

26/04/2017

LABORATÓRIO DE SOM E IMAGEM
2016/2017

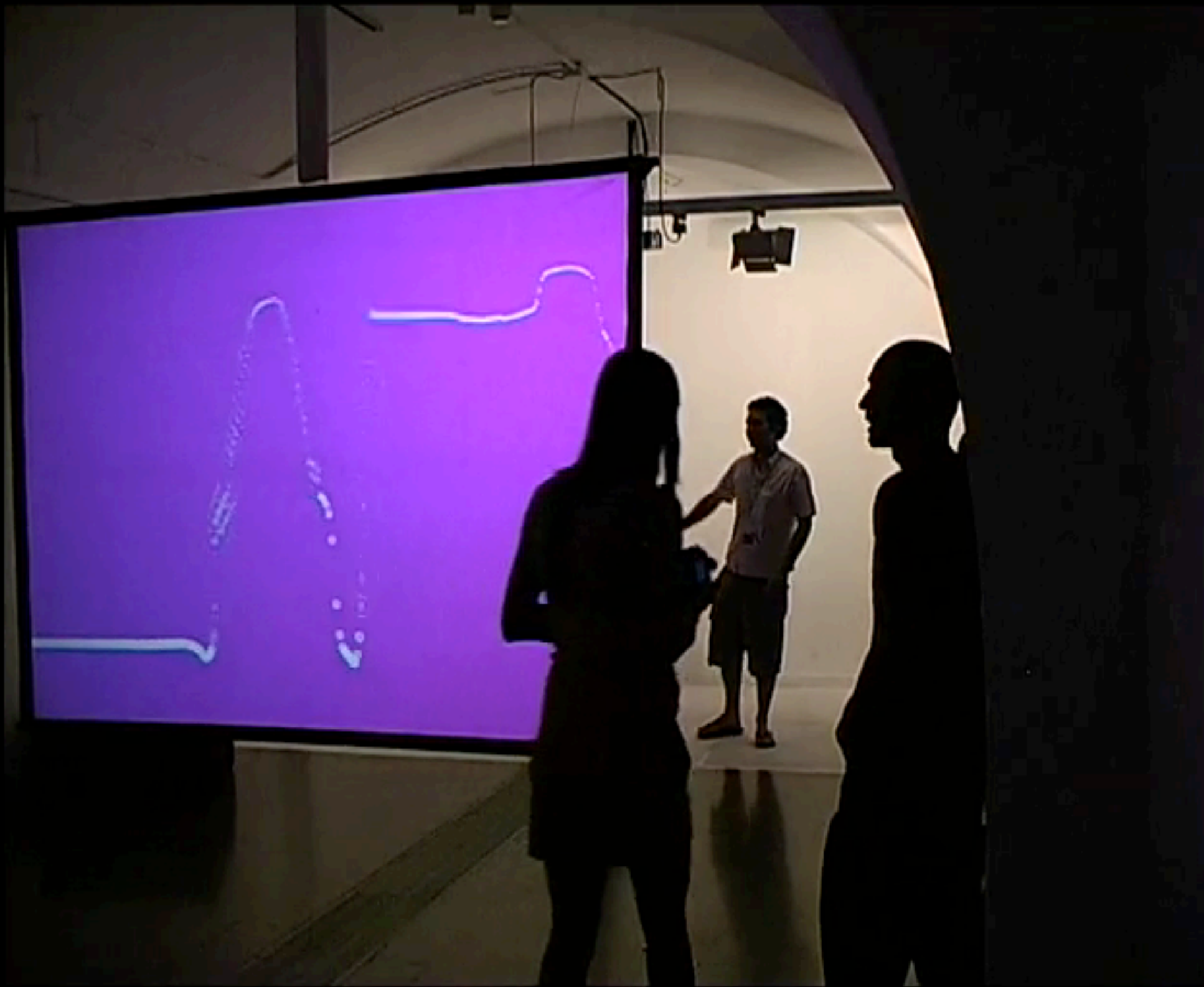
INTRODUÇÃO À PROGRAMAÇÃO COM PROCESSING

RODRIGO CARVALHO

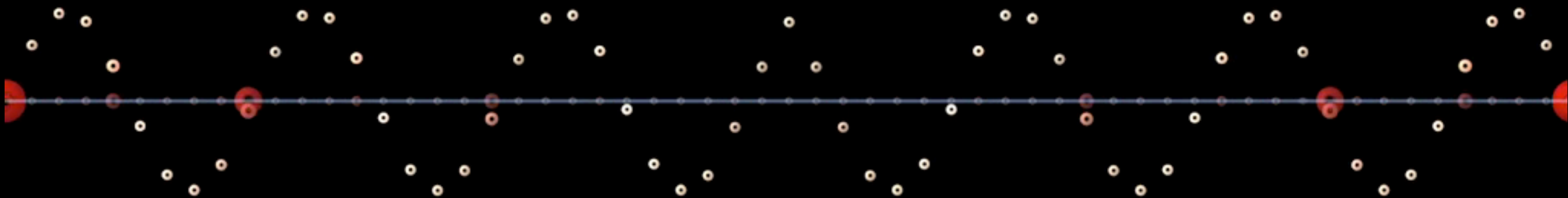
[/GITHUB.COM/VISIOPHONE/LSI](https://github.com/visiophone/lsi)



WE ARE WAVES
SEBASTIAN GONZALES + JAVIER CHAVARRI / 2009



WE ARE WAVES
SEBASTIAN GONZALES + JAVIER CHAVARRI / 2009



SIMPLE HARMONIC MOTION #5 EXCERPT
MEMO AKTEN / 2012

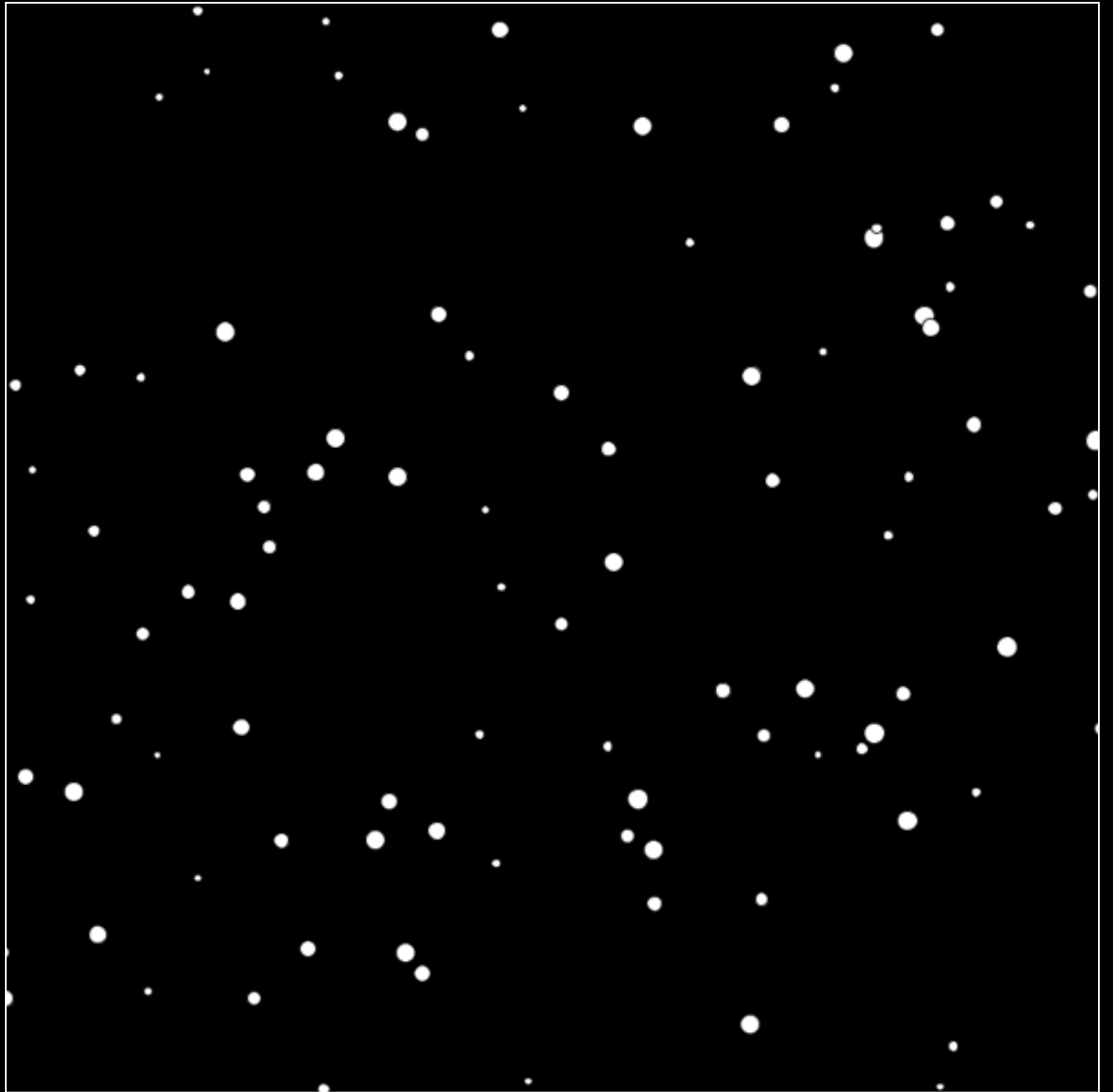


SIMPLE HARMONIC MOTION #5 EXCERPT
MEMO AKTEN / 2012

*[ARRAY]
PACKAGE WITH
MANY VARIABLES*

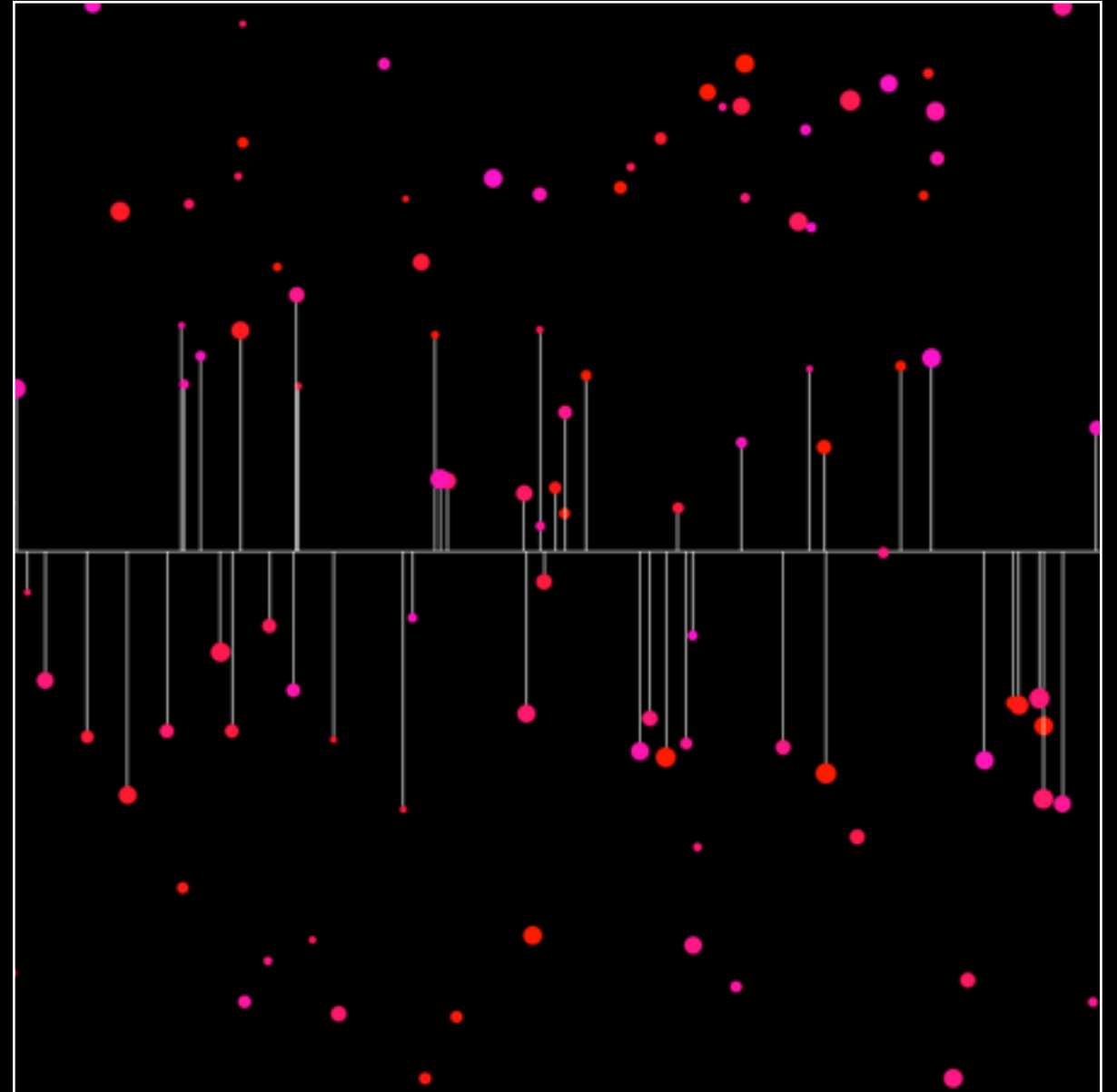
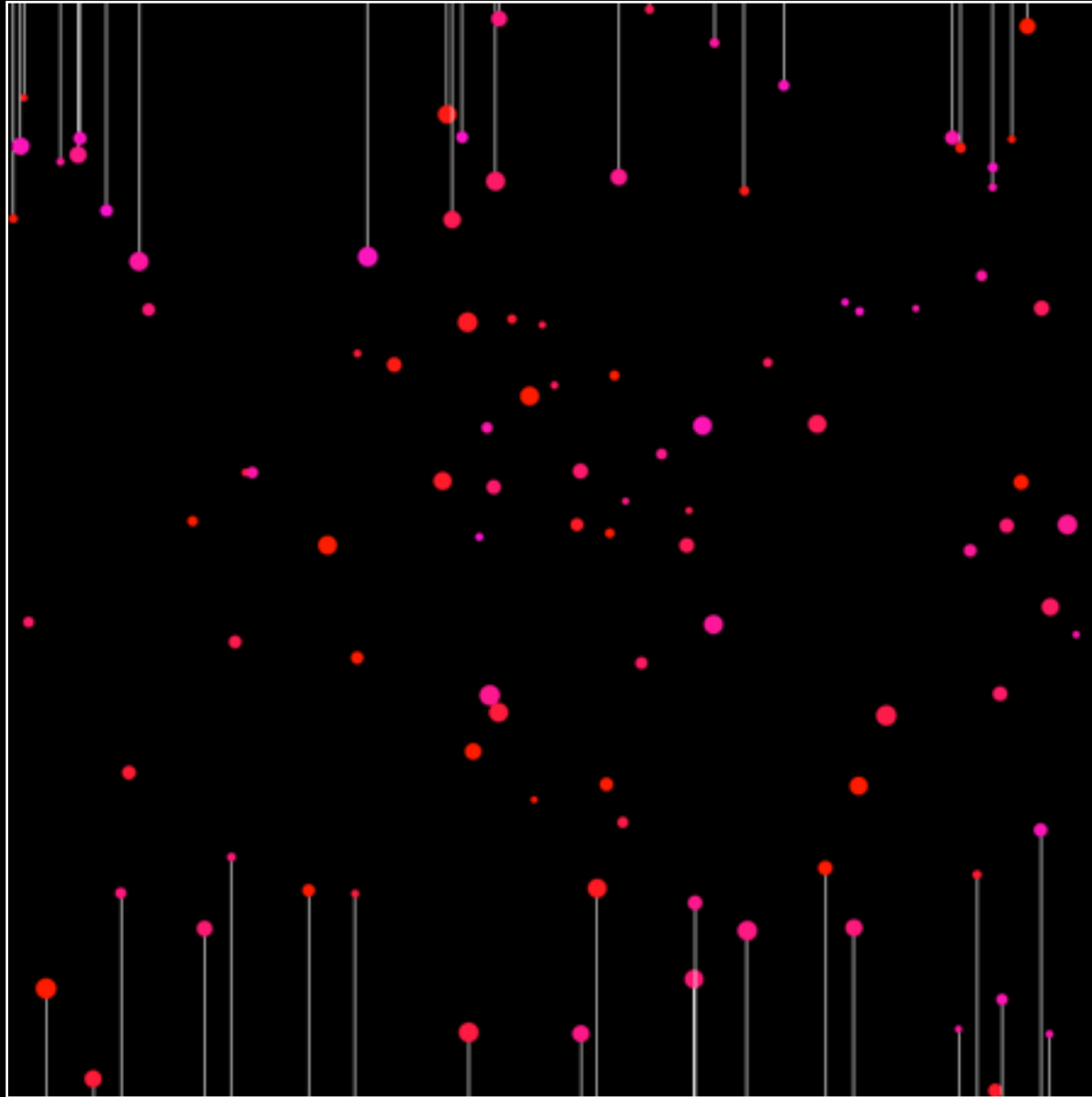
*GROUP OF 100 CIRCLES
EACH ONE WITH DIFFERENT
POSITIONS, VELOCITIES
AND SIZE*

*posX [100]
posY [100]
velX [100]
velY [100]
size [100]*

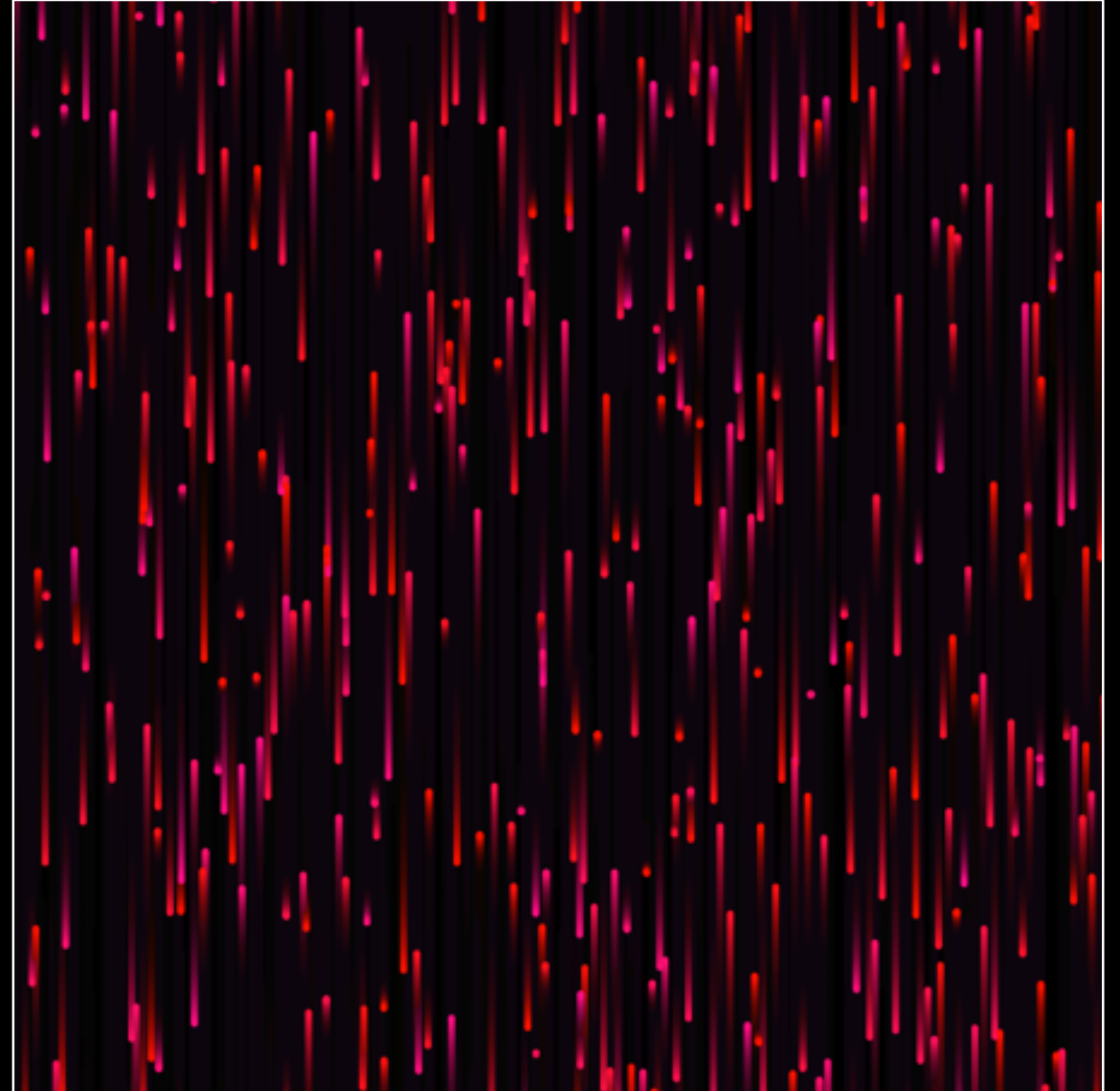
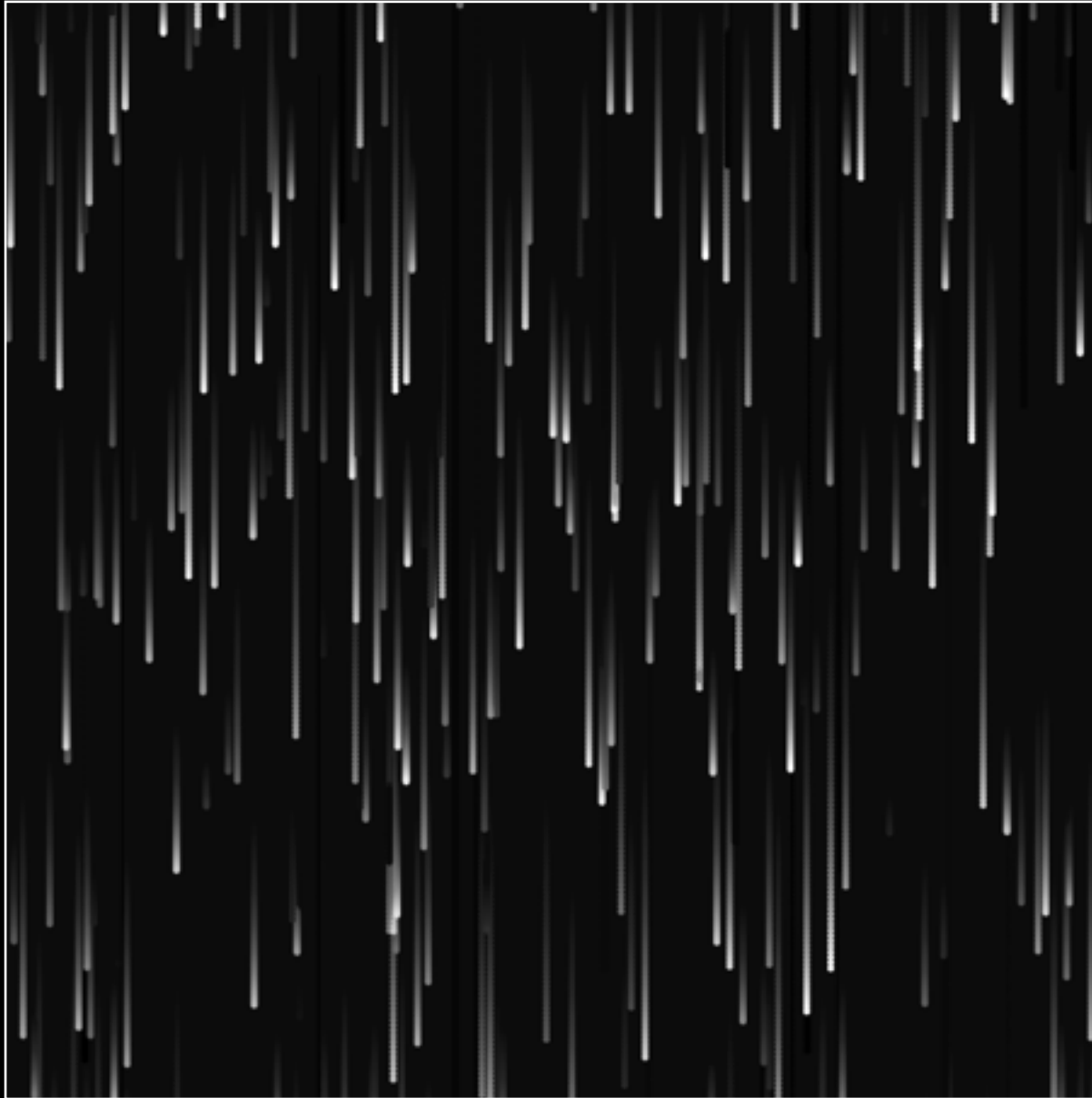


VARIATIONS

COLORS, VELOCITIES, CONNECTING WITH LINES, ...



MOTION & TRAIL



PROCESSING SOUND

```
// import library
import processing.sound.*;

// Declare sound variables
SoundFile sample;
Amplitude rms;

//Load and play a soundfile/loop it
sample = new SoundFile(this, "");
sample.loop();

//Read Amplitude
rms = new Amplitude(this);
rms.input(sample);
```

AMPLITUDE

0.353

SMOOTH AMPLITUDE

0.260

SCALED AMPLITUDE

0.260

USING SOUND AMPLITUDE AS INPUT

