LABORATÓRIO DE SOM E IMAGEM 2016/2017

# INTRODUÇÃO À PROGRAMAÇÃO COM PROCESSING

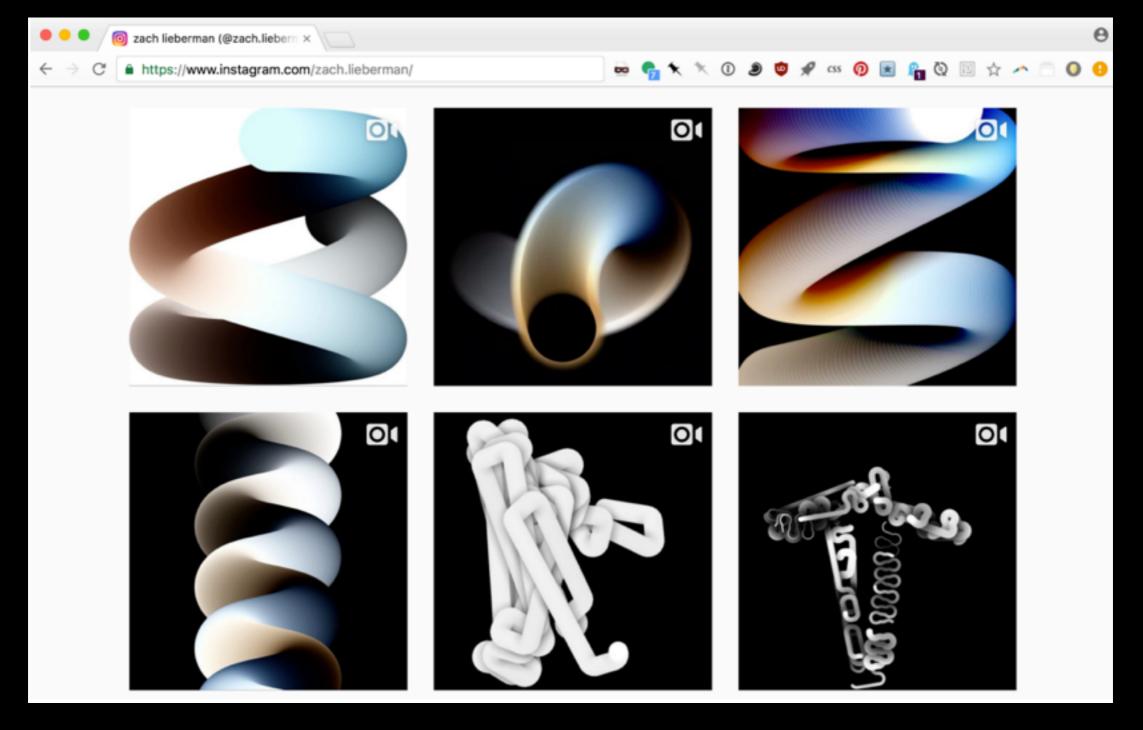
RODRIGO CARVALHO /GITHUB.COM/VISIOPHONE/LSI



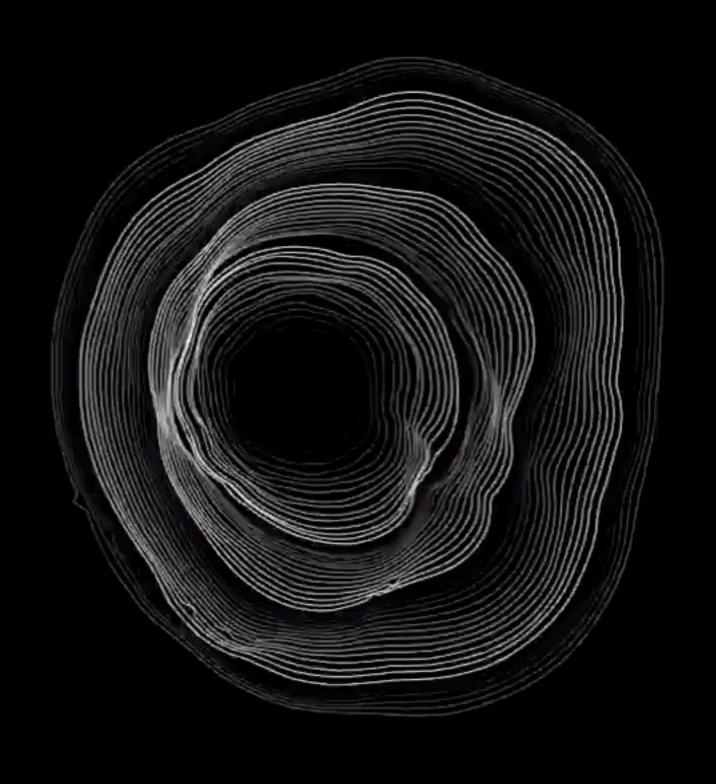
PARTITURA 01 QUAYOLA + ABSTRACT BIRDS / 2011

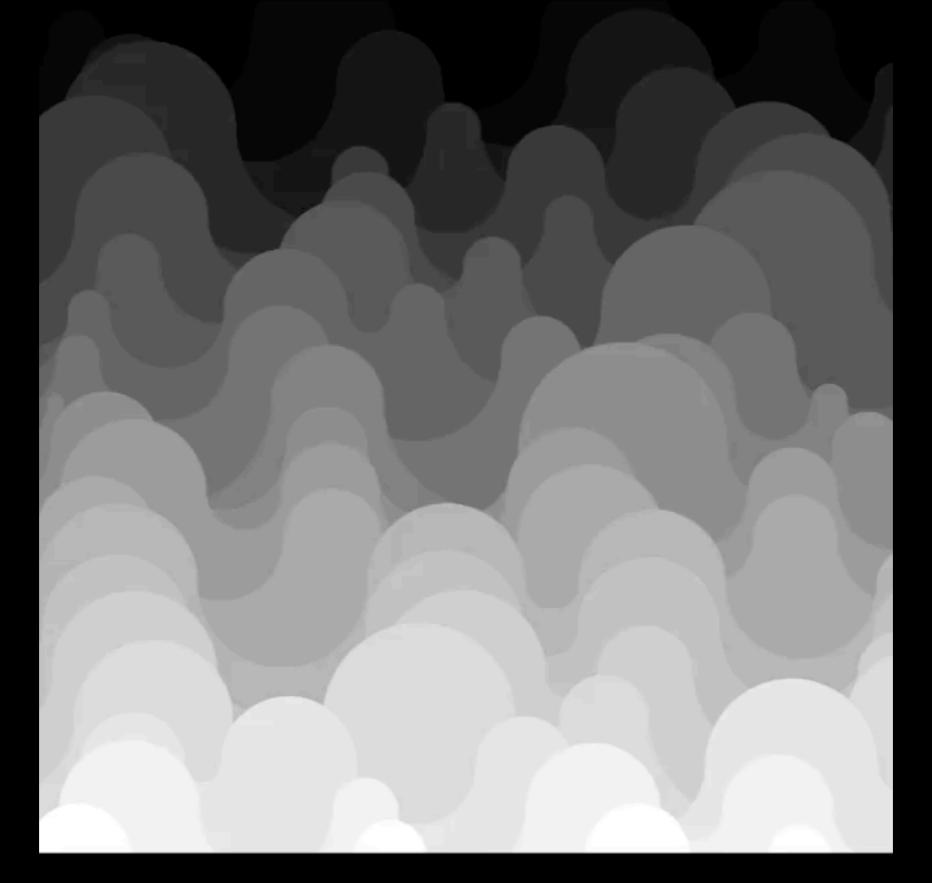


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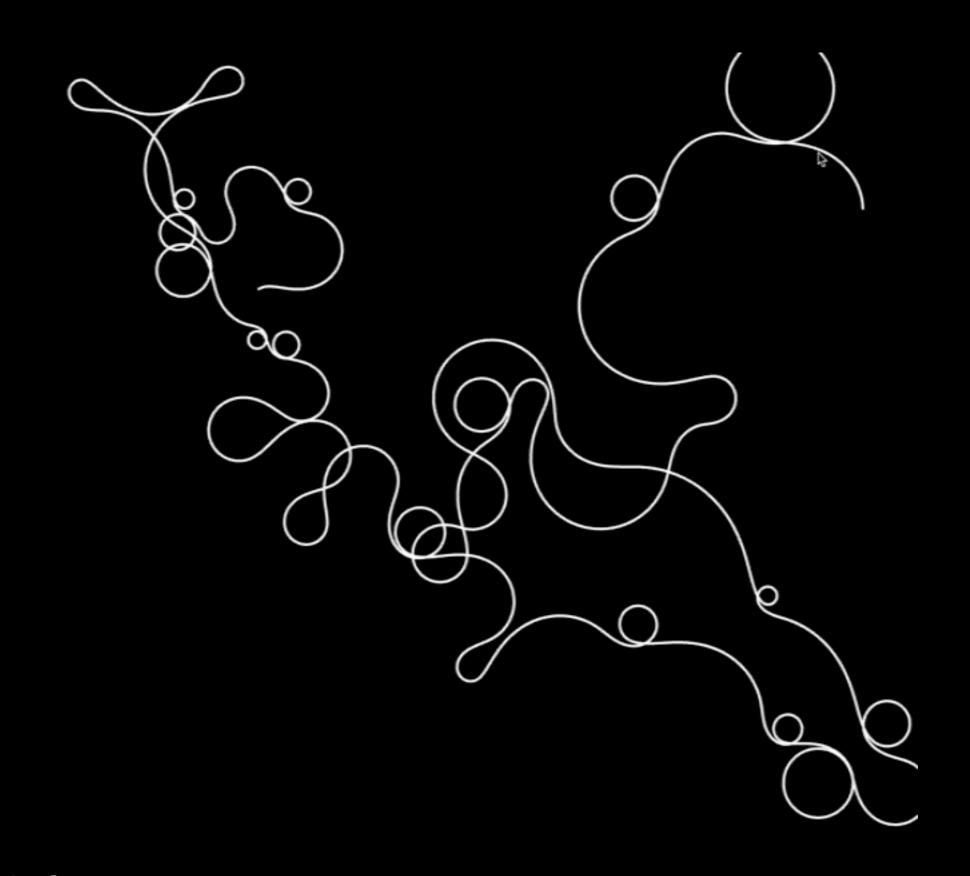


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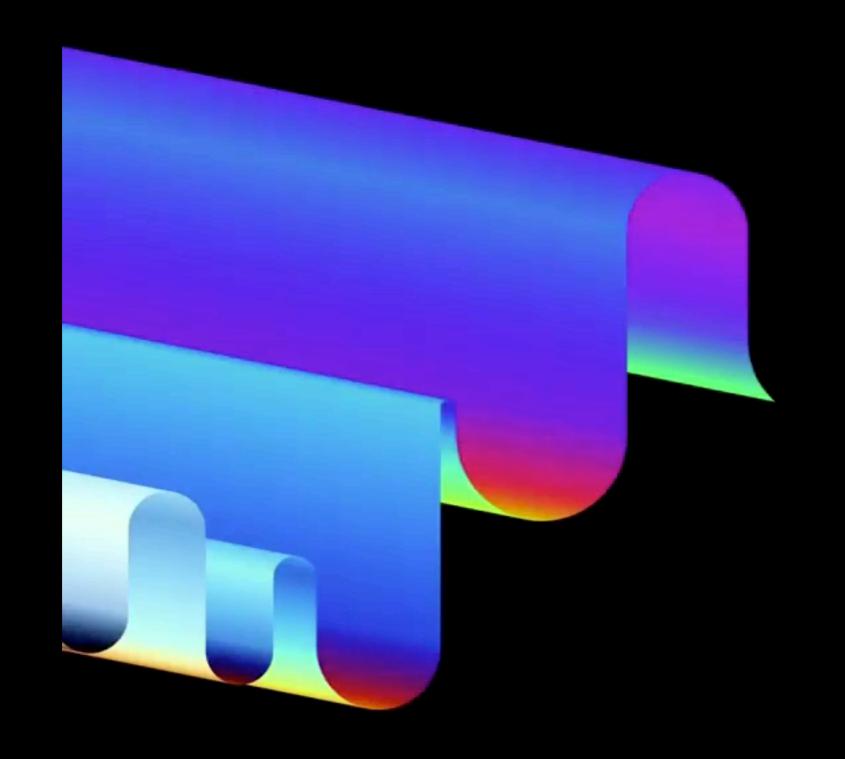


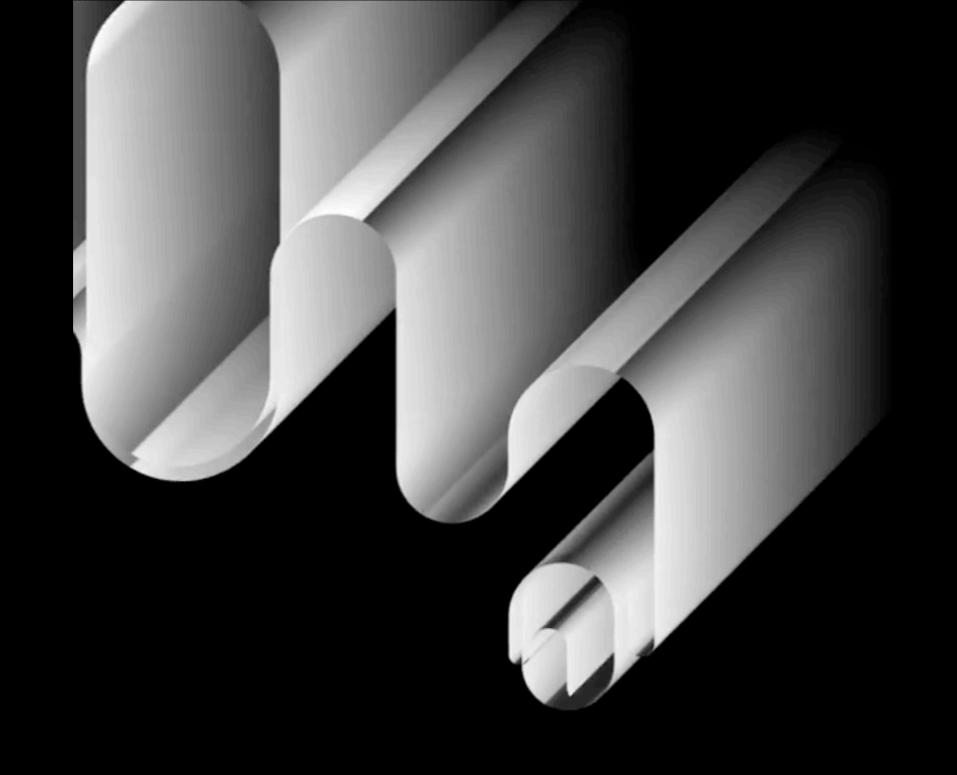


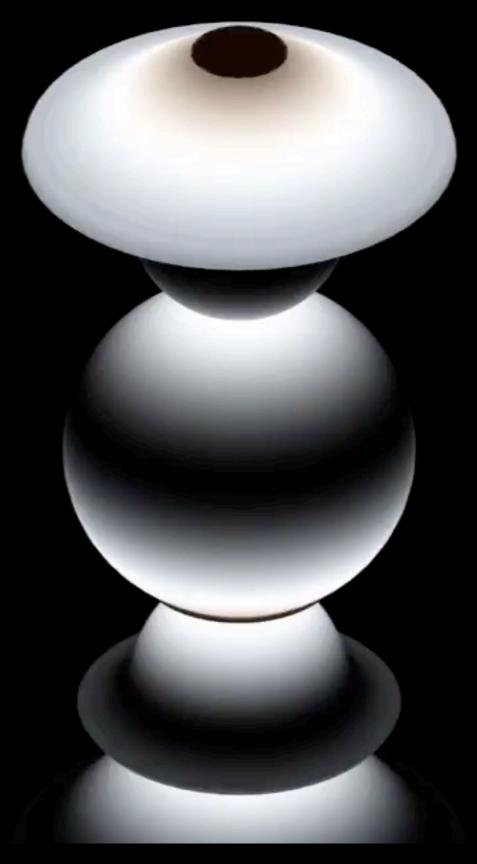
DAILY SKETCHES ZACH.LIEBERMAN / 2016-2017



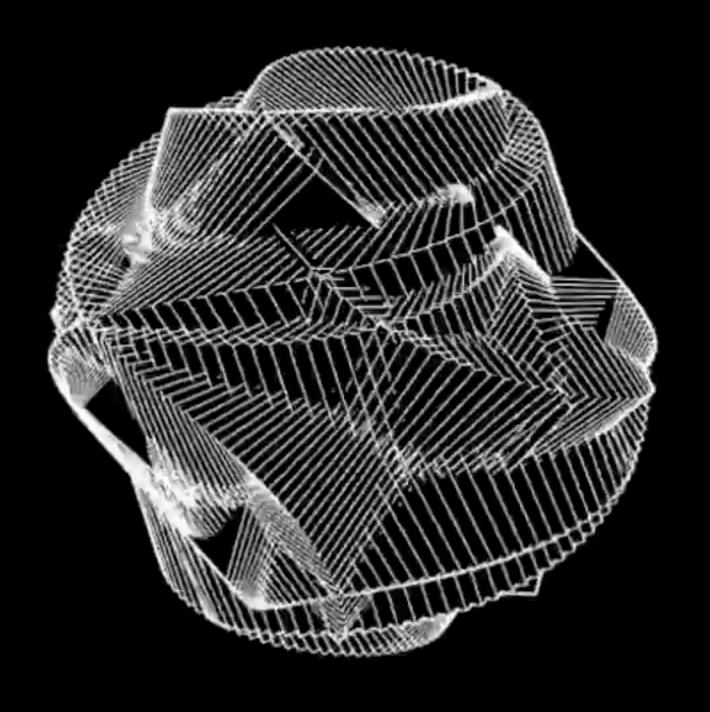
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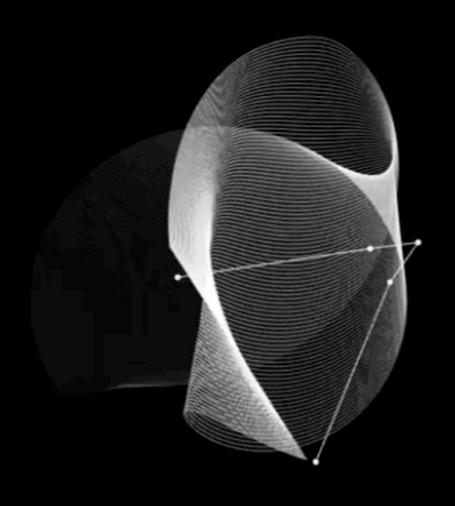


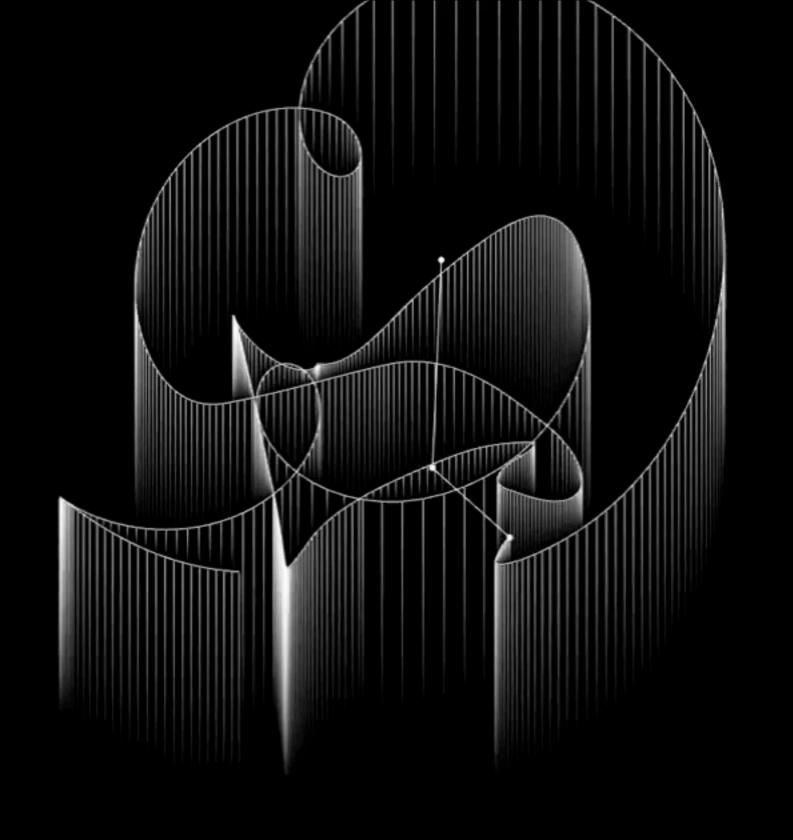




DAILY SKETCHES ZACH.LIEBERMAN / 2016-2017







## 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

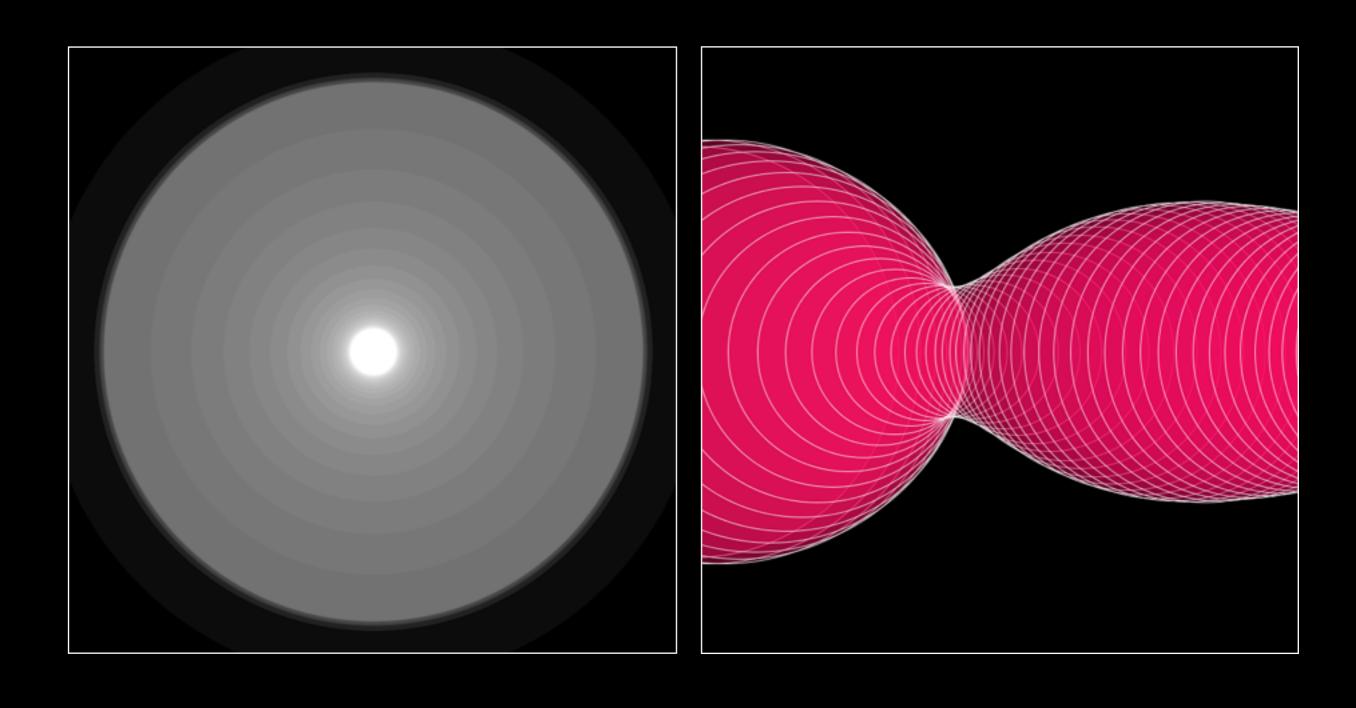
SMOOTH AMPLITUDE

0.260

SCALED AMPLITUDE

0.260

#### USING SOUND AMPLITUDE AS INPUT



## PROCESSING SOUND

```
// import library
import processing.sound.*;
// Define how many FFT bands we want
int bands = 128;
//Load and play a soundfile/loop it
sample = new SoundFile(this, "");
sample.loop();
// Create and patch the FFT analyzer
fft = new FFT(this, bands);
fft.input(sample);
// ARRAY OF AMPLITUDES
float[] freq = new float[bands];
```

