

# PROGRAMMING MAX

SESSION 2 RESOURCES

# Simple Audiovisual Sequencer

Create a simple audiovisual sequencer and use it to trigger your own content rhythmically.

### 1. Assignment Instruction

Download and play with the starter code from Coursework Resources. Replace the movie clips with at least two different movie clips of your own choosing, preferably ones you made yourself (otherwise you can use Jitter's built-in video clips).

Each clip must be between 0.5 and 6 seconds long. You can use a program like iMovie or QuickTime Player or Windows Media Player to extract a certain region of a longer clip.

Using only the elements of Max covered in lectures so far, modify the starter code in the following ways:

1. Add at least two new movie clips (which you will record or find on your own), at least two new sound files (which you will record or find on your own), and at least two new chords (which you will type into message boxes like the ones in the starter code).
2. Instead of just going back and forth between two possibilities (the two videos and the two sounds that the starter code plays), make your patch step sequentially and rhythmically through a sequence of at least 8 different elements (each of which consists of triggering a portion of a movie clip, triggering a portion of a sound file, and/or playing a MIDI chord). Keep it so the starter code's metro object still sets the overall speed.

Use an external screen capture program such as QuicktimePlayer on OSX or TinyTake on Windows (instructions on how to use these programs are below) to output a movie file named "assignment2.mov" or "assignment2.mp4" showing the output of your modified patch with your personalized media resources and your chosen tempo and rhythm.

Write a 20-100 word artist's statement justifying or illuminating your aesthetic and process. Also write a 20-100 word technical description of how the patch works and how to use it.

Make a single .zip file containing the following items: your patch, any media resources used by your patch (i.e., your sound and movie clips), the screen-captured movie of the output of your patch, your artist statement, and your tech description.

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### 2. Submission Requirements

(1) Submit one .zip file containing:

- your .maxpat patch
- any media resources used by your patch
- the screen-captured movie of the output of your patch
- your artist statement and your tech description.

(2) For the Participation component of this assignment you must:

- Submit the screen-captured movie of the output of your patch as a .mov or .mp4 file (this will go directly into the Course Gallery)
- After you submit, go to the course gallery and find your submission. Leave a comment on your submission with your artist statement, tech description, and also credits for the source of all the audio and video clips used.
- Once you are done with that, browse the other submissions in the Course Gallery for Session 2 and leave constructive comments on at least two other student's submissions.
- You should leave a total of at least THREE comments in the Course Gallery: 1 on your own submission, and at least 2 on other student's submissions.

### 3. Allowed Objects for Assignment 2

- (minus) with a constant numeric argument  
+ (plus) with a constant numeric argument  
button  
comment  
counter  
cycle~  
dial  
ezdac~  
gain~  
gswitch  
jit.qt.grab aka jit.grab  
jit.playlist  
jit.pwindow  
key  
keyup  
kslider

makenote  
message  
meter~  
metro  
mousestate  
noteout  
number (number box)  
pgmout  
playlist~  
print  
scope~  
select aka sel  
slider  
spectroscope~  
split  
tab  
textbutton  
toggle

### 4. Screen Capture Instructions

#### QuickTime (OSX)

1. Open QuickTime Player (this application comes with OSX)
2. Choose File > New Screen Recording
3. To change the recording settings, click the arrow next to the Record button. Make sure you are recording video and sound from your patch!
4. To monitor audio while it's being recorded, use the volume slider.
5. Click the red record button to start recording. Click it again to stop recording.
6. Save your file as "assignment2.mov"

#### Tiny Take (Windows)

1. Open your favorite web browser and navigate to [tinytake.com](http://tinytake.com)
2. Click on the "Download Now" button
3. Uncompress the download .zip file
4. Run the contained .exe and install TinyTake
5. Open TinyTake
6. Click on the small arrow on the "Capture" button to reveal the drop down menu.
7. Click on "Capture Video"
8. Select the portion of your screen that you want to record by clicking and dragging your mouse.
9. Press the red "Start Recording" button
10. Record what you want to record.
11. Press the Finish button when you are done.
12. Click on the small arrow on the "Save and Share" button to reveal the drop down menu.
13. Click on "save locally"
14. Click on "save locally" again on the new popup that appears asking you if you want to save it to their web service.
15. Enter in the name "assignment2" for the video and desired location
16. Click save

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