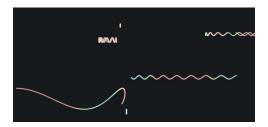
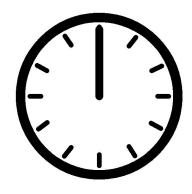
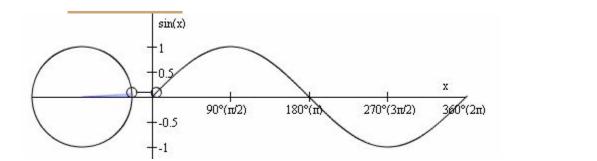
Frecuencias, entre la ciencia y el arte

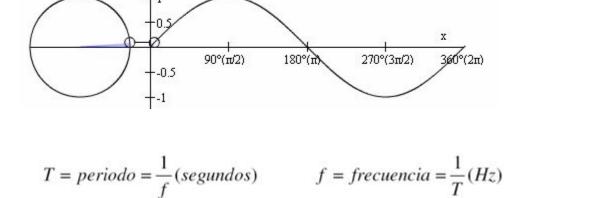
Matías Serrano Lic. en Artes mención Sonido Universidad de Chile

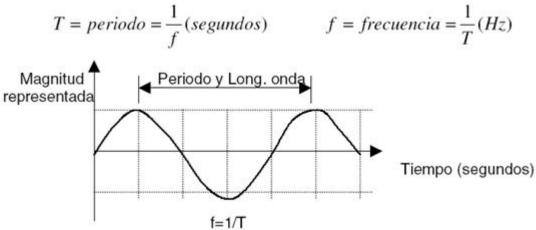


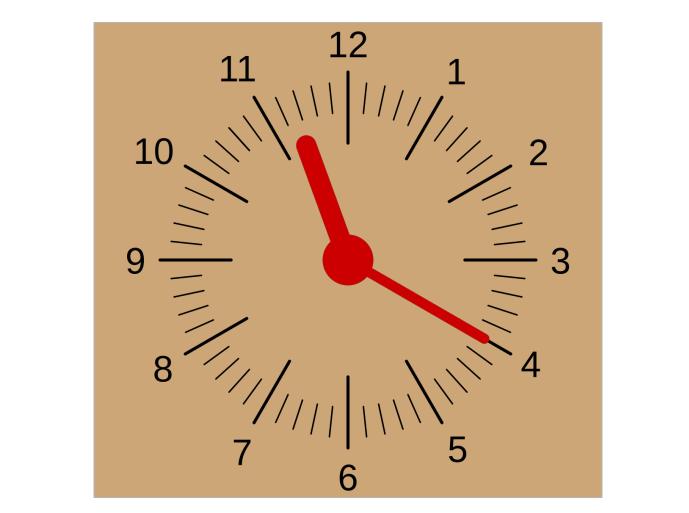


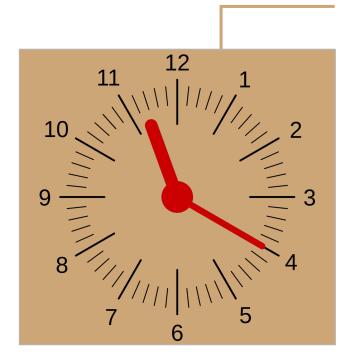
Frecuencias son repeticiones en el tiempo





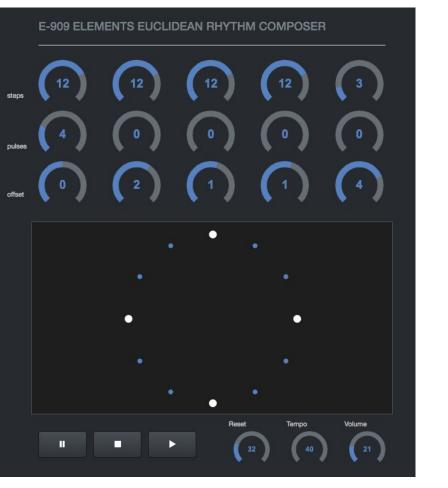


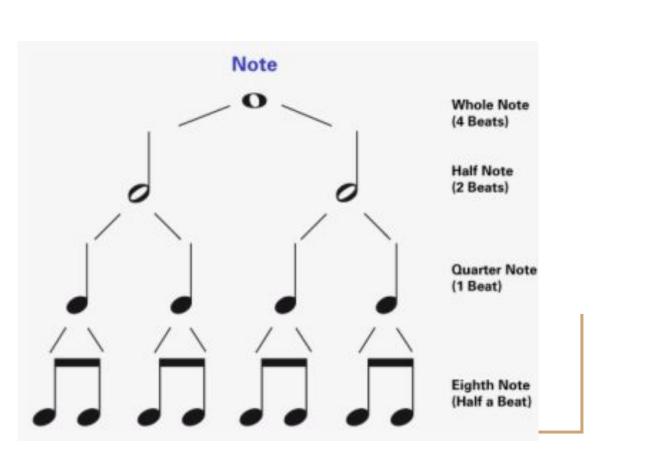


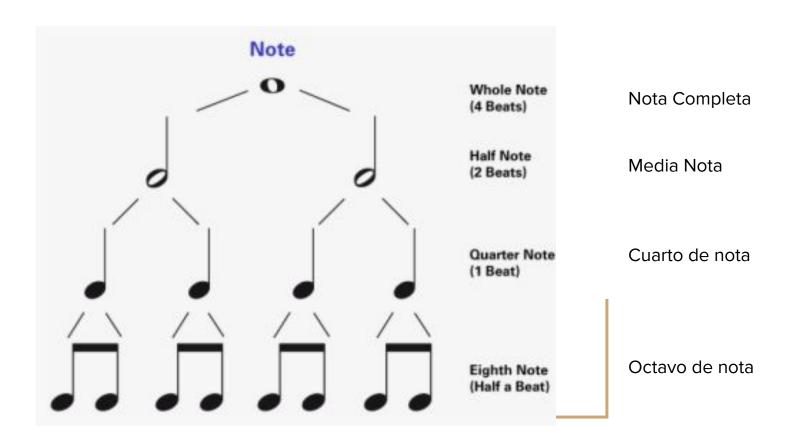


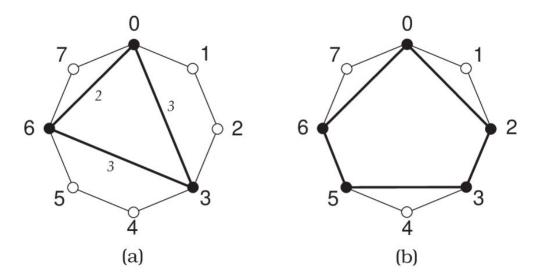
¿Cuántas veces al día...?

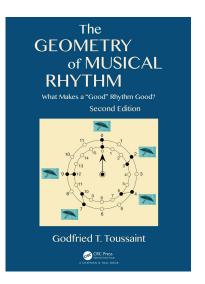
Me alimento
Tomo Agua
Juego con mi mascota
Veo videos
Escucho música











Ritmos Euclideanos: Geometrías musicales

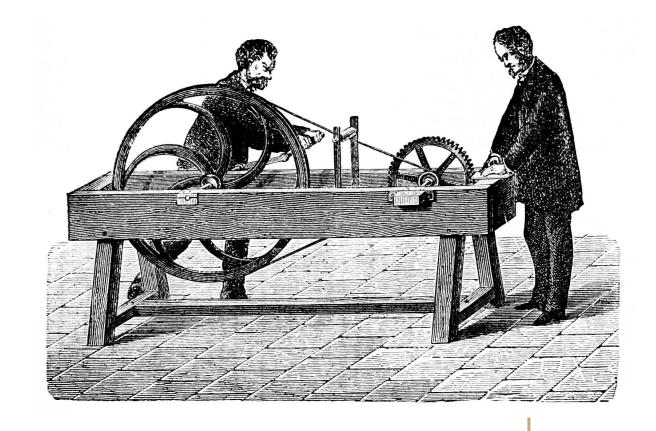




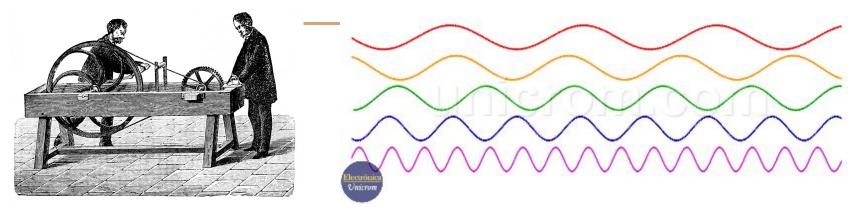
Clave Salsa (0:20)

Salsa en contexto





Rueda de Hook (1666) | Rueda de Savart (1830)



Rango de audición humana (20 Hz a 20.000 Hz)

Rueda de Hook (1666) | Rueda de Savart (1830)



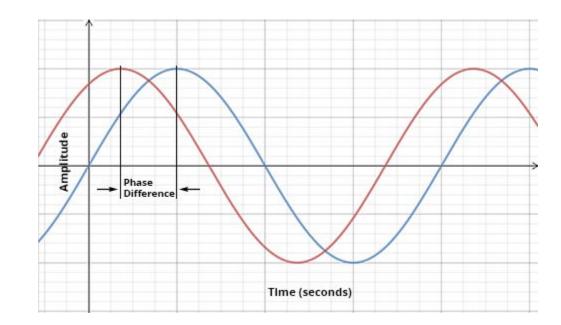
Rueda de Hook (1666) | Rueda de Savart (1830)



Stepper motor organ (1:40)



Ejemplo de secuenciador (Rubycon style sequencer riffs using 960 <u>sequencer</u>)



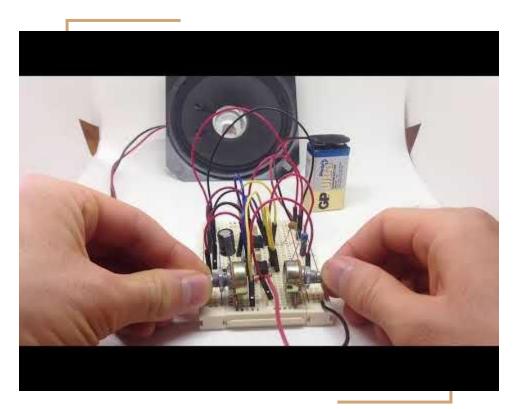
Fase = ¿Dónde empieza mi onda?





Si me levanto a las 06:00 am, son las 05:00 am en Perú y las 10:00am en Esp<mark>a</mark>ña

Steve Reich - Clapping Music (Música de aplausos)



Atari Punk Console

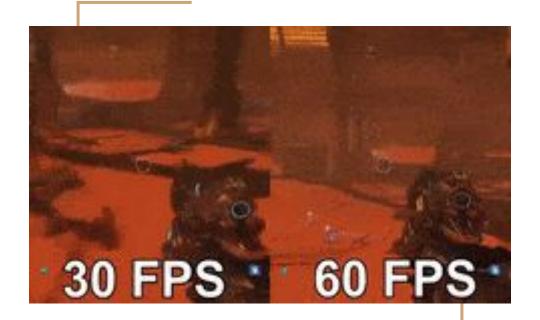


Tutupá Drum Machine (2016) Colectiva 22bits





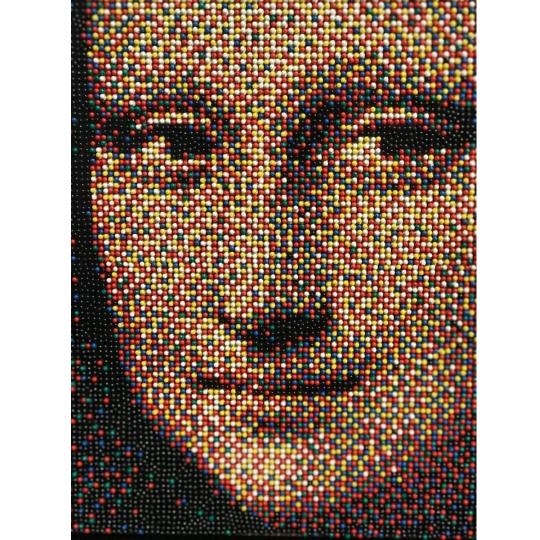
CPU de 3.4 GHZ = 3.400.000 ticks por segundo



FPS = Frames per Second = Cuadros por segundo



Puntillismo





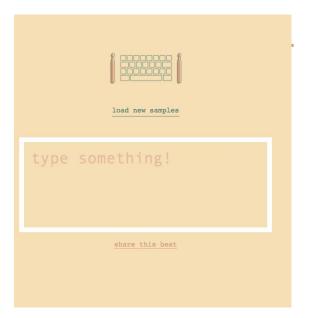






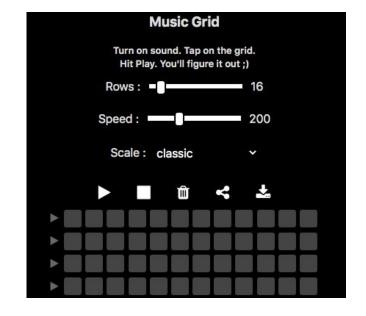






http://typedrummer.com/

https://music-grid.surge.sh/# 0-0-0-0-0-0-0-0-0-0-0-0-0-0-&200&classic



Encontramos frecuencias en:

Música Videojuegos Imágenes Computadores/celulares

> ¿Dónde más? ¿Se pueden medir?

¡Gracias!

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http://misaa.cc