[1]*2)
// // //
// // .saturate(3)
```

```
// // //
// .saturate(1.5)
// // .blend(src(o0).contrast(2).scale(1.15),()=>a.fft[0]*2)
// //
// // .mult(solid(),0.2)
// .add(solid(1),()=>a.fft[0]*4)
.out()
//
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),0.5)
.diff(src(s2))
// // .mult(solid(),0.6)
.out(o1) // STRIPES
//
solid()
// .add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s2).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/2)
.luma()
.out(o3) // BRAM 2
//

render()

a.setSmooth(0.2)

a.show()


hush()
```

```
///////

solid()
.add(src(s0))
// .layer(src(s2).luma())
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()


// s0.initScreen()
// s1.initScreen()
// s2.initScreen()
// s3.initCam(0)

s1.clear()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
// .layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.7))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
```

```
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
// .layer(src(s0).luma(0.3))
.layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
// //
.add(src(o2),()=>a.fft[1]*4)
.add(src(o1),0.3)
.layer(src(o3).luma(),()=>a.fft[1]*2)
// //
// .saturate(3)
// //
.saturate(1.5)
// .blend(src(o0).contrast(2).scale(1.15),()=>a.fft[0]*2)
//
// .mult(solid(),0.2)
.out()
//
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),0.5)
.diff(src(s2))
// // .mult(solid(),0.6)
.out(o1) // STRIPES
//
solid()
// .add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s2).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/2)
.luma()
```

```
.out(o3) // BRAM 2
//

render()

a.setSmooth(0.995)
a.show()

hush()



//////////////////////


// s1.initCam(1)

s1.clear()

solid()
.add(src(s0))
// .layer(src(s2).luma())
// .layer(src(s0).luma())
// .layer(src(s1).luma().invert())
// .blend(src(s2).scale(2.6))
// .modulate(src(o0).scale(1.005),0.015)
  .out()


// s0.initScreen()
// s1.initScreen()
// s2.initScreen()
// s3.initCam(0)

s1.clear()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
```

```
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).scale(1.02).thresh().luma(),0.3)
// .layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.7))
.mult(shape(4,0.2,0.9),()=>a.fft[0])
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
// .layer(src(s0).luma(0.3))
.layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
// //
.add(src(o2),()=>a.fft[1]*4)
.add(src(o1),0.3)
.layer(src(o3).luma(),()=>a.fft[1]*2)
// //
// .saturate(3)
// //
.saturate(1.5)
// .blend(src(o0).contrast(2).scale(1.15),()=>a.fft[0]*2)
//
// .mult(solid(),0.2)
.out()
//
osc(100,[0.05, -0.2],0).thresh(()=>a.fft[2])
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time/4)/-4)
.layer(osc(20,Math.sin(time)/2).mult(src(s1).mult(shape(4,0.8))).modulate(noise([1,2].smooth(1))
).luma(()=>a.fft[0]))
.modulate(src(o3),0.5)
.diff(src(s2))
// // .mult(solid(),0.6)
.out(o1) // STRIPES
//
```

```
solid()
// .add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s2).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/2)
.luma()
.out(o3) // BRAM 2
//

render()

a.setSmooth(0.995)
a.show()

hush()



//////////////////

// s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
```

```
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.6))
.mult(shape(4,0.2,0.9))
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
.layer(src(s0).luma(0.3))
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
.add(src(o2),()=>a.fft[1]*4)
// .add(src(o1),0.5)
.layer(src(o3).luma(),()=>a.fft[1]*2)
//
// .saturate(3)
//
.saturate(2)
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.add(src(o1),0.4)
.mult(solid(),0.3)
.out()
//
osc(100,[0.05, -0.2],0)
.thresh() .diff(src(o3))
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time)/-4)
.layer(osc(20,Math.sin(time)/-20).mult(src(s1)).modulate(noise([1,2].smooth(1))).luma(()=>a.fft[0]
))
.modulate(src(o3),0.5)
// .mult(solid(),0.6)
  .out(o1) // STRIPES
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
```

```
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/2)
.luma()
.out(o3) // BRAM 2
//
render(o0)

a.setSmooth(0.995)
a.show()

hush()
```

240228

Reboot Algorave

```
// 240228


// 240228

// s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
```

```
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.6))
.mult(shape(4,0.2,0.9))
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
.layer(src(s0).luma(0.3))
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
.add(src(o2),()=>a.fft[1]*4)
// .add(src(o1),0.5)
.layer(src(o3).luma(),()=>a.fft[1]*2)
//
// .saturate(3)
//
.saturate(2)
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.add(src(o1),0.4)
.mult(solid(),0.3)
.out()
//
osc(100,[0.05, -0.2],0)
.thresh() .diff(src(o3))
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time)/-4)
.layer(osc(20,Math.sin(time)/-20).mult(src(s1)).modulate(noise([1,2].smooth(1))).luma(()=>a.fft[0]
))
.modulate(src(o3),0.5)
// .mult(solid(),0.6)
  .out(o1) // STRIPES
//
solid()
.add(sq())
.mult(sq().scale(1.02))
```

```
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/2)
.luma()
.out(o3) // BRAM 2
//
render(o0)

a.setSmooth(0.995)
a.show()

hush()



// 240228

s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
```

```
.mult(src(s0).thresh(),0.7)
.layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.6))
.mult(shape(4,0.2,0.9))
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
.layer(src(s0).luma(0.3))
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
.add(src(o2),()=>a.fft[1]*4)
// .add(src(o1),0.5)
.layer(src(o3).luma(),()=>a.fft[1]*2)
//
// .saturate(3)
//
.saturate(2)
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.add(src(o1),0.4)
.mult(solid(),0.3)
.out()
//
osc(100,[0.05, -0.2],0)
.thresh() .diff(src(o3))
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time)/-4)
.layer(osc(20,Math.sin(time)/-20).mult(src(s1)).modulate(noise([1,2].smooth(1))).luma(()=>a.fft[0]
))
.modulate(src(o3),0.5)
// .mult(solid(),0.6)
  .out(o1) // STRIPES
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2) // TEXTURE
//
```

```
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/2)
.luma()
.out(o3) // BRAM 2
//

render(o0)

a.setSmooth(0.995)

a.show()

hush()


render()

//////////////////////////


s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.layer(src(s0).luma())
```

```
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.6))
.mult(shape(4,0.2,0.9))
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
.layer(src(s0).luma(0.7))
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
.add(src(o2),()=>a.fft[1]*4)
.add(src(o1),0.5)
// .layer(src(o3).luma(),()=>a.fft[1]*2)
//
.saturate(3)
//
// .saturate(2)
.blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.out()
//
osc(100,[0.05, -0.2],0)
.thresh()
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time)/-4)
.layer(osc(20,Math.sin(time)/-20).modulate(noise([1,2].smooth(1))).luma(()=>a.fft[0]))
.modulate(src(o3))
  .out(o1)
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2)
//
solid()
.add(src(s1).invert())
.saturate(()=>a.fft[1]*4)
.mult(shape(4).scale(2.8,1.1))
.mult(solid(),()=>a.fft[0]/2)
```

```
.luma()
.out(o3)
//
render(o0)

a.setSmooth(0.995)

a.show()

hush()


render()




s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.6))
.mult(shape(4,0.2,0.9))
.add(fb(),0.3)
```

```
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
.layer(src(s0).luma(0.7))
.layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
// .add(src(o2),()=>a.fft[1]*4)
.add(src(o1),1)
// .layer(src(o3).luma(),()=>a.fft[1]*2)
//
.saturate(3)
//
// .saturate(2)
.blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.out()
//
osc(100,[0.05, -0.2],0)
.thresh()
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time)/-4)
.layer(osc(20,Math.sin(time)/-20).modulate(noise([1,2].smooth(1))).luma(()=>a.fft[0]))
  .out(o1)
//
solid()
.add(sq())
// .mult(sq().scale(1.02))
// .modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
// .modulateScale(src(o2),()=>a.fft[0]*1.03)
// .layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2)
//
solid()
// .layer(src(s1).luma())
// .saturate(()=>a.fft[1]*4)
// .mult(solid(),()=>a.fft[0]/2)
.out(o3)
//
render()

a.setSmooth(0.995)

a.show()
```

hush()

240225

ee_eu13 + AA
https://www.bram.org/bramtv/flaneur.php

```
// ee_eu13 + AA
// // capture
// https://bram.org/bramtv/

a.show()

// s0.initScreen()
// s1.initScreen()
// s0.clear()

// TEST
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s1))
.out()

render(o0)

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).scale(1.002).mult(solid(),()=>a.fft[0]*2).luma(0.2))
.add(src(s1).thresh(0.4).mult(solid(),0.4).luma(0.2))
.mult(shape(4,0.9).scale(0.9,1.2))
.mult(shape(2,0.7).scrollY(0.1))
.saturate(8)
```

```
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.scale(()=>cc[60]*2,()=>cc[60]*2.2)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*4)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//
.out()
//
```

```
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(4)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52),()=>a.fft[0]*4)
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

a.hide()

////////

// ee_eu13 + AA
// // capture
// https://bram.org/bramtv/

a.show()

// s0.initScreen()
// s1.initScreen()
// s0.clear()

// TEST
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
```

```
.add(src(s0))
.add(src(s1))
.out()

render(o0)

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).scale(1.002).mult(solid(),()=>a.fft[0]*2).luma(0.2))
.add(src(s1).thresh(0.4).mult(solid(),0.4).luma(0.2))
.mult(shape(4,0.9).scale(0.9,1.2))
.mult(shape(2,0.7).scrollY(0.1))
.saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.scale(()=>cc[60]*2,()=>cc[60]*2.2)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
```

```
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(4)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52),()=>a.fft[0]*4)
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)
```

```
hush()

a.hide()


////////////

// ee_eu13 + AA
// // capture
// https://bram.org/bramtv/

a.show()

// s0.initScreen()
// s1.initScreen()
// s0.clear()

// TEST
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s1))
.out()

render(o0)

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).scale(1.002).mult(solid(),()=>a.fft[0]*2).luma(0.2))
.add(src(s1).thresh(0.4).mult(solid(),0.4).luma(0.2))
.mult(shape(4,0.9).scale(0.9,1.2))
.mult(shape(2,0.7).scrollY(0.1))
.saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
```

```
.scale(0.8)
.scale(()=>cc[60]*2,()=>cc[60]*2.2)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
```

```
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52),()=>a.fft[0]*4)
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

a.hide()
```

240224

```
// ee_eu13 + AA
// // capture
// https://bram.org/bramtv/

 a.show()

// s0.initScreen()
// s1.initScreen()
// s1.clear()

// TEST
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s1))
.out()
```

```
render(o0)

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).scale(1.002).mult(solid(),()=>a.fft[0]*2).luma(0.2))
.add(src(s1).thresh(0.4).mult(solid(),0.4).luma(0.2))
.mult(shape(4,0.9).scale(0.9,1.2))
.mult(shape(2,0.7).scrollY(0.1))
.saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
```

```
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52),()=>a.fft[0]*4)
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

a.hide()
```

```
//////////////


// ee_eu13 + AA
// // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
// s1.clear()

// TEST
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s1))
.out()

render(o0)

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).scale(1.002).mult(solid(),()=>a.fft[0]*2).luma(0.2))
.add(src(s1).thresh(0.4).mult(solid(),0.4).luma(0.2))
.mult(shape(4,0.9).scale(0.9,1.2))
.mult(shape(2,0.7).scrollY(0.1))
.saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
```

```
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
```

```
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52),()=>a.fft[0]*4)
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

a.hide()


// ee_eu13 + AA
// // capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()
// s1.clear()

// TEST
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s1))
.out()

render(o0)

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
```

```
.layer(src(s1).thresh(0.3).scale(1.002).mult(solid(),()=>a.fft[0]*2).luma(0.2))
.add(src(s1).thresh(0.4).mult(solid(),0.4).luma(0.2))
.mult(shape(4,0.9).scale(0.9,1.2))
.mult(shape(2,0.7).scrollY(0.1))
.saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
```

```
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52),()=>a.fft[0]*4)
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()


//////////////


// ee_eu13 + AA
// // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
// s1.clear()

// TEST
```

```
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
// .add(src(s0))
.add(src(s1))
.out()

render(o0)

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.9).scale(0.9,1.2))
.mult(shape(2,0.7).scrollY(0.1))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
```

```
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
// .add(src(s2),0.3)
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
```

```
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()
```

240223

```
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

// // capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()
// s2.initScreen()
// s1.clear()


solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
// .add(src(s0))
// .add(src(s1))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))
.out()

render(o0)

// mid()=>
// solid()
```

```
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.9).scale(0.91,1.2))
// .mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
```

```
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
// .add(src(s2),0.3)
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
```

```
//
.out(o2)

hush()



// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

// // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
// s2.initScreen()
// s1.clear()


solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s1))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))
.out()

render(o0)

// mid()=>
// solid()
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.9).scale(0.91,1.2))
```

```
// .mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
```

```
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
// .add(src(s2),0.3)
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()
```

240222

```
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php
```

```
hush()

// // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
// s2.initScreen()
s2.clear()


solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s2))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))
.out()

render(o0)

// mid()=>
// solid()
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.9).scale(0.91,1.2))
// .mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
```

```
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
// .add(src(s2),0.3)
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
```

```
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)
```

240222
RLCC

```
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

// // capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()
// s2.initScreen()
s2.clear()
```

```
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s2))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))
.out()

render(o0)

// mid()=>
// solid()
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.9).scale(0.91,1.2))
// .mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
```

```
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
// .add(src(s2),0.3)
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
```

```
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()




// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

// // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
// s2.initScreen()
s2.clear()


solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s2))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))
.out()

render(o0)

// mid()=>
// solid()
```

```
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.9).scale(0.85,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
```

```
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
// .add(src(s2),0.3)
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
```

```
//
.out(o2)



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// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

// // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
// s2.initScreen()
s2.clear()


solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s2))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))

        .out()

render(o0)

// mid()=>
// solid()
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
```

```
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.8).scale(0.85,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
```

```
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
// .add(src(s2),0.3)
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

render(o0)

a.show()
a.setSmooth(0.95)
```

```
// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

// // capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()
// s2.initScreen()
// s2.clear()


solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s2))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))

        .out()

render(o0)

// mid()=>
// solid()
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.8).scale(0.85,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
```

```
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
```

```
// .layer(shape(4,0.5,0.85).)
// .mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

render(o0)

a.show()
a.setSmooth(0.95)

// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()
```

```
// // capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()
// s2.initScreen()
// s2.clear()

solid()
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
.add(src(s2))
// .layer(src(s2).invert().mult(shape(4)).luma(0.6))

          .out()

render(o0)

// mid()=>
// solid()
// .layer(src(s2).luma(0.3))
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0).luma(0.2))
.mult(shape(4,0.8).scale(0.85,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
```

```
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.8)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.7))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
.layer(shape(4,0.5,0.85)
.mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
```

```
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

render(o0)

a.show()
a.setSmooth(0.95)


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// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

s0.initScreen()
// s1.initScreen()
```

```
solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
        .out()

render(o0)


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.8).scale(0.85,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0).invert())
.repeat(4,4)
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
```

```
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
.mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
```

```
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

render(o0)

a.show()
a.setSmooth(0.95)

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// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
        .out()

render(o0)


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
```

```
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.8).scale(0.85,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
// .diff(src(s0).scale(1.01))
.repeat(2,2)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
.layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(()=>cc[10]*8))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
```

```
// .add(td(),1)
.layer(shape(4,0.5,0.85).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.
3).luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(
0.6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
//
.mult(solid(),0.3)
// .saturate(()=>cc[11]/4+1)
//
.out()
//
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,-0.3)//.luma()
.modulate(noise(5, 0.05010))
.blend(osc(4,-0.3).scale(1.06)).blend(osc(4,-0.3).rotate(1.2).scale(2.8)).blend(osc(4,-0.3).rotate(
1.57).scale(.52))
.mult(solid(1,0,0),()=>cc[18]*4)
.mult(solid(0,1,0),()=>cc[19]*4)
.mult(solid(0,0,1),()=>cc[20]*4)
.add(bram().luma(),()=>cc[21])
.modulate(bram().scale(0.98),()=>cc[21])
//
.out(o2)

hush()

render(o0)
```

```
a.show()
a.setSmooth(0.95)


//////////////////////////////

// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()

solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
          .out()

render(o0)


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
// .layer(src(s0).invert().saturate(2).luma())
```

```
// X.mult(src(s0).saturate(8),0.2)
// X.mult(src(s0).thresh().scrollY(0.02,0.06),0.9)
// .scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
// .add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
// .modulateScale(noise(0.005,-0.003))
// .scale(0.9)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
// .layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(4))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]/2)
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(0.
6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
```

```
// //

//
// .mult(solid(),0.2)
.saturate(()=>cc[11]/4+1)
//
.out()
//
// s0.initScreen()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,0.05)
.modulate(noise(2.5, 0.05010))
// .mult(solid(1,1,1),()=>cc[11]/2)
.mult(solid(1,0,0),()=>cc[18]/2)
.mult(solid(0,1,0),()=>cc[19]/2)
.add(solid(0,0,1),()=>cc[20]/2)
// .modulate(noise(()=>cc[21]/2,.2).luma(0.2),0.9)
//
.layer(solid().add(noise(()=>cc[21]/10,.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)
.luma(0.1)),()=>cc[21]/2))
.add(bram().invert(0).luma(),()=>cc[21])
// .layer(src(bram()).invert())
//
.out(o2)

hush()

render(o0)

a.show()
```

```
a.setSmooth(0.95)

// WORKING
// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
          .out()

render(o0)


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
// .layer(src(s0).invert().saturate(2).luma())
// X.mult(src(s0).saturate(8),0.2)
// X.mult(src(s0).thresh().scrollY(0.02,0.06),0.9)
// .scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
// .add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
```

```
// .modulateScale(noise(0.005,-0.003))
// .scale(0.9)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
// .layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(4))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(0.
6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
//
// .mult(solid(),0.2)
.saturate(()=>cc[11]*2+1)
```

```
//
.out()
//
// s0.initScreen()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,0.05)
.modulate(noise(2.5, 0.05010))
// .mult(solid(1,1,1),()=>cc[11]/2)
.mult(solid(1,0,0),()=>cc[18]/2)
.mult(solid(0,1,0),()=>cc[19]/2)
.add(solid(0,0,1),()=>cc[20]/2)
// .mult(shape(4,()=>cc[18]/10,()=>cc[18]).luma(0.002).diff(src(o0).scale(0.9)),()=>cc[7]*6)
// .add(noise(()=>cc[19]/20,.2).luma(0.2),0.9)
//
.layer(solid().add(noise(()=>cc[19]/10,.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)
.luma(0.1)),()=>cc[10]/2))
.add(bram().invert(0).luma(),()=>cc[21])
// .layer(src(bram()).invert())
//
.out(o2)

hush()

render()



// NOT WORKING

// ee_hy
```

```
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
          .out()

render(o0)


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
// .layer(src(s0).invert().saturate(2).luma())
// X.mult(src(s0).saturate(8),0.2)
// X.mult(src(s0).thresh().scrollY(0.02,0.06),0.9)
// .scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
// .add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
// .modulateScale(noise(0.005,-0.003))
// .scale(0.9)
.saturate(8)
sq=()=>
```

```
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//>>

a.show()

//<<
solid()
//
.add(bram(),()=>cc[9]*2)
// .layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(4))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*4)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(0.
6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
//
// .mult(solid(),0.2)
.saturate(()=>cc[11]*2+1)
//
```

```
.out()
//
// s0.initScreen()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,0.05)
.modulate(noise(2.5, 0.05010))
// .mult(solid(1,1,1),()=>cc[11]/2)
.mult(solid(1,0,0),()=>cc[18]/2)
.mult(solid(0,1,0),()=>cc[19]/2)
.add(solid(0,0,1),()=>cc[20]/2)
// .mult(shape(4,()=>cc[18]/10,()=>cc[18]).luma(0.002).diff(src(o0).scale(0.9)),()=>cc[7]*6)
// .add(noise(()=>cc[19]/20,.2).luma(0.2),0.9)
//
.layer(solid().add(noise(()=>cc[19]/10,.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)
.luma(0.1)),()=>cc[10]/2))
.add(bram().invert(0).luma(),()=>cc[21])
// .layer(src(bram()).invert())
//
.out(o2)

render()



// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()
```

```
 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
          .out()

render(o0)


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
// .layer(src(s0).invert().saturate(2).luma())
// X.mult(src(s0).saturate(8),0.2)
// X.mult(src(s0).thresh().scrollY(0.02,0.06),0.9)
// .scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
// .add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
// .modulateScale(noise(0.005,-0.003))
// .scale(0.9)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
```

```
//>>
//<<
solid()
//
.add(bram(),()=>cc[9]*2)
// .layer(bram().scale(0.25).mult(solid(),0.4).luma(1).saturate(4))// REPEAT
.add(sq(),()=>cc[10]*2) // GRID
// FB
.add(fb(),()=>cc[11]*2)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(0.
6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]).luma(0.02))
//
.mult(solid(),()=>cc[22])
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
//
// .mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
```

```
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
// Test MIDI
// s2.initScreen()
//
osc(4,0.05)
.modulate(noise(2.5, 0.05010))
.mult(solid(1,1,1),()=>cc[11]/2)
.mult(solid(1,0,0),()=>cc[19]/2)
.mult(solid(0,1,0),()=>cc[20]/2)
// .add(solid(0,0,1),()=>cc[21]/2)
// .mult(shape(4,()=>cc[18]/10,()=>cc[18]).luma(0.002).diff(src(o0).scale(0.9)),()=>cc[7]*6)
// .add(noise(()=>cc[19]/20,.2).luma(0.2),0.9)
.layer(solid().add(noise(()=>cc[19]/10,.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)
.luma(0.1)),()=>cc[10]/2))
.add(bram().invert(0).luma(),()=>cc[21])
// .layer(src(bram()).invert())
//
.out(o2)

render()



// NOT WORKING
// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
```

```
.add(src(s0))
        .out()

render(o0)


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
// .layer(src(s0).invert().saturate(2).luma())
// X.mult(src(s0).saturate(8),0.2)
// X.mult(src(s0).thresh().scrollY(0.02,0.06),0.9)
// .scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
// .add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
// .modulateScale(noise(0.005,-0.003))
// .scale(0.9)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9])
.layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
.add(sq(),()=>cc[10]) // GRID
// FB
```

```
// .add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
// .add(td(),1)
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(0.
6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// O1
.layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
.add(src(o2).mult(solid(),()=>cc[8]))
//
.mult(solid(),()=>cc[22])
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
//
// .mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
// Test MIDI
```

```
// s2.initScreen()
//
osc(4,0.05)
.modulate(noise(2.5, 0.05010))
.mult(solid(1,1,1),()=>cc[11]/2)
.mult(solid(1,0,0),()=>cc[19]/2)
.mult(solid(0,1,0),()=>cc[20]/2)
// .add(solid(0,0,1),()=>cc[21]/2)
// .mult(shape(4,()=>cc[18]/10,()=>cc[18]).luma(0.002).diff(src(o0).scale(0.9)),()=>cc[7]*6)
// .add(noise(()=>cc[19]/20,.2).luma(0.2),0.9)
.layer(solid().add(noise(()=>cc[19]/10,.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)
.luma(0.1)),()=>cc[10]*2))
.add(bram().invert(0).luma(),()=>cc[21])
// .layer(src(bram()).invert())
//
.out(o2)

render()



// NOT WORKING

// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

s0.initScreen()
// s1.initScreen()

solid()
// .add(bram()) //.mult(solid()),()=>cc[9])
.add(src(s0))
          .out()

render(o0)


fb=()=>
```

```
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// .saturate(8)
bram=()=>
solid()
.add(src(s0).invert())
// .layer(src(s0).invert().saturate(2).luma())
// X.mult(src(s0).saturate(8),0.2)
// X.mult(src(s0).thresh().scrollY(0.02,0.06),0.9)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
// .add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.modulateScale(noise(0.005,-0.003))
.scale(0.8)
.saturate(8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//>>
//<<
solid()
//
.add(bram(),()=>cc[9])
.layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
.add(sq(),()=>cc[10]) // GRID
// FB
// .add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
// .add(td(),1)
```

```
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(0.
6))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// //FB2
// .blend(src(o0).scale(1.002),()=>a.fft[2]*2)
// O1
// .layer(src(o1).mult(solid(),()=>cc[7]).luma(0.02))
//O2
// .layer(src(o2).mult(solid(),()=>cc[8]).luma(()=>cc[8]/4))
//
// // TD
// .layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// .mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
// Test MIDI
// s2.initScreen()

osc(4,0.05)
.modulate(noise(2.5))
.add(solid(1,0,0),()=>cc[8])
.add(solid(0,1,0),()=>cc[9])
.add(solid(0,0,1),()=>cc[10])
```

```
.mult(shape(4,()=>cc[18]/10,()=>cc[18]).luma(0.002).diff(src(o0).scale(0.9)),()=>cc[7]*6)
.add(noise(()=>cc[19]/20,.2).luma(0.2),0.9)
.layer(solid().add(noise(()=>cc[19]/10,.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)
.luma(0.1)),()=>cc[20]*2))
.add(solid(1,1,1),()=>cc[11])
.mult(solid(),()=>cc[22])
// .layer(src(s0).invert().thresh(0.6).mult(shape(4,0.92,0)).luma(0.6))
.out(o2)

render()




//////////////////////////////////////////

// ee_hy
// ee_eu13 + AA
// https://www.bram.org/bramtv/flaneur.php

hush()

 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().saturate(2).luma())
```

```
// .mult(src(s0).saturate(8),0.7)
.mult(src(s0).thresh().scrollY(0.02,0.06),0.3)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.modulateScale(noise(0.005,0.003))
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
// .diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
//
.add(bram().mult(solid(),0.1))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
.add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
.add(td(),0.2)
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(1))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
// O1
.layer(src(o1).mult(solid(),0.4).luma(0.3))
//O2
.add(src(o2))
//
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// .mult(solid(),0.2)
.saturate(1.1)
```

```
//
.out()
//
// s0.initScreen()
//
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
// Test MIDI
// s2.initScreen()

osc(4,0.05)
.modulate(noise(2.5))
.add(solid(1,0,0),()=>cc[8])
.add(solid(0,1,0),()=>cc[9])
.add(solid(0,0,1),()=>cc[10])
.mult(shape(4,()=>cc[18]/10,()=>cc[18]).diff(src(o0).scale(0.9)).luma(0.002),()=>cc[7]/1.5)
.add(noise(()=>cc[19],.2).luma(0.2),0.9)
.layer(solid().add(noise(()=>cc[19],.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)).lu
ma(0.1),()=>cc[20]*2))
.add(solid(1,1,1),()=>cc[11])
.mult(solid(),()=>cc[22])
.layer(src(s2).thresh(0.6).mult(shape(4,0.92,0)).luma(0.6))
.out(o2)
```

240218
Opera runs // https://bram.org/bramtv/
Firefox runs Hydra **NO GO**

Hydra Meetup

```
// @eerieear IG/YT
// working on
// https://youtu.be/WL8qaAVPal8?t=874
 // // capture
// https://bram.org/bramtv/
//
s0.initImage("https://upload.wikimedia.org/wikipedia/commons/2/24/Portret_van_Annie_Abraha
ms%2C_2012.jpg")
//
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
bram=()=>
solid()
.layer(src(s0).invert().saturate(2).luma())
// .mult(src(s0).saturate(8),0.7)
.mult(src(s0).thresh().scrollY(0.02,0.06),0.3)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.modulateScale(noise(0.005,0.003))
.scale(0.8)
.saturate(2)
//
solid()
//
.add(bram().mult(solid(),0.1))
.layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// FB
.add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
// O1
.layer(src(o1).mult(solid(),0.4).luma(0.3))
//
.mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
```

```
//Hydra Glitchy Slit Scan//Flor de Fuego
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.out(o1)

////////////////////////////////////
```

Test MIDI

```
s2.initScreen()

osc(4,0.05)
.modulate(noise(2.5))
.add(solid(1,0,0),()=>cc[8])
.add(solid(0,1,0),()=>cc[9])
.add(solid(0,0,1),()=>cc[10])
.mult(shape(4,()=>cc[18]).luma(),()=>cc[7]/1.5)
.add(noise(()=>cc[19],.2).luma(0.2),0.9)
.layer(solid().add(noise(()=>cc[19],.2).mult(osc(1000,0,0).thresh()).blend(src(o0).scale(1.001)).lu
ma(0.1),()=>cc[20]*2))
.add(solid(1,1,1),()=>cc[11])
.mult(solid(),()=>cc[22])
.layer(src(s2).thresh(0.6).mult(shape(4,0.92,0)).luma(0.6))
.out()



 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
```

```
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().saturate(2).luma())
// .mult(src(s0).saturate(8),0.7)
.mult(src(s0).thresh().scrollY(0.02,0.06),0.3)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.modulateScale(noise(0.005,0.003))
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
// .diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
//
.add(bram().mult(solid(),0.1))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
.add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
.add(td(),0.2)
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(1))
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
//TD COLOR
// .add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// .add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
// O1
```

```
.layer(src(o1).mult(solid(),0.4).luma(0.3))
//
// // TD
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// .mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
//Hydra Glitchy Slit Scan//Flor de Fuego

render(o0)

src(o1).out(o0)




 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
```

```
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().saturate(2).luma())
// .mult(src(s0).saturate(8),0.7)
.mult(src(s0).thresh().scrollY(0.02,0.06),0.3)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.modulateScale(noise(0.005,0.003))
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
//
.add(bram().mult(solid(),0.1))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
// .add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
.add(td(),0.2)
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
.add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
.add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
// O1
```

```
// .layer(src(o1).mult(solid(),0.4).luma(0.3))
//
// // TD
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57).mult(solid(),0.6)).scale(0.4,1.3)
.luma(()=>a.fft[0]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).thresh(1))
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
.mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
//Hydra Glitchy Slit Scan//Flor de Fuego

render(o0)

src(o1).out(o0)









 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()

fb=()=>
```

```
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.75).scale(1,1.2))
.mult(shape(4,0.97).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().saturate(2).luma())
// .mult(src(s0).saturate(8),0.7)
.mult(src(s0).thresh().scrollY(0.02,0.06),0.3)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.modulateScale(noise(0.005,0.003))
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
//
.add(bram().mult(solid(),0.1))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
// .add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
.add(td(),0.2)
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
.add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
.add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
```

```
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*2)
// O1
.layer(src(o1).mult(solid(),0.4).luma(0.2))
//
// // TD
.layer(shape(4,0.5,0.8).mult(osc(800,0,()=>a.fft[1]*8).rotate(1.57)).scale(0.4,1.3).luma(()=>a.fft[0
]*2).modulate(voronoi(2,0.08,()=>a.fft[2]*8)).scrollX(-1.1).scrollY(0.75).mult(solid(),0.7))
.layer(td().luma(0.9).scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
.mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
//Hydra Glitchy Slit Scan//Flor de Fuego

render(o0)

src(o1).out(o0)




 // // capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
```

```
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().saturate(2).luma())
// .mult(src(s0).saturate(8),0.7)
.mult(src(s0).thresh().scrollY(0.02,0.06),0.3)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.add(src(s0).invert().thresh(0.6).luma().mult(solid(),0.3),()=>a.fft[1]*4)
.modulateScale(noise(0.005,0.003))
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
//
.add(bram().mult(solid(),0.1))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
// .add(fb(),0.5)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
.add(td(),0.2)
.add(td().scale(0.6).scrollX(-1.2).scrollY(0.7))
.add(td().color(1,0,0).scale(0.610).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
```

```
.add(td().color(0,0,1).scale(0.615).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*2)
// //
// //FB2
.blend(src(o0).scale(1.002),()=>a.fft[2]*4)
//
.layer(src(o1).luma(0.2),0.6)
//
// // TD
.layer(td().luma().scale(0.6).scrollX(-1.2).scrollY(0.7).saturate(8))
//
.mult(solid(),0.2)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
src(s0)
.invert().luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
// .mult(solid(),0.5)
.out(o1)
//
//Hydra Glitchy Slit Scan//Flor de Fuego

render(o0)

src(o1).out(o0)







////////////////////////////////////

// // capture
// https://bram.org/bramtv/
```

```
// s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulateScale(noise(0.005,0.003))
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
//
// .add(bram().mult(solid(),0.6))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// //FB
// .add(fb(),0.75)
//
.scale([1.2,1,1,1,1.5,1,1])
// // TD
// .add(td())
```

```
// .add(td().scale(0.5).scrollX(-1.2).scrollY(0.7))
// .add(td().scale(0.5).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*4)
// //
// //FB2
// .blend(src(o0).scale(1.002),()=>a.fft[2]*4)
// // TD
// .layer(td().luma().scale(0.5).scrollX(-1.2).scrollY(0.7).saturate(8))
//
// .layer(src(o1).luma(0.5),0.6)
//
.mult(solid(),0.4)
.saturate(1.1)
//
.out()
//
// s0.initScreen()
//
src(s0)
.invert(0).luma(0.3)
.saturate(2)
.contrast(2.3)
.layer(src(o1)
.mask(shape(4,[2,1.5]).scale(0.5, [0.7]).scrollX(0.25).scrollY([.125,.05,1,1.25])).scrollX(0.001))
.modulate(o1,0.001)
.mult(solid(),0.05)
.out(o1)
//
//Hydra Glitchy Slit Scan//Flor de Fuego

render(o0)

src(o1).out(o0)




//////////////////////////

// capture
// https://bram.org/bramtv/
```

```
s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulateScale(noise(0.005,0.003))
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
.add(bram().saturate(2))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
.add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
// TD
// .add(td())L
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7))
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*4)
```

```
//
.saturate(2)
//L
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
// TD
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7).saturate(8))
.mult(solid(),0.3)
.saturate(1.1)
.out()
//

//Hydra Glitchy Slit Scan
//Flor de Fuego
//https://flordefuego.github.io/
// s2.initCam()
src(s0)
  .saturate(2)
  .contrast(2.3)
  .layer(src(o1)
        .mask(shape(4,[2,
                  1.5).
              scale(0.5, [0.7]).
              scrollX(0.25)
              .scrollY([.125,.05,1,1.25
                    ])
             )
        .scrollX(0.001))
  .modulate(o1,0.001)
  .out(o1)


hush()

src(s0)
.out(o0)

s0.initScreen()

render(o1)

speed= "8"
```

```
// capture
// https://bram.org/bramtv/

s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulateScale(noise(0.005,0.003))
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
.add(bram().saturate(2))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
.add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
// TD
```

```
// .add(td())L
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7))
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*4)
//
.saturate(2)
//L
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
// TD
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7).saturate(8))
.mult(solid(),0.3)
.saturate(1.1)
.out()
//

//Hydra Glitchy Slit Scan
//Flor de Fuego
//https://flordefuego.github.io/
// s2.initCam()
src(s0)
  .saturate(2)
  .contrast(2.3)
  .layer(src(o1)
        .mask(shape(4,2.5).
            scale(0.7,[0.7, 0.5, 0.25]).
            scrollX(0.25))
        .scrollX(0.001))
  .modulate(o1,0.001)
  .out(o1)


hush()

src(s0)
.out(o0)

s0.initScreen()

render(o1)



Maybe use Flor FB

//Hydra Glitchy Slit Scan
```

```
//Flor de Fuego
//https://flordefuego.github.io/
// s2.initCam()
src(s0)
  .saturate(2)
  .contrast(1.3)
  .layer(src(o0)
          .mask(shape(4,2).
          scale(0.5,0.7).
          scrollX(0.25))
          .scrollX(0.001))
  .modulate(o0,0.001)
  .out(o1)
```

240217
https://youtu.be/ActCdMsXutg
https://youtu.be/tQPXpMRjc8o

```
// capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
// ,saturate(8)
bram=()=>
```

```
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulateScale(noise(0.005,0.003))
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale(0.8)
.saturate(2)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
.add(bram().saturate(2))
// .layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))// REPEAT
// .add(sq().mult(solid(),0.5)) // GRID
// FB
.add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
// TD
// .add(td())
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7))
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7),()=>a.fft[0]*4)
//
.saturate(2)
//
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
// TD
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7).saturate(8))
.mult(solid(),0.3)
.saturate(1.1)
.out()
//



// capture
// https://bram.org/bramtv/

// s0.initScreen()
```

```
// s1.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
// ,saturate(8)
bram=()=>
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulateScale(noise(0.005,0.003))
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),()=>a.fft[1]*4)
.scale(0.8)
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(8,8)
//
solid()
.add(bram().saturate(4))
.layer(bram().scale(0.25).mult(solid(),0.4).luma().saturate(4))
// .add(sq().mult(solid(),0.5))
// FB
.add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
// TD
// .add(td())
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7))
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7),()=>a.fft[1]*2)
//
.saturate(2)
```

```
//
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.saturate(1.1)
.out()
//

//////////////////////

// capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
bram=()=>
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulate(noise(0.005,0.003))
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),()=>a.fft[1]*4)
//
//
.scale(0.8)
//
// sq=()=>
// shape([4,2],0.2,2)
// .mult(src(s0))
// .repeat(4,4)
```

```
// .diff(src(s0).scale(1.01))
// .repeat(4,4)
// .mult(noise(4),()=>a.fft[2]/4)
//
solid()
.add(bram().saturate(4))
.layer(bram().scale(0.25).mult(solid(),0.2).luma())
//FB
.add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
// TD
// .add(td())
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7))
.add(td().scale(0.5).scrollX(-1.2).scrollY(0.7),()=>a.fft[1]*2)
//
.saturate(2)
//
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.saturate(1.1)
.out()
//


////////////////////////////////////////////////

// capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
```

```
.mult(shape(4,0.87).scrollY(1.3))
// sq=()=>
// shape([4,2],0.2,2)
// .mult(src(s0))
// .repeat(4,4)
// .diff(src(s0).scale(1.01))
// .repeat(4,4)
// .mult(noise(4),()=>a.fft[2]/4)
//
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulate(noise(0.005,0.003))
//
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),0.02)
//
.scale(0.8)
// // .mult(shape(4,0.6),)
// // .mult(shape(4,0.6,0.8)()=>a.fft[2]*0.5)
//FB
.add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
// .modulateScale(src(o1),()=>a.fft[2]*1.3)
// .blend(fb(),0.5)
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
// TD
// .add(td())
.add(td().scale(0.5).scrollX(-1.2).scrollY(-1))
// .add(td(),()=>a.fft[1]*4)
//
.saturate(1.5)
.saturate(1.5)
//
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.out()
//




// osc(100,[0.05, -0.2],0)
```

```
// .thresh()
// .modulate(shape(400,0.03,1.3).scrollX(.3,.4))
// .rotate(()=>Math.sin(time)/-4)
// .modulateScale(()=>Math.cos(time)/40)
//   .out(o1)
// //
// solid()
// .add(sq())
// .mult(sq().scale(1.02))
// .modulate(sq().scale(1.04))
// .add(src(o2),()=>a.fft[1]*4)
// .modulateScale(src(o2),()=>a.fft[0]*1.03)
// .layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
// .out(o2)




// capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
td=()=>
solid()
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]*2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
.mult(shape(4,0.85).scale(1,1.2))
.mult(shape(4,0.87).scrollY(1.3))
// sq=()=>
// shape([4,2],0.2,2)
// .mult(src(s0))
// .repeat(4,4)
// .diff(src(s0).scale(1.01))
// .repeat(4,4)
// .mult(noise(4),()=>a.fft[2]/4)
```

```
//
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulate(noise(0.005,0.003))
//
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),0.02)
//
.scale(0.8)
// // .mult(shape(4,0.6),)
// // .mult(shape(4,0.6,0.8)()=>a.fft[2]*0.5)
//FB
.add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
// .modulateScale(src(o1),()=>a.fft[2]*1.3)
// .blend(fb(),0.5)
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
// TD
// .add(td())
.add(td().scale(0.5).scrollX(-1.2).scrollY(-1))
// .add(td(),()=>a.fft[1]*4)
//
.saturate(1.5)
.saturate(1.5)
//
// .blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.out()
//




// osc(100,[0.05, -0.2],0)
// .thresh()
// .modulate(shape(400,0.03,1.3).scrollX(.3,.4))
// .rotate(()=>Math.sin(time)/-4)
// .modulateScale(()=>Math.cos(time)/40)
//   .out(o1)
// //
// solid()
// .add(sq())
```

```
// .mult(sq().scale(1.02))
// .modulate(sq().scale(1.04))
// .add(src(o2),()=>a.fft[1]*4)
// .modulateScale(src(o2),()=>a.fft[0]*1.03)
// .layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
// .out(o2)



//////////////////////////////////////

// capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
// sq=()=>
// shape([4,2],0.2,2)
// .mult(src(s0))
// .repeat(4,4)
// .diff(src(s0).scale(1.01))
// .repeat(4,4)
// .mult(noise(4),()=>a.fft[2]/4)
//
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulate(noise(0.005,0.003))
//
.add(src(s0).invert().thresh().luma().mult(solid(),0.3),0.02)
//
.scale(0.8)
// // .mult(shape(4,0.6),)
// // .mult(shape(4,0.6,0.8)()=>a.fft[2]*0.5)
```

```
//FB
// .add(fb(),0.75)
.scale([1.2,1,1,1,1.5,1,1])
.modulateScale(src(o1),()=>a.fft[2]*1.3)
// .blend(fb(),0.5)
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
.add(src(o2),()=>a.fft[1]*4)
.layer(src(s1).thresh(0.3).mult(solid(),()=>a.fft[1]/2).luma(0.2))
.add(src(s1).thresh(0.3).mult(solid(),0.7).luma(0.2))
//
.saturate(1.5)
//
.saturate(1.5)
.blend(src(o0).scale(1.15),()=>a.fft[0]/2)
.mult(solid(),0.3)
.out()
//
// osc(100,[0.05, -0.2],0)
// .thresh()
// .modulate(shape(400,0.03,1.3).scrollX(.3,.4))
// .rotate(()=>Math.sin(time)/-4)
// .modulateScale(()=>Math.cos(time)/40)
//   .out(o1)
// //
// solid()
// .add(sq())
// .mult(sq().scale(1.02))
// .modulate(sq().scale(1.04))
// .add(src(o2),()=>a.fft[1]*4)
// .modulateScale(src(o2),()=>a.fft[0]*1.03)
// .layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
// .out(o2)



////////////////////////////////
// capture
// https://bram.org/bramtv/

// s0.initScreen()
s1.initScreen()
```

```
fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
// sq=()=>
// shape([4,2],0.2,2)
// .mult(src(s0))
// .repeat(4,4)
// .diff(src(s0).scale(1.01))
// .repeat(4,4)
// .mult(noise(4),()=>a.fft[2]/4)
//
solid()
.layer(src(s0).invert().luma())
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.modulate(noise(0.005,0.003))
.scale(0.8)
// // .mult(shape(4,0.6),)
// // .mult(shape(4,0.6,0.8)()=>a.fft[2]*0.5)
.add(fb(),0.75)
// .scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
// .blend(fb(),0.5)
// .layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
// .add(src(o2),()=>a.fft[1]*4)
// .layer(src(s1).thresh(0.3).luma(0.2).mult(solid(),()=>a.fft[0]/2))
//
.saturate(1.5)
//
// .saturate(2)
// .blend(src(o0).scale(1.15),()=>a.fft[0]/2)
// .mult(solid(),0.3)
.out()
//
// osc(100,[0.05, -0.2],0)
// .thresh()
// .modulate(shape(400,0.03,1.3).scrollX(.3,.4))
// .rotate(()=>Math.sin(time)/-4)
// .modulateScale(()=>Math.cos(time)/40)
```

```
//   .out(o1)
// //
// solid()
// .add(sq())
// .mult(sq().scale(1.02))
// .modulate(sq().scale(1.04))
// .add(src(o2),()=>a.fft[1]*4)
// .modulateScale(src(o2),()=>a.fft[0]*1.03)
// .layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
// .out(o2)




//////////////////////////////////////////
// capture
// https://bram.org/bramtv/

// s0.initScreen()
// s1.initScreen()


fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
// sq=()=>
// shape([4,2],0.2,2)
// .mult(src(s0))
// .repeat(4,4)
// .diff(src(s0).scale(1.01))
// .repeat(4,4)
// .mult(noise(4),()=>a.fft[2]/4)
//
solid()
// .mult(src(s0).saturate(8),0.8)
// .mult(src(s0).thresh(),0.7)
.layer(src(s0).invert().luma())
// .modulate(noise(1,0.003))
.scale(0.8)
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5).fast(0.04))
// .mult(shape(4,0.6),)
```

```
.mult(shape(4,0.6,0.8)()=>a.fft[2]*0.5)
// .add(fb(),0.3)
.scale(1.2)
// .modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
// .layer(src(s0).luma(0.7))
.layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
// .add(src(o2),()=>a.fft[1]*4)
// .layer(src(s1).thresh(0.3).luma(0.2).mult(solid(),()=>a.fft[0]/2))
//
.saturate(1.5)
//
// .saturate(2)
.blend(src(o0).scale(1.15),()=>a.fft[0]/2)
.mult(solid(),0.3)
.out()
//
// osc(100,[0.05, -0.2],0)
// .thresh()
// .modulate(shape(400,0.03,1.3).scrollX(.3,.4))
// .rotate(()=>Math.sin(time)/-4)
// .modulateScale(()=>Math.cos(time)/40)
//   .out(o1)
// //
// solid()
// .add(sq())
// .mult(sq().scale(1.02))
// .modulate(sq().scale(1.04))
// .add(src(o2),()=>a.fft[1]*4)
// .modulateScale(src(o2),()=>a.fft[0]*1.03)
// .layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
// .out(o2)




////////////////////////////////////


// s0.initScreen()
// s1.initScreen()

fb=()=>
```

```
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.6))
.mult(shape(4,0.2,0.9))
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
.layer(src(s0).luma(0.7))
.layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
.add(src(o2),()=>a.fft[1]*4)
//
.saturate(1.5)
//
// .saturate(2)
.blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.out()
//
osc(100,[0.05, -0.2],0)
.thresh()
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time)/-4)
.modulateScale(()=>Math.cos(time)/40)
  .out(o1)
//
```

```
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2)
render(o0)

a.show()

hush()

s0.initScreen()


240204

s0.initScreen()
// s0.initScreen()

fb=()=>
solid()
.blend(src(o0).scale(1.01))
.blend(src(o0).scale(1.02))
.blend(src(o0).scale(1.04))
.blend(src(o0).scale(1.06))
sq=()=>
shape([4,2],0.2,2)
.mult(src(s0))
.repeat(4,4)
.diff(src(s0).scale(1.01))
.repeat(4,4)
.mult(noise(4),()=>a.fft[2]/4)
//
solid(1,1,1,1)
.mult(src(s0).saturate(8),0.8)
.mult(src(s0).thresh(),0.7)
.layer(src(s0).luma())
.modulate(noise(1,0.003))
.scale([1,1.2,1.5,1.3,1.1].smooth(0.5))
.mult(shape(4,0.6))
.mult(shape(4,0.2,0.9))
```

```
.add(fb(),0.3)
.scale(1.2)
.modulateScale(src(o1),()=>a.fft[2]*1.3)
.blend(fb(),0.5)
.layer(src(s0).luma(0.7))
.layer(src(o1).luma(0.8).mult(solid().luma(0.3)))
//
.add(src(o2),()=>a.fft[1]*4)
//
.saturate(1.5)
//
// .saturate(2)
.blend(src(o0).scale(1.15),()=>a.fft[0]*2)
.mult(solid(),0.3)
.out()
//
osc(100,[0.05, -0.2],0)
.thresh()
.modulate(shape(400,0.03,1.3).scrollX(.3,.4))
.rotate(()=>Math.sin(time)/-4)
.modulateScale(()=>Math.cos(time)/40)
  .out(o1)
//
solid()
.add(sq())
.mult(sq().scale(1.02))
.modulate(sq().scale(1.04))
.add(src(o2),()=>a.fft[1]*4)
.modulateScale(src(o2),()=>a.fft[0]*1.03)
.layer(src(o2).luma().mult(solid(),()=>a.fft[2]/2).mult(solid(),()=>a.fft[0]/2))
.out(o2)
render(o0)



a.show()

hush()
```

231215

```
// s0.initScreen()
// s1.initScreen()
// s2.initCam()

m=()=>
solid()
.add(shape(4).scale(1,1.25).scrollX(0.15).scrollY(0.155))
.add(shape(4).scale(1,1.25).scrollX(0.15).scrollY(-0.2))
.add(shape(4).scale(1,1.25).scrollX(0.15).scrollY(-0.25))
//
sq=()=>
shape([4,2,4,2,2 ]).scrollX(-0.02,-0.06).modulate(osc(2).scale(()=>a.fft[1]/2).diff(osc(100)))
.mult(noise(4).mult(solid(),0.8),0.4)
//
solid()
.add(sq())
// .modulate(sq(),()=>a.fft[0]/8)
// .add(sq().scale([0.5,1,0.2].smooth().fast(0.01)))
// .modulateScale(sq().scale([0.25,2,0.2].smooth().fast(0.01)))
// .add(m())
// .add(src(s1).thresh(0.6).invert().mult(m()).scrollX(-0.25)) //MIDI
// .layer(src(s2).thresh().luma().mult(solid(),0.8))
// .layer(src(s0).thresh().luma())
  .out()

a.setSmooth(0.98)

hush()

solid()
.out()
```

231128 wRik

```
//231127
o=()=>
osc(8)
.thresh()
```

```
.mult(osc(4,0.3).thresh().rotate(1.57))
//
solid()
.add(o().mult(noise(2,4)))
.add(o().mult(voronoi(2,4).luma()))
.layer(voronoi(2,2.2,0.3).thresh(0.8).luma())
.add(osc(100,0.04,5).modulate(src(o0)),0.3)
.add(osc(3).modulate(noise(2).thresh(0.7)),0.3)
.add(o().scale(1.3).mult(voronoi(2,4).luma()),()=>a.fft[0]*2)
.blend(src(o0).scale(1.03))
.mult(src(o0).scale(1.07).thresh().luma(),[0.7,0.3,0.2,0])
// .mult(src(o0).)
  .out()

solid()
.out()

a.hide()


//230224 Escher Carolien + Clipboard


// c=()=>shape(3).mult(shape(3).diff(shape(300,0.01,0.6)).rotate(1.54))
c=()=>shape(3).mult(shape(3).rotate(1.54)).scale([0.5,2].smooth().fast(0.003))//
.modulateScale(osc(10,.1,.1).r())
o=()=>osc([100,200,400].smooth().fast(0.0004),-0.01).thresh().kaleid(4).modulateScale(osc(10,.
1,.1))
solid()
.add(c().mult(o()))
.add(c().mult(o().rotate(1.57)),[1,0,1,0,0])
.diff(c().mult(o()).scale(1.03))
// .rotate(.1,.1)
.scale([2,1.5,2,1,2.5,4,0.2,4,1.5])
.repeat(4,4)
.add(shape(20,0.5,0.9).scrollY(-0.2,0.1).rotate(1.57).invert(),0.1)
.out()


https://hydra.ojack.xyz/?code=JTBBJTBBaHVzaCgpJTBBJTBBbCUzRCgpJTNEJTNFc2hhcGU
oMiUyQzAuMSUyQzAuMykubW9kdWxhdGVTY2FsZShvc2MoNiUyQzAuMikpJTBBbW9kbCUz
RCgpJTNEJTNFc29saWQoKS5hZGQobCgpKS5kaWZmKGwoKS5zY2FsZSgwLjUpKSUwQXN
vbGlkKCklMEEuYWRkKG1vZGwoKSklMEEuZGlmZihsKCkuc2NhbGUoMC41KS5zY3JvbGxZK
DAuMDElMkMwLjA2KSklMEEuYWRkKG1vZGwoKS5zY3JvbGxZKDAuMSUyQzAuMDYpKSUw
```

QS5hZGQobW9kbCgpLnNjcm9sbFkoLTAuMiUyQzAuMDYpJTJDMC42KSUwQS5sYXllcihtb2Rs
KCkuc2Nyb2xsWSgtMC4yJTJDMC4wMikubHVtYSgpLm1vZHVsYXRlU2NhbGUoc2hhcGUoMz
AwJTJDMC4yJTJDMC43KSUyQzAuMykpJTBBJTJGJTJGJTIwLmthbGVpZCg0KSUwQS5vdX
QoKSUwQSUwQSUwQSUyRiUyRiUyMGMlM0QoKSUzRCUzRXNoYXBlKDMpLm11bHQoc2hh
cGUoMykuZGlmZihzaGFwZSgzMDAlMkMwLjAxJTJDMC42KSkucm90YXRlKDEuNTQpKSUwQ
WMlM0QoKSUzRCUzRXNoYXBlKDMpLm11bHQoc2hhcGUoMykucm90YXRlKDEuNTQpKS5z
Y2FsZSglNUIwLjUlMkMyJTVELnNtb290aCgpLmZhc3QoMC4wMDMpKSUyRiUyRiUyMC5tb2R
1bGF0ZVNjYWxlKG9zYygxMCUyQy4xJTJDLjEpLnIoKSklMEFvJTNEKCklM0QlM0Vvc2MoJTV
CMTAwJTJDMjAwJTJDNDAwJTVELnNtb290aCgpLmZhc3QoMC4wMDA0KSUyQy0wLjAxKS5
0aHJlc2goKS5rYWxlaWQoNCkubW9kdWxhdGVTY2FsZShvc2MoMTAlMkMuMSUyQy4xKSklM
EFzb2xpZCgpJTBBJTJGJTJGJTIwLmFkZChjKCkubXVsdChvKCkpKSUwQS5hZGQoYygpLm1
1bHQobygpLnJvdGF0ZSgxLjU3KSklMkMlNUIxJTJDMCUyQzElMkMwJTJDMCU1RCklMEEuZ
GlmZihjKCkubXVsdChvKCkpLnNjYWxlKDEuMDMpKSUwQSUyRiUyRiUyMC5yb3RhdGUoLjEl
MkMuMSklMEElMkYlMkYlMjAuc2NhbGUoMiklMEEucmVwZWF0KDQlMkM0KSUwQS5hZGQo
c2hhcGUoMjAlMkMwLjUlMkMwLjkpLnNjcm9sbFkoLTAuMiUyQzAuMSkucm90YXRlKDEuNTcpL
mludmVydCgpJTJDMC4xKSUwQS5vdXQoKSUwQSUwQSUwQXNoYXBlKDQlMkMwLjcpLnJv
dGF0ZSgwLjElMkMwLjEpJTBBLm1vZHVsYXRlU2NhbGUobm9pc2UoMSUyQzAuMSklMkMwLj
IpJTBBLm11bHQob3NjKDEwMCUyQzApLnRocmVzaCgpKSUwQS5yZXBlYXQoMiUyQyUyMDI
pJTBBLmxheWVyKChzaGFwZSgzKS5tdWx0KHNoYXBlKDMpLnJvdGF0ZSgxLjQpLnNjYWxlK
DEuMSkpKS5yb3RhdGUoKCklM0QlM0V0aW1lJTJGOCkubXVsdChvc2MoMzAwMCUyQzApLn
JvdGF0ZSgpKS5sdW1hKCkuc2NhbGUoMS44KSklMEElMkYlMkYlMjAubGF5ZXIoKHNoYXBlK
DMlMkMwLjElMkMwLjYpLm11bHQoc2hhcGUoMyUyQzAuNSkucm90YXRlKDIuNCk
uc2NhbGUoMS4xKSkpLnJvdGF0ZSgoKSUzRCUzRXRpbWUlMkYtOCkubXVsdChvc2MoMjAw
MCUyQzApLnJvdGF0ZSgpKS5sdW1hKCkuc2NhbGUoMykpJTBBLm91dCgpJTBBJTBBbiUzR
CgpJTNEJTNFbm9pc2UoNCUyQzAuMiklMEFzb2xpZCgpJTBBLmFkZChvc2MoNCkpJTBBLmx
heWVyKHNoYXBlKDQlMkMwLjUpLm11bHQobigpKS5zY3JvbGxYKDAuMDIlMkMwLjEpLmFkZ
ChzaGFwZSg0JTJDMC42KS5pbnZlcnQoKSkpJTBBLmxheWVyKHNoYXBlKDQlMkMwLjYpLm1
1bHQobigpKS5zY3JvbGxYKC0wLjAzJTJDLTAuMSkubHVtYSgpKSUwQS5tdWx0KHNoYXBlKD
QlMkMwLjkpLm11bHQobigpKS5zY3JvbGxYKC0wLjAxJTJDLTAuNCkpJTBBLmxheWVyKHNoY
XBlKDQlMkMwLjQpLm11bHQoc3JjKG8wKS5zY2FsZSgxLjAxKSkuc2Nyb2xsWSgwLjAyJTJDLT
AuMDEpLmx1bWEoKSklMEEub3V0KCklMEElMEElMEElMEElMEElMEElMEElMEElMEElMEElMEEl
MEElMEFodXNoKCklMEElMEFvc2MoMy4xJTJDMC4wMiUyQzAuNCkua2FsZWlkKDIuMTIpLm
11bHQoc2hhcGUoNCUyQzAuMiUyQzAuOSkpLnNjcm9sbFgoMC4xJTJDMC4wMikubW9kdWxh
dGUobm9pc2UoMSkpLmxheWVyKG9zYyg4JTJDMC4wNSUyQzAuMikubXVsdChzcmMobzApL
nNjcm9sbFgoMC4yKS5zY2FsZSgyLjUpKS5yb3RhdGUoMC43JTJDMC4wMSkubHVtYSgwLjQl
MkMwLjIpJTJDMC44KS5vdXQoKSUwQSUwQW9zYygzJTJDMC4wMiUyQzEpLmthbGVpZCgy
LjIpLmxheWVyKG9zYygyKS5tdWx0KHNhYyhvMCkuc2NhbGUoMS41KSUyQzAuOCkucm90YX
RlKDAuNyUyQzAuMSkubHVtYSgpJTJDMC43KS5vdXQoKSUwQSUwQW9zYygzJTJDMCUyQ
zEpLnJvdGF0ZSgwLjclMkMtMC4xKS5rYWxlaWQoMS4wMikubW9kdWxhdGUob3NjKDIuMikpL
m11bHQob3NjKDMuNikucm90YXRlKDAuNyUyQzAuMSklMkMwLjcpLnNjYWxlKDEuNSkub3V0
KCklMEElMEFvc2MoMikucm90YXRlKDAuNyUyQy0wLjEpLmthbGVpZCgxLjIpLm1vZHVsYXRl
KG9zYygyLjIpKS5tdWx0KG9zYygzLjYpLnJvdGF0ZSgwLjclMkMwLjEpJTJDMC43KS5vdXQoKS
UwQSUwQW9zYygyKS5rYWxlaWQoMS4yKS5tdWx0KG9zYygzLjYpLnJvdGF0ZSgwLjclMkMw
LjEpJTJDMC43KS5vdXQoKSUwQSUwQW9zYygyKS5rYWxlaWQoMi4yKS5tdWx0KG9zYygzK

S5yb3RhdGUoMC43JTJDMC4xKSUyQzAuNykub3V0KCklMEElMEElMEElMEFhLnNldFNtb290
aCgwLjkpJTBBJTBBJTBBJTBBJTBBb3NjKDIlMkMwJTJGMDMlMkMyKS5hZGQob3NjKDMlMk
MtMC4wNikucm90YXRlKCkpLm1vZHVsYXRlKG5vaXNlKCU1QjMlMkMlMjAxJTVELmZhc3QoM
C4wMDUpKSklMEEubXVsdChzaGFwZSgyJTJDMC4yJTJDMC4yKS5kaWZmKHNyYyhvMCkuc
2NhbGUoMS4wMikuc2Nyb2xsWSgwLjElMkMwLjAzKS5rYWxlaWQoMikucm90YXRlKDEuNTcp
LmNvbnRyYXN0KDEuMSklMkMwLjIpLm11bHQobm9pc2UoMTAwMCUyQygpJTNEJTNFYS5m
ZnQlNUIwJTVEKS5jb250cmFzdCgwLjgpLnNjcm9sbFkoMC4xJTJDMC4wMikubXVsdChzb2xpZ
CgpJTJDMC42KSkubW9kdWxhdGUobm9pc2UoMSkpJTJDKCklM0QlM0VhLmZmdCU1QjElNU
QqMC44KSUwQS5pbnZlcnQoKSUwQS5vdXQoKSUwQSUwQWh1c2goKQ%3D%3D

```
hush()

l=()=>shape(2,0.1,0.3).modulateScale(osc(6,0.2))
modl=()=>solid().add(l()).diff(l().scale(0.5))
solid()
.add(modl())
.diff(l().scale(0.5).scrollY(0.01,0.06))
.add(modl().scrollY(0.1,0.06))
.add(modl().scrollY(-0.2,0.06),0.6)
.layer(modl().scrollY(-0.2,0.02).luma().modulateScale(shape(300,0.2,0.7),0.3))
// .kaleid(4)
.out()


// c=()=>shape(3).mult(shape(3).diff(shape(300,0.01,0.6)).rotate(1.54))
c=()=>shape(3).mult(shape(3).rotate(1.54)).scale([0.5,2].smooth().fast(0.003))//
.modulateScale(osc(10,.1,.1).r())
o=()=>osc([100,200,400].smooth().fast(0.0004),-0.01).thresh().kaleid(4).modulateScale(osc(10,.
1,.1))
solid()
.add(c().mult(o()))
.add(c().mult(o().rotate(1.57)))
.diff(c().mult(o()).scale(1.03))
.rotate(.1,.1)
.scale(2)
.repeat(4,4)
.out()


shape(4,0.7).rotate(0.1,0.1)
.modulateScale(noise(2,0.1),0.6)
.mult(osc(100,0).thresh())
.repeat(20, 20)
```

```
.layer((shape(3).mult(shape(3).rotate(1.4).scale(1.1))).rotate(()=>time/8).mult(osc(3000,0).rotate()).luma().scale(1.8))
.layer((shape(3,0.1,0.6).mult(shape(3,0.1,0.5).rotate(2.4).scale(1.1))).rotate(()=>time/-8).mult(osc(2000,0).rotate()).luma().scale(3))
.out()

n=()=>noise(4,0.2)
solid()
.add(osc(4))
.layer(shape(4,0.5).mult(n()).scrollX(0.02,0.1).add(shape(4,0.6).invert()))
.layer(shape(4,0.6).mult(n()).scrollX(-0.03,-0.1).luma())
.mult(shape(4,0.9).mult(n()).scrollX(-0.01,-0.4))
.layer(shape(4,0.4).mult(src(o0).scale(1.01)).scrollY(0.02,-0.01).luma())
.out()
```

```
hush()

osc(3.1,0.02,0.4).kaleid(2.12).mult(shape(4,0.2,0.9)).scrollX(0.1,0.02).modulate(noise(1)).layer(osc(8,0.05,0.2).mult(src(o0).scrollX(0.2).scale(2.5)).rotate(0.7,0.01).luma(0.4,0.2),0.8).out()

osc(3,0.02,1).kaleid(2.2).layer(osc(2).mult(src(o0).scale(1.5),0.8).rotate(0.7,0.1).luma(),0.7).out()

osc(2,0,1).rotate(0.7,-0.1).kaleid(1.02).modulate(osc(2.2)).mult(osc(3.6).rotate(0.7,0.1),0.7).scale(1.5).out()

osc(2).rotate(0.7,-0.1).kaleid(1.2).modulate(osc(2.2)).mult(osc(3.6).rotate(0.7,0.1),0.7).out()

osc(2).kaleid(1.2).mult(osc(3.6).rotate(0.7,0.1),0.7).out()

osc(2).kaleid(2.2).mult(osc(3).rotate(0.7,0.1),0.7).out()
```

```
a.setSmooth(0.9)



osc(2,0/03,2).add(osc(3,-0.06).rotate()).modulate(noise([3, 1].fast(0.005)))
.mult(shape(2,0.2,0.2).diff(src(o0).scale(1.02).scrollY(0.1,0.03).kaleid(2).rotate(1.57).contrast(1.
1),0.2).mult(noise(1000,()=>a.fft[0]).contrast(0.8).scrollY(0.1,0.02).mult(solid(),0.6)).modulate(no
ise(1)),()=>a.fft[1]*0.8)
.invert()
.out()

hush()

//230223 shall we

solid()
// .add(src(s1))
// .add((src(o1)),0.5)
// .add((src(o2)),0.7)
// .add((src(o3)),0.8)
// .layer(src(o3).luma(),0.8)
.out()

render(o0)

a.setSmooth(0.6)
o= ()=>
osc(4,.5).pixelate(1).brightness(Math.sin(time)*1)
n= ()=> noise((()=>a.fft[0]*2),0.8)
shape(()=>a.fft[0]*400,0.12,1.8)
.mult(osc(3,-0.1),0.3)
.modulate(o().color(1,0,0).mult(n()))// R
.modulate(o().color(0,1,0).mult(n()))// G
.mult(osc(2,0.2,7).saturate(4).rotate().invert(),()=>a.fft[1])// COLOR
.out(o2)


os2= ()=>
osc(3.1,0.02,0.4).kaleid(2.12).mult(shape(4,0.2,0.9)).scrollX(0.1,0.02).modulate(noise(1)).layer(
osc(8,0.05,0.2).mult(src(o0).scrollX(0.2).scale(2.5)).rotate(0.7,0.01).luma(0.4,0.2),0.8)
//
solid()
.add(osc(2,0/03,2).add(osc(3,-0.06).rotate()).modulate(noise([3, 1].fast(0.005)))
```

```
.mult(shape(2,0.2,0.2).diff(src(o0).scale(1.02).scrollY(0.1,0.03).kaleid(2).rotate(1.57).contrast(1.
1),0.2).mult(noise(1000,()=>a.fft[0]).contrast(0.8).scrollY(0.1,0.02).mult(solid(),0.6)).modulate(no
ise(1)),()=>a.fft[1]*0.8))
.add(osc())
.invert()
.out(o1)



// osc(4,[0.4 , -0.8].smooth().fast(0.0004))
osc(20,-.2,2)

solid()
// .modulate(noise(()=>a.fft[2]*2))
// .add(src(s1).saturate(2))
.mult(src(s0).mult(shape(4,0.8)).scale(1.2),0.3)
.layer(src(s2).saturate(4).contrast(1.5).luma(0.25))
.blend(src(o0).scale(1.04),()=>a.fft[0]*1.2)
.out(o3)

a.show()

src(s1)
.out()

s1.clear()

s1.initCam(0)
//
// s2.initScreen()

render()


osc(10,-0.4,2)
.out()

hush()


//230223 shall we

a.setSmooth(0.6)
```

```
o= ()=>
osc(4,.5).pixelate(1).brightness(Math.sin(time)*1)
n= ()=> noise(()=>a.fft[0]*2),0.8)
shape(()=>a.fft[0]*400,0.12,1.8)
.mult(osc(3,-0.1),0.3)
.modulate(o().color(1,0,0).mult(n()))// R
.modulate(o().color(0,1,0).mult(n()))// G
.mult(osc(2,0.2,7).saturate(4).rotate().invert(),()=>a.fft[1])// COLOR
// .add((src(o1)),0.7)
// .mult((src(o2)),0.3)
.out()


osc(3.1,0.02,0.4).kaleid(2.12).mult(shape(4,0.2,0.9)).scrollX(0.1,0.02).modulate(noise(1)).layer(
osc(8,0.05,0.2).mult(src(o0).scrollX(0.2).scale(2.5)).rotate(0.7,0.01).luma(0.4,0.2),0.8).out(o2)

osc(2,0/03,2).add(osc(3,-0.06).rotate()).modulate(noise([3, 1].fast(0.005)))
.mult(shape(2,0.2,0.2).diff(src(o0).scale(1.02).scrollY(0.1,0.03).kaleid(2).rotate(1.57).contrast(1.
1),0.2).mult(noise(1000,()=>a.fft[0]).contrast(0.8).scrollY(0.1,0.02).mult(solid(),0.6)).modulate(no
ise(1)),()=>a.fft[1]*0.8)
.invert()
.out(o1)



230213
Audio reactive eerie_piano

a.setSmooth(0.98)

solid()
.add(src(o1))
.add(src(o2),0.08)
.mult(src(o2).rotate(0.1,0.2),0.15)
.mult(shape(4,0.95))
// .diff(shape(()=>a.fft[1]*40,0.012,1))
.out()


osc(()=>a.fft[1]/2,0.2,1)
.kaleid(2)
// .blend(src(o0).scale(1.02),()=>a.fft[2]*5)
.blend(src(o0).scale(1.1),()=>a.fft[1]*8)
.rotate(1.57)
```

```
// .mult(shape(4,0.8,0.2),()=>a.fft[3]*0.6)
.out(o1)

osc(6,0.2,1)
.kaleid(4)
.rotate(1.57)
// .blend(src(o0).scale(1.05).saturate(2),()=>a.fft[2]*10)
.blend(src(o0).scale(1.1),()=>a.fft[1]*2)
.mult(shape(4,0.8,0.2))
.out(o2)
```

230126b
Audio Reactive Fractal Mirrors

```
shape(4,0.3,1.8)
.rotate(()=>time/4)
.modulateScale(osc(10,.1,1.3))
.scroll(()=>time/40,()=>time/100)
.mult(gradient().scale(0.1).invert().mult(noise([1.8,0.3].smooth().fast(0.025),0.002)))
.diff(gradient().rotate(1.58))
.modulate(noise(1))
.invert()
.kaleid(0.13)
.saturate(1.3)
.scale(()=>a.fft[2]*8)
.scale(()=>a.fft[1]*1)
.scale(()=>a.fft[0]*2)
.mult(shape(4,0.3,1.8),0.7)
.mult(shape(4,0.3,1.8).rotate(1.58),0.7)
.blend(src(o0).scale(1.002).saturate(1.1),0.7)
.blend(src(o0).scale(1.005).saturate(1.2),0.4)
.blend(src(o0).scale(1.008).saturate(1),0.3)
.mult(shape(8,0.3,1.8).rotate(1.58),0.2)
.rotate(1.3)
.modulateHue(src(o0).scale(1.03))
.mult(solid(),0.05)
// .scrollY(-0.2)
.modulateScale(osc(2,.1,1.3))
.scale(0.3)
.saturate(1.2)
.out()
```

```
shape(4,0.3,1.8)
.rotate(()=>time/4)
.modulateScale(osc(10,.1,1.3))
// .scroll(()=>time/40,()=>time/100)
.mult(gradient().scale(0.1).invert().mult(noise([1.8,0.3].smooth().fast(0.025),0.002)))
.diff(gradient().rotate(1.58))
.modulate(noise(1))
.invert()
.kaleid(0.13)
.saturate(1.3)
.scale(()=>a.fft[2]*8)
.scale(()=>a.fft[1]*1)
.scale(()=>a.fft[0]*2)
.mult(shape(4,0.3,1.8),0.7)
.mult(shape(4,0.3,1.8).rotate(1.58),0.7)
.blend(src(o0).scale(1.002).saturate(1.1),0.7)
.blend(src(o0).scale(1.005).saturate(1.2),0.4)
.blend(src(o0).scale(1.008).saturate(1),0.3)
.mult(shape(8,0.3,1.8).rotate(1.58),0.2)
.rotate(1.3)
.modulateHue(src(o0).scale(1.03))
.mult(solid(),0.05)
// .scrollY(-0.2)
.modulateScale(osc(2,.1,1.3))
.scale(0.3)
.saturate(1.2)
.out()
```

230126
Soft tones
Tomaso Albinoni Oboe & Violin Concerto

```
shape(4,0.3,1.8)
.rotate(()=>time/4)
.modulateScale(osc(10,.1,1.3))
// .scroll(()=>time/40,()=>time/100)
.mult(gradient().scale(0.1).invert().mult(noise(1,0.002)))
.diff(gradient().rotate(1.58))
.modulate(noise(1))
```

```
.invert()
.kaleid(0.13)
.saturate(1.3)
// .scale(()=>a.fft[2]*8)
.modulateHue(src(o0).scale(1.03))
.mult(shape(4,0.3,1.8),0.7)
.mult(shape(4,0.3,1.8).rotate(1.58),0.7)
.blend(src(o0).scale(1.002).saturate(1.1),0.7)
.blend(src(o0).scale(1.005).saturate(1.2),0.4)
.blend(src(o0).scale(1.008).saturate(1),0.3)
.mult(shape(8,0.3,1.8).rotate(1.58),0.2)
.rotate(1.1)
.mult(solid(),0.3)
.saturate(1.2)
.scale(1.3)
.out()
```