# Collaborative web-based audiovisual systems

Mani Nilchiani

https://github.com/maniart/tadaex14 Fall 2014 - Tehran - Mohsen Gallery

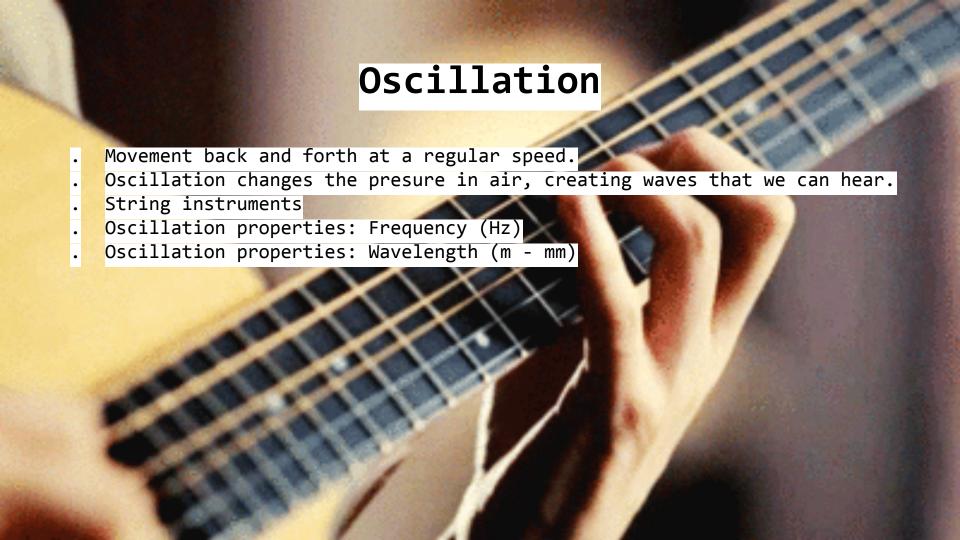
## **Session Two**

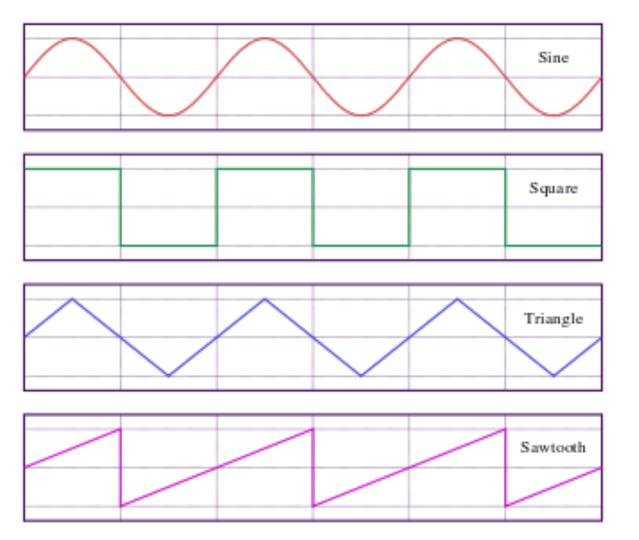
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#### Session One: Agenda

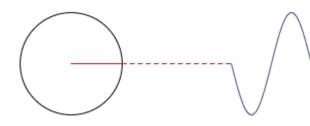
- . Oscillation
- . Wave Forms
- . Playing a note using oscillation (synthesis)
- . Face as interface (input)
- . Phone as interface
- . Networking: HTTP / WebSockets
- . Realtime collaboration with websockets
- . Collaborative jam session!





#### Wave Forms

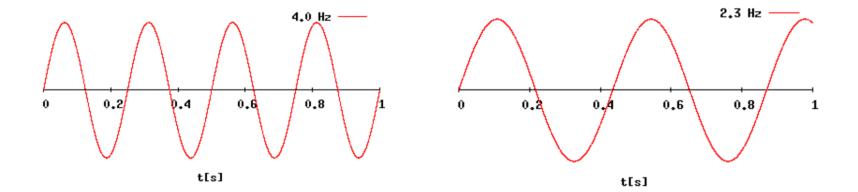
- What do they sound like?
- . <u>Learn more</u>
- Learn more about custom wave forms
- . Magnificent Classes by MIT's Walter Lewin
- . Example 6



Custom wave form

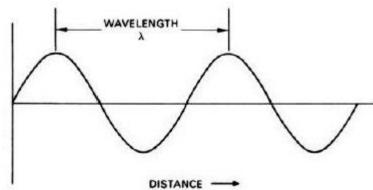
#### Frequency

- . Oscillation Properties: frequency
  - Audible to human frequencies: 20 Hz-20 kHz
  - Each note has a frequency
  - Learn more



## Wavelength

- . Oscillation Properties: Wavelength
  - The wavelength of sound is the distance between analogous points of two successive waves.
  - Speed of sound is different in different environments -> different wavelengths
  - In air at normal atmosphere at 0 oC the speed of sound is 331.2 m/s. The wavelength of a 500 Hz tone can be calculated as  $\lambda$  = (331.2 m/s) / (500 Hz)
  - Learn more
  - © Example 7



## Detuning

- . Oscillation Properties: Detuning
  - Detuning is a process of offsetting the sound frequency.
  - Detune unit: cents
  - One cent is 1/100 of a semitone.
  - o semitone is 1/12 of an octave.
  - One octave is the distance between two consecutive C sounds on a piano keyboard.
  - Example 8

#### Thank you!

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