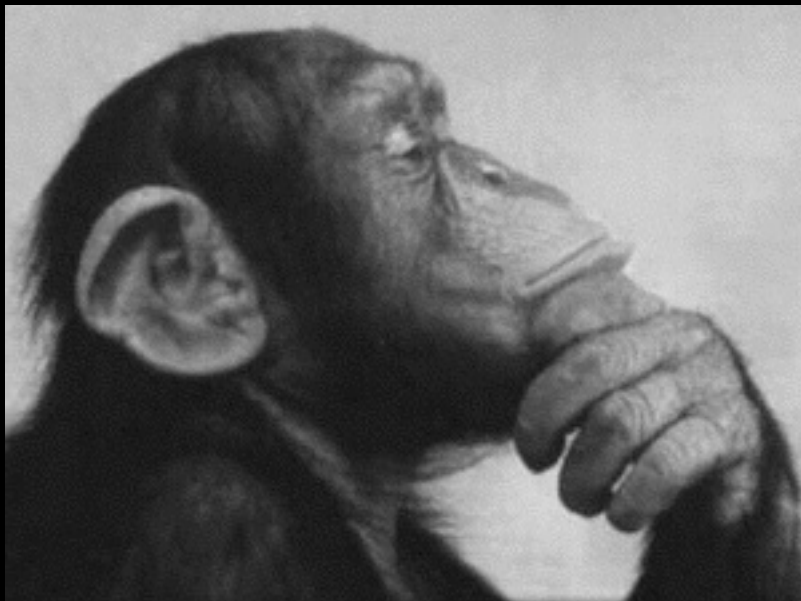


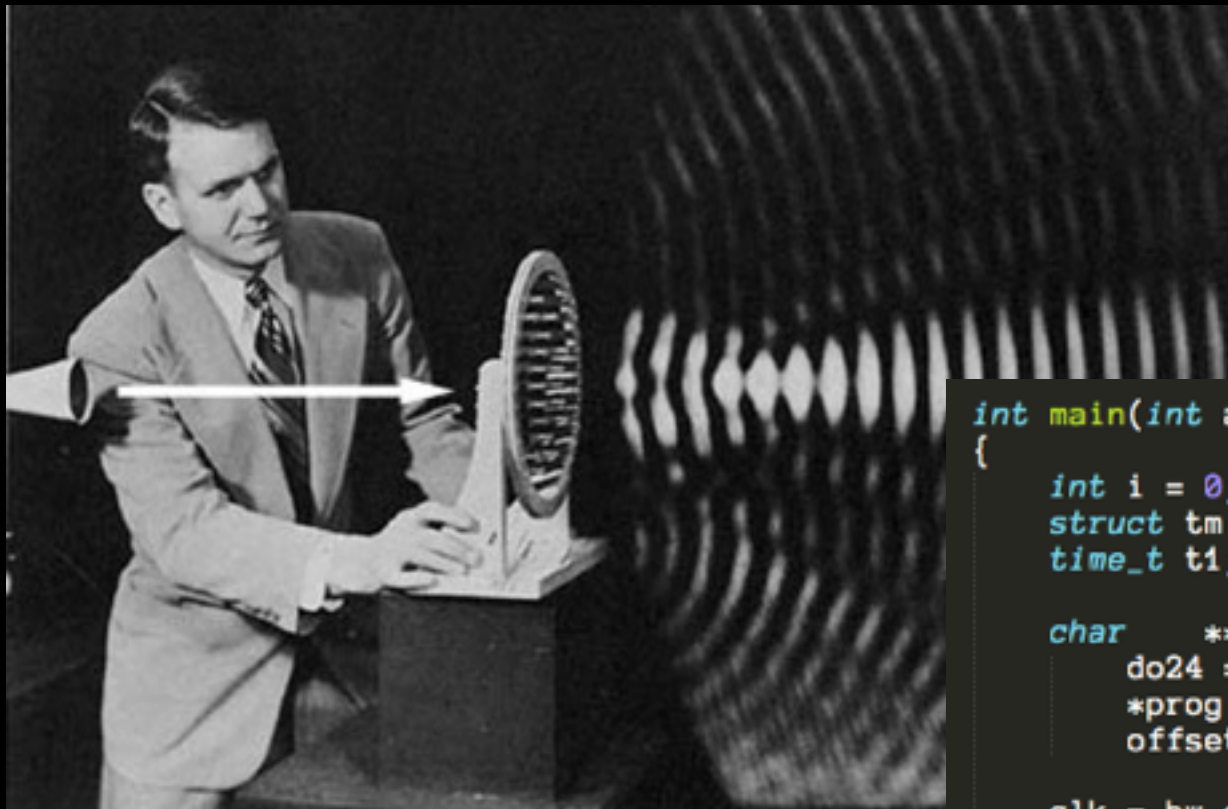
Usa computador como ferramenta de trabalho



Aborda ferramenta via exploração especulativa, não utilitária

ÁUDIO

PROGRAMAÇÃO

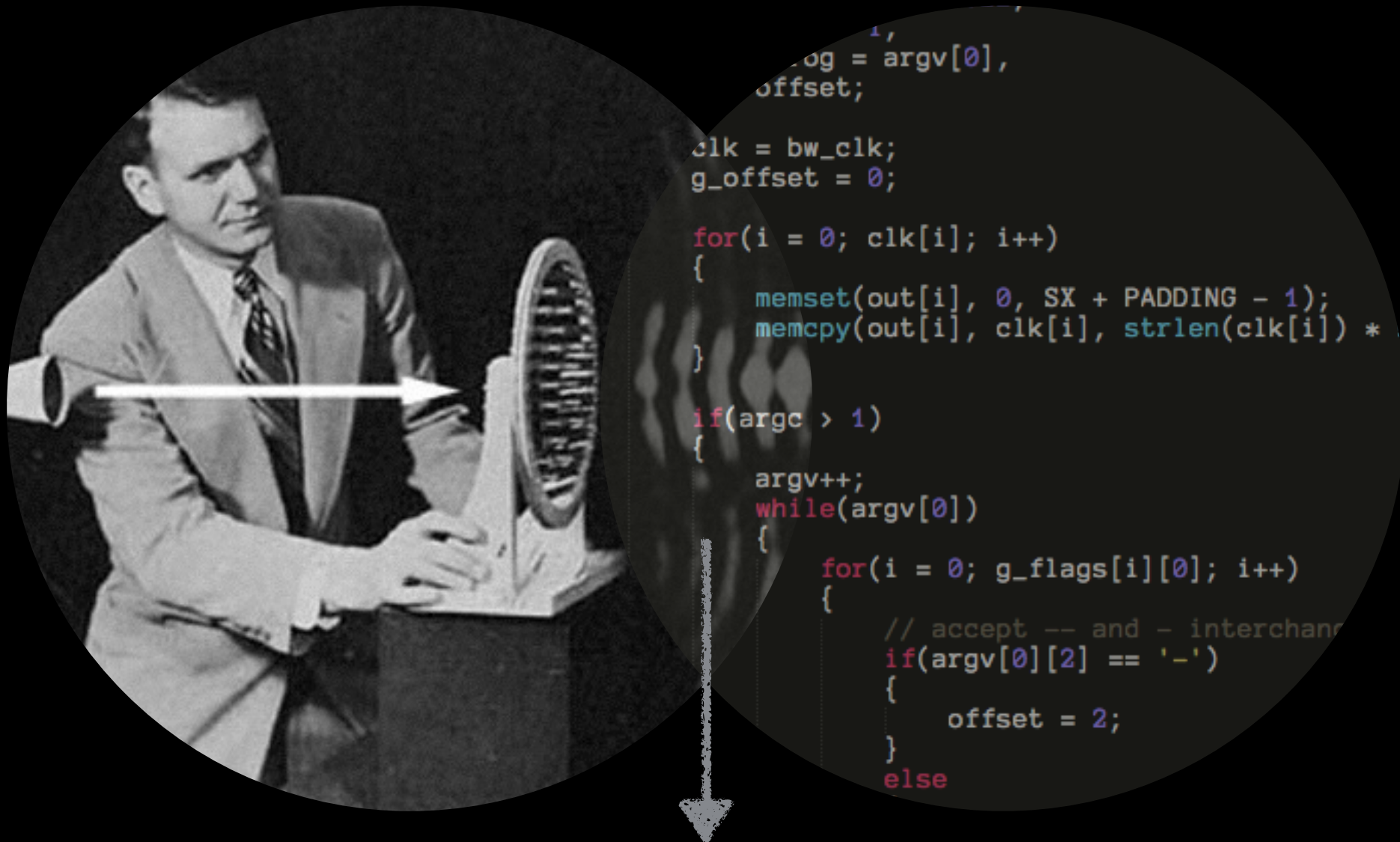


```
int main(int argc, char*argv[])
{
    int i = 0;
    struct tm * t = NULL;
    time_t t1;

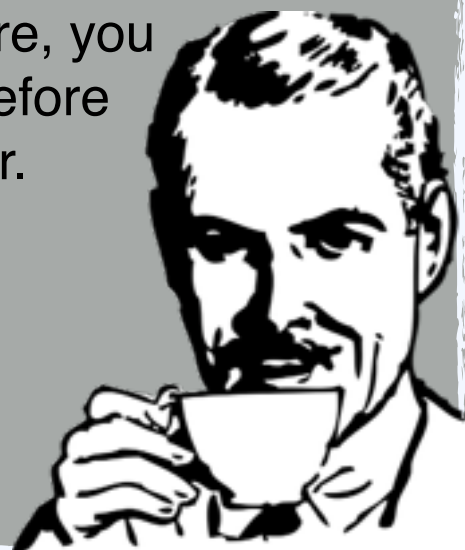
    char    **clk = NULL,
            do24 = 1,
            *prog = argv[0],
            offset;

    clk = bw_clk;
    g_offset = 0;

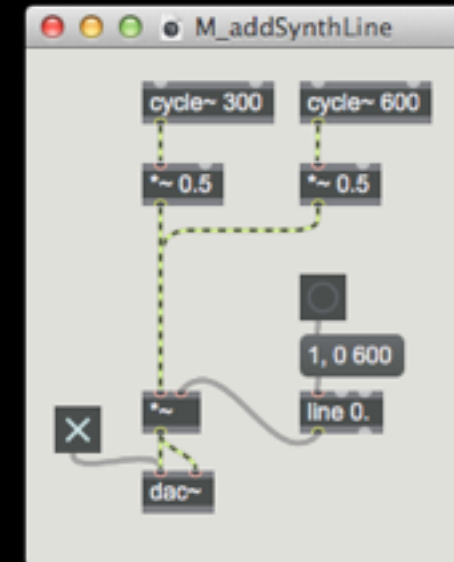
    for(i = 0; clk[i]; i++)
    {
        memset(out[i], 0, SX + PADDING - 1);
        memcpy(out[i], clk[i], strlen(clk[i]) * sizeof(char));
    }
}
```

To survive working here, you
have to have coffee before
work, and alcohol after.



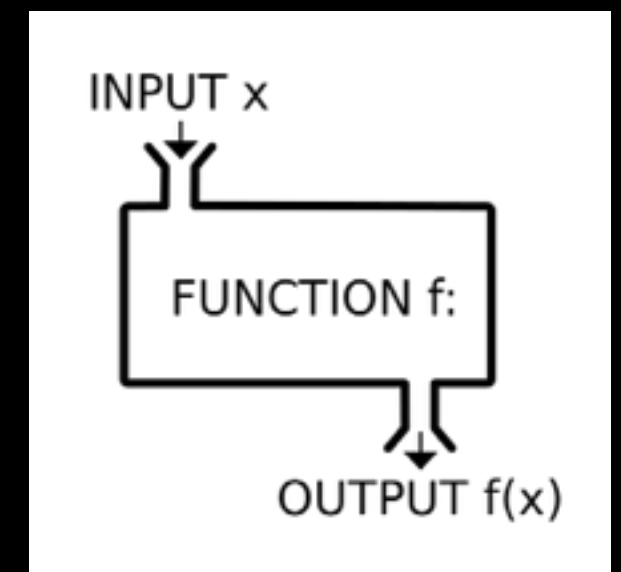
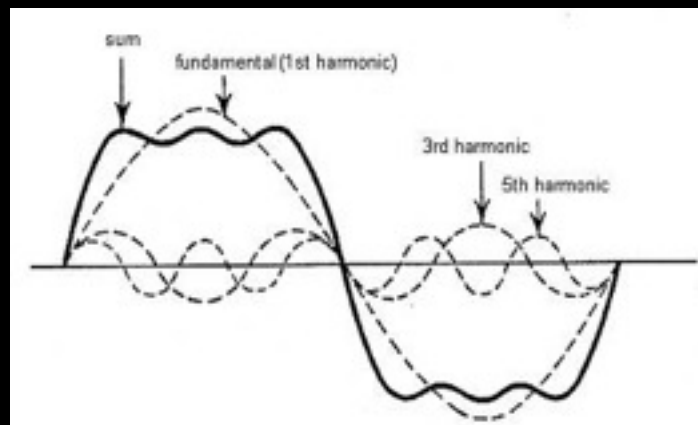
```
SC_addSynthLine.scd (~Dropbox/Minhas_Tralhas/Docu...
SC_addSynthLine.scd
1 (
2 ~meuSynth = {
3   var oscilador, envelope;
4   envelope = Line.kr (start:1, end:0, dur:0.6);
5   oscilador = {Mix(SinOsc.ar([300, 600], mul:0.6))};
6   Pan2.ar (oscilador * envelope);
7 }.play;
8 )
9
10 s.boot
11 s.quit
Interpreter: Active Server: 0.00% 0.00% 0u 0s 0g 0d
```

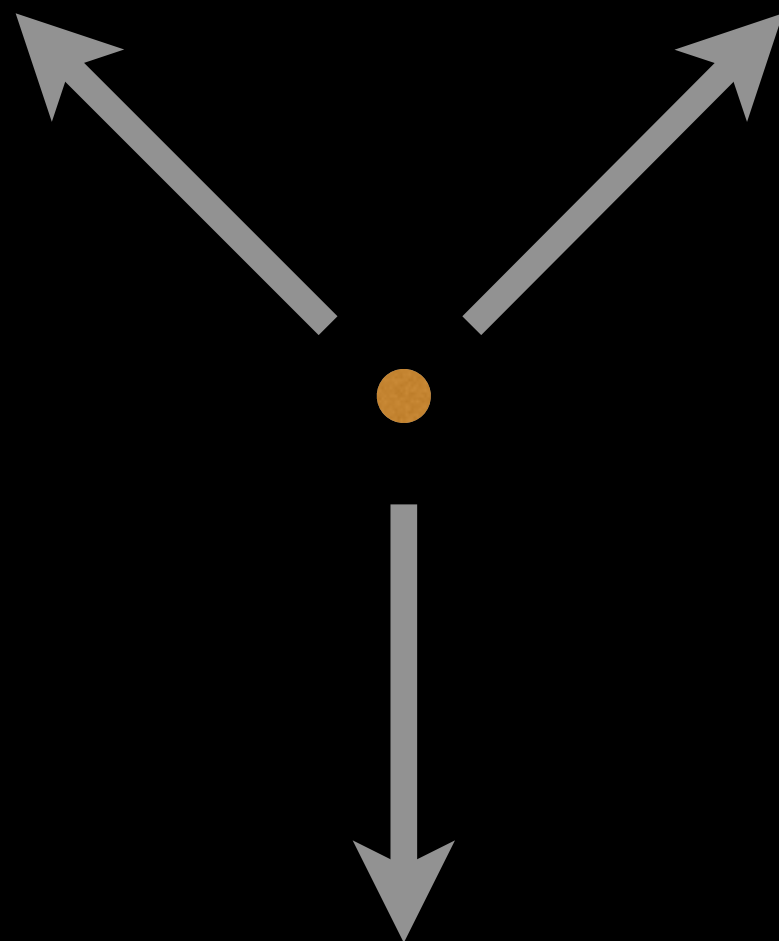


Sintaxe

Áudio

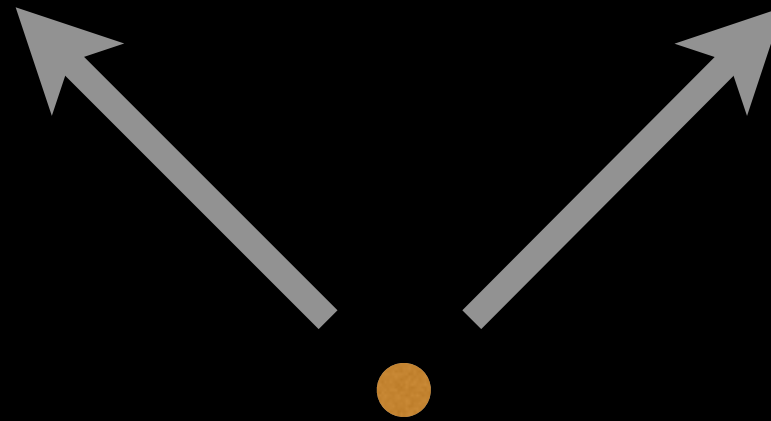
Programação





Áudio

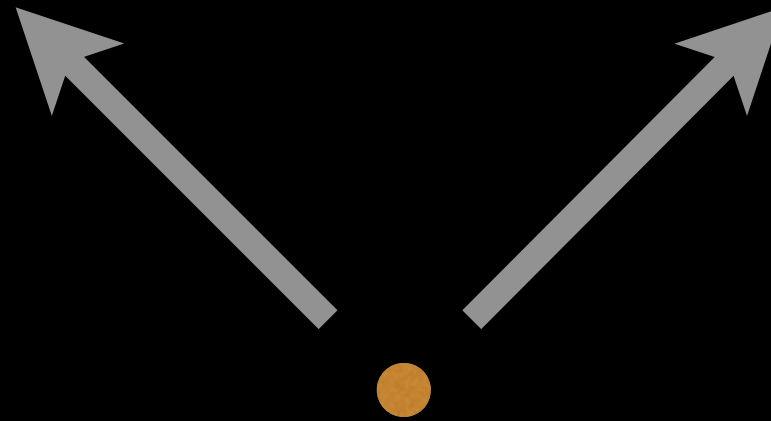
Programação



Sintaxe

Áudio

Programação

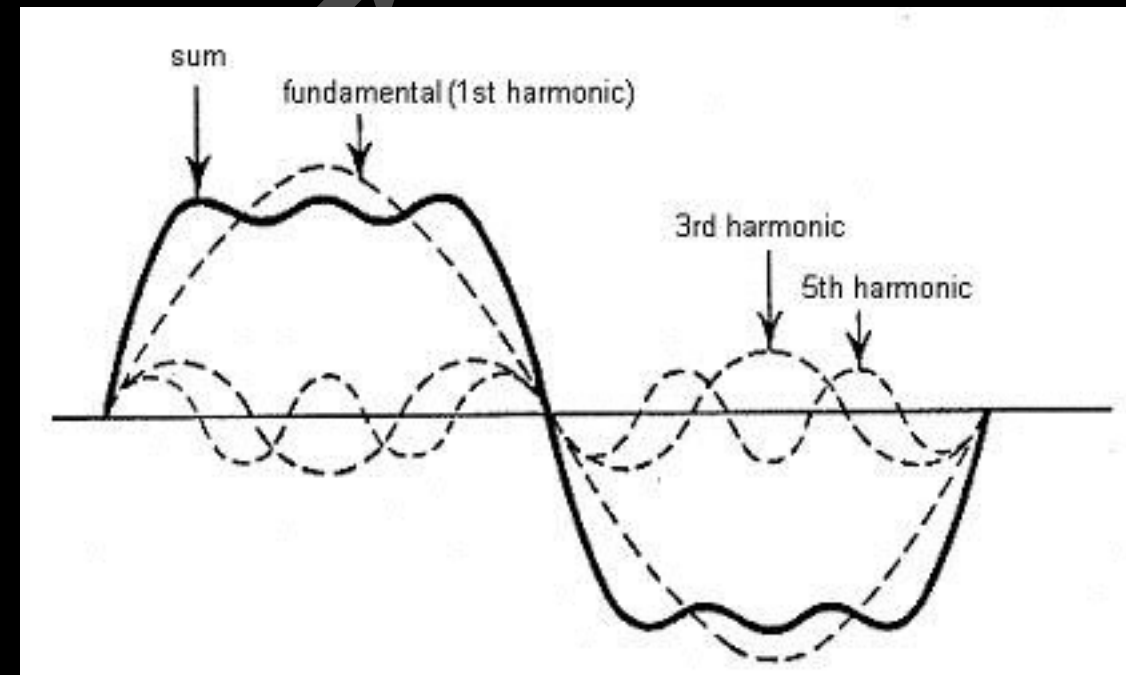


Sintaxe

Áudio

Programação

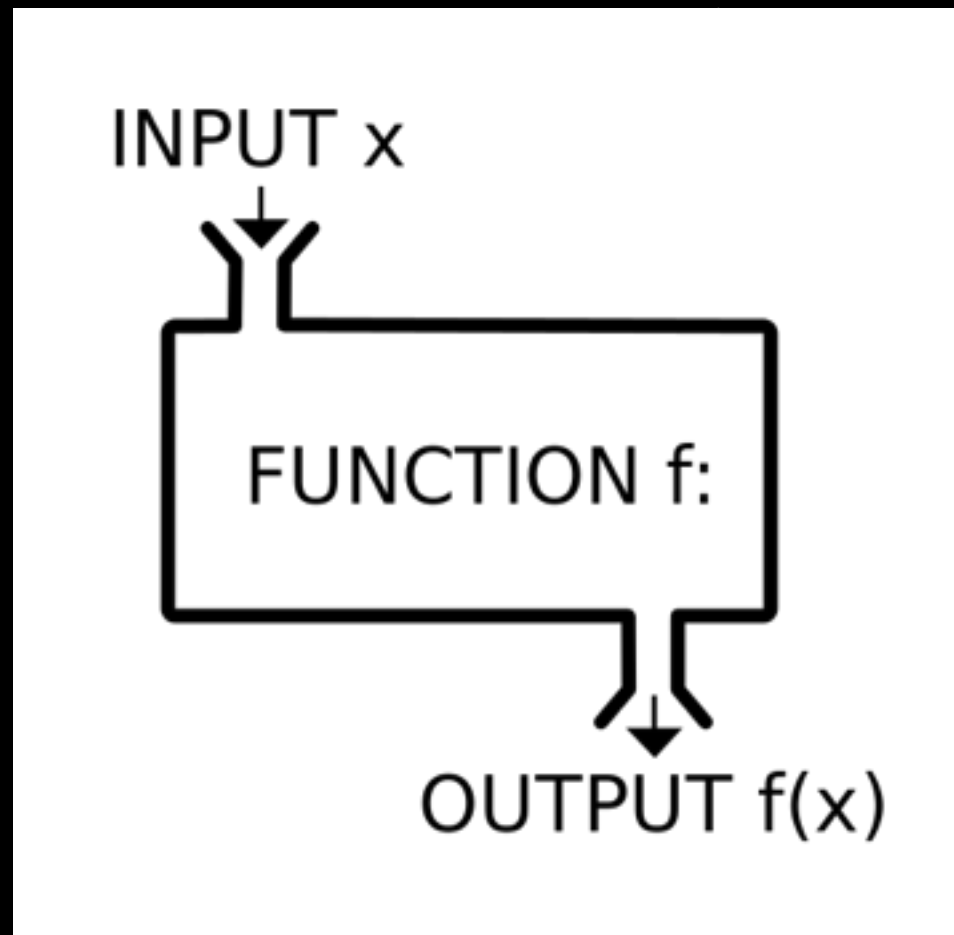
- Série harmônica
- Teoria de síntese aditiva
- DFT



Sintaxe

Áudio

Programação



- Variáveis

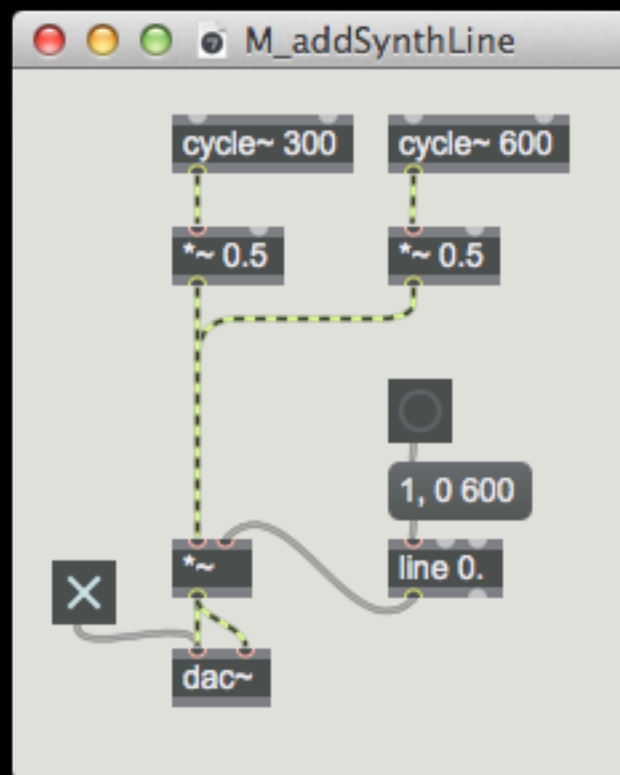
- Funções

- POO

Sintaxe

Áudio

Programação



```
1 (  
2 ~meuSynth = {  
3   var oscilador, envelope;  
4   envelope = Line.kr (start:1, end:0, dur:0.6);  
5   oscilador = {Mix(SinOsc.ar([300, 600], mul:0.6))};  
6   Pan2.ar (oscilador * envelope);  
7 }.play;  
8 )  
9  
10 s.boot  
11 s.quit
```

Interpreter: **Active** Server: 0.00% 0.00% 0u 0s 0g 0d

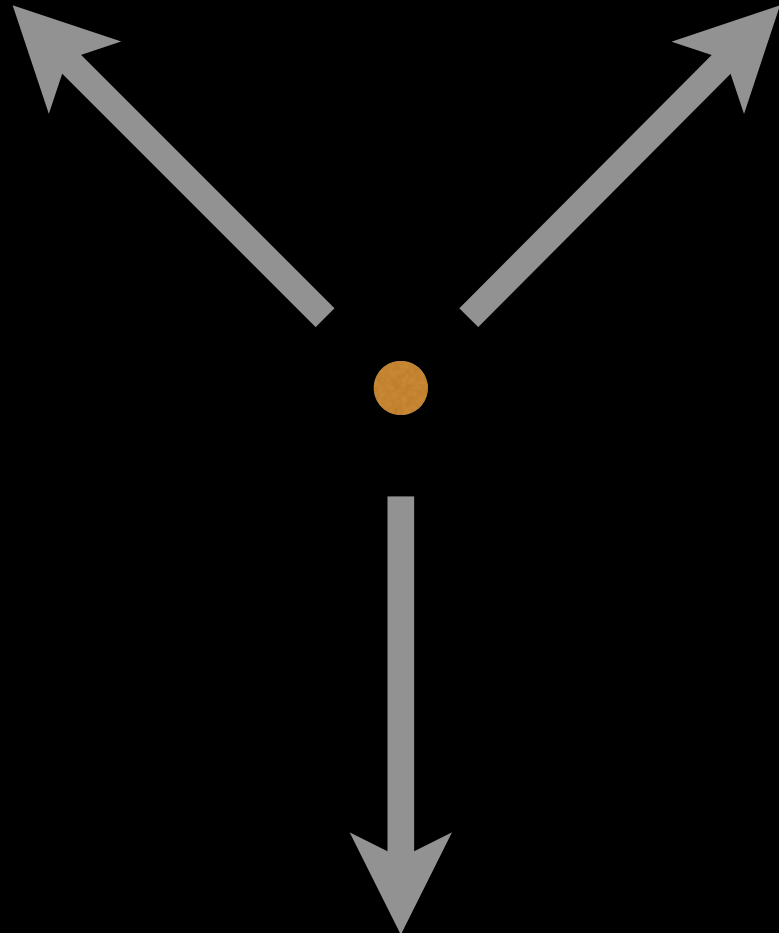
Sintaxe

Processing ~~Visual~~

Arduino ~~Eletrônica~~

Supercollider ~~Áudio~~

Programação



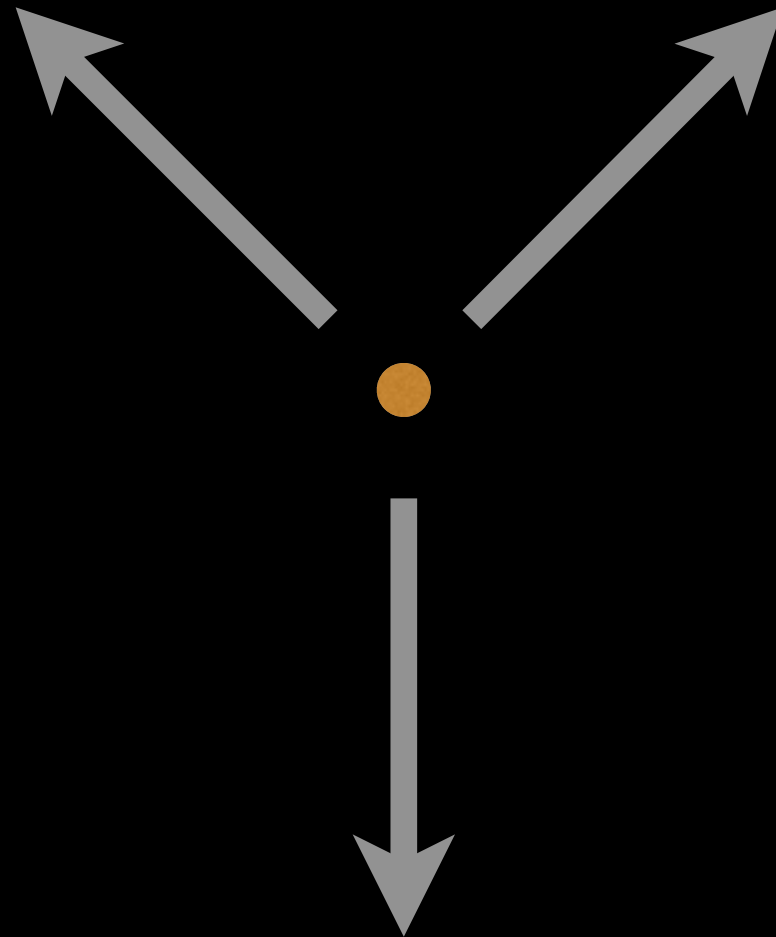
Sintaxe

Processing "Visual"

Arduino Eletrônica

Supercollider Áudio

Programação



Sintaxe