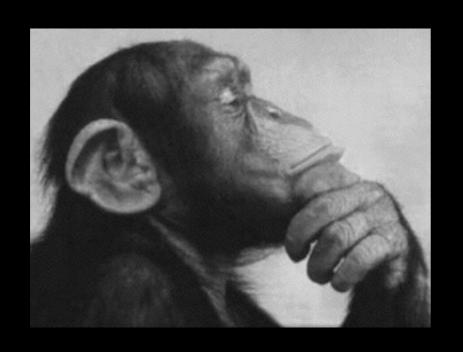




Usa computador como ferramenta de trabalho





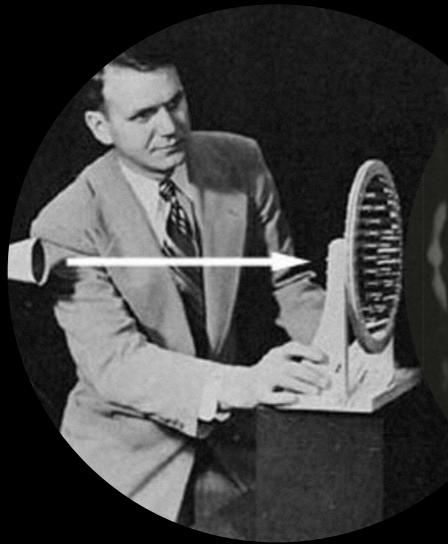


Aborda ferramenta via exploração especulativa, não utilitária

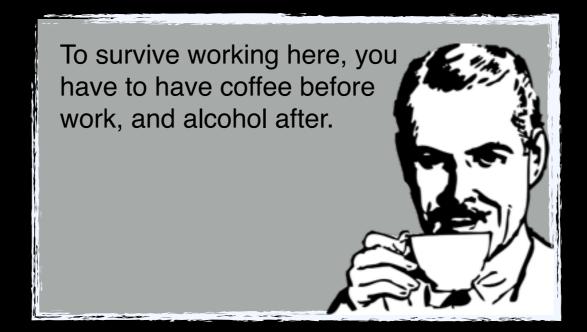
### ÁUDIO

#### PROGRAMAÇÃO





```
og = 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]) *
  (argc > 1)
    argv++;
    while(argv[0])
         for(i = 0; g_flags[i][0]; i++)
               f(argv[0][2] == '-')
                  offset = 2;
```



```
SC_addSynthLine.scd (~/Dropbox/Minhas_Tralhas/Docu...

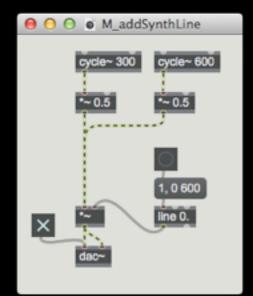
SC_addSynthLine.scd

(

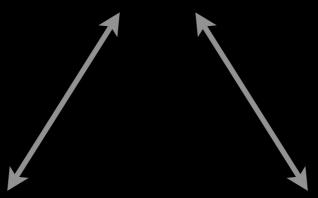
meuSynth = {
    var oscilador, envelope;
    envelope = Line.kr (start:1, end:0, dur:0.6);
    oscilador = {Mix(SinOsc.ar([300, 600], mul:0.6))};
    Pan2.ar (oscilador * envelope);
},play;
}

s.boot
s.quit

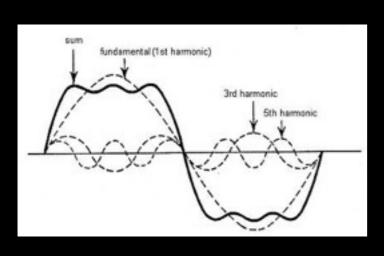
Interpreter: Active Server: 0.00% 0.00% Ou Os Og Od
```

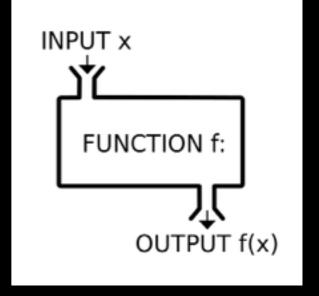


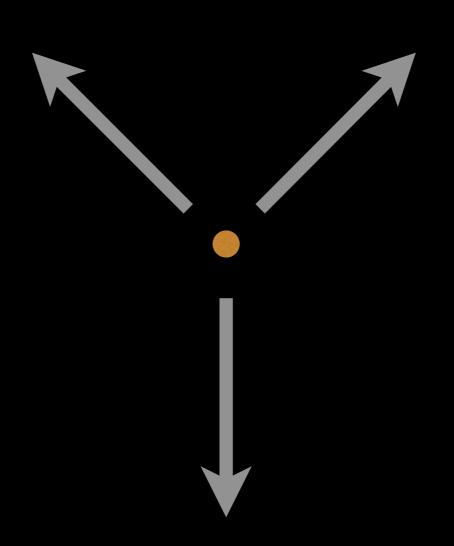
#### Sintaxe



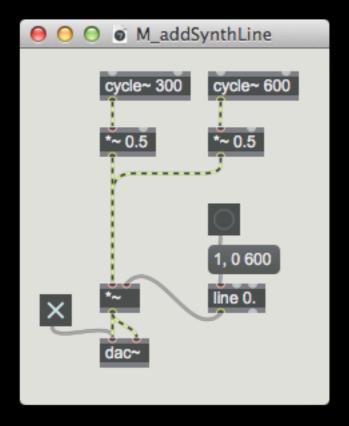
# Programação







# Áudio Programação Sintaxe



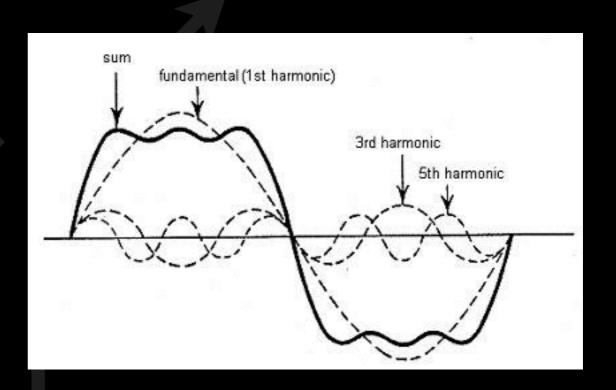
```
⊗
      SC_addSynthLine.scd
1 (
  ~meuSynth = {
3
     var oscilador, envelope;
     envelope = Line.kr (start:1, end:0, dur:0.6);
     oscilador = {Mix(SinOsc.ar([300, 600], mul:0.6))};
     Pan2.ar (oscilador * envelope);
7 }.play;
8)
10 s.boot
11 s.quit
      Interpreter: Active
                   Server: 0.00% 0.00%
```

# Áudio Programação Sintaxe

# Áudio

## Programação

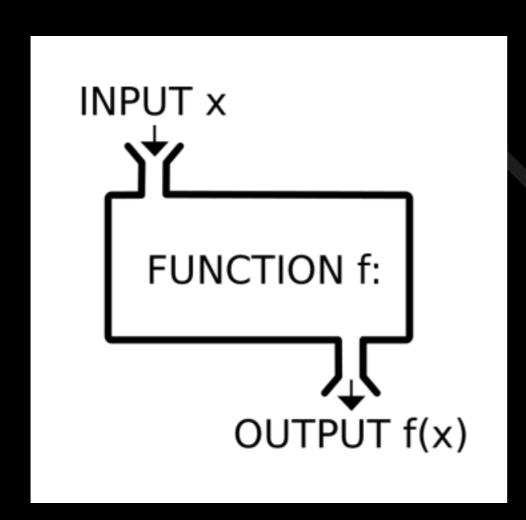
- Série harmônica
- Teoria de síntese aditiva
- DFT





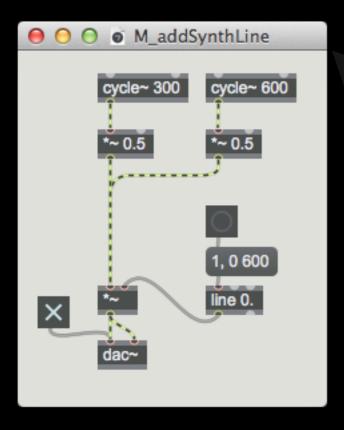
# Áudio

## Programação



- Variáveis
- Funções
- POO

# Áudio



## Programação

```
SC_addSynthLine.scd (~/Dropbox/Minhas_Tralhas/Docu...

SC_addSynthLine.scd

(

-meuSynth = {

var oscilador, envelope;

envelope = Line.kr (start:1, end:0, dur:0.6);

oscilador = {Mix(SinOsc.ar([300, 600], mul:0.6))};

Pan2.ar (oscilador * envelope);

}.play;

}

s.boot

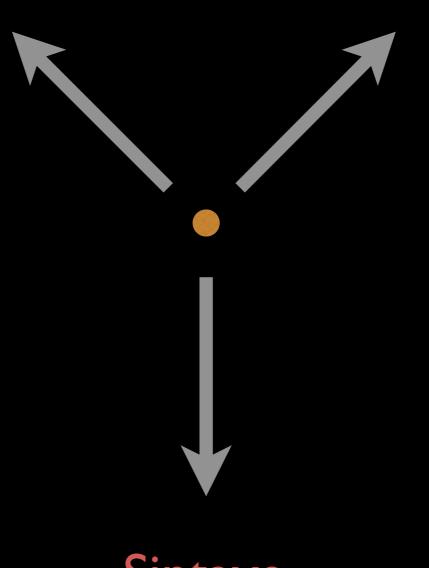
Interpreter: Active Server: 0.00% 0.00% Ou Os Og Od
```

Processing "Visual"

Supercollider Áudio

Arduino Eletrônica

Programação



Processing "Visual"

Supercollider Áudio

Arduino Eletrônica

Programação

