

VA336/546 interactive sound

Week 9





Week9-Audio Visual Interactions

Instructor: Assist. Prof. Dr. Selcuk ARTUT

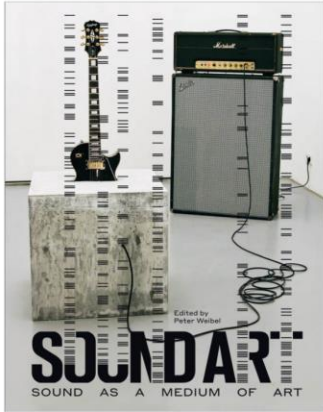
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Sound Art

Sound as a Medium of Art

Edited by [Peter Weibel](#)

Essays and images that map art's new sonic cosmos, illustrated in color throughout.

 [Buying Options](#) 

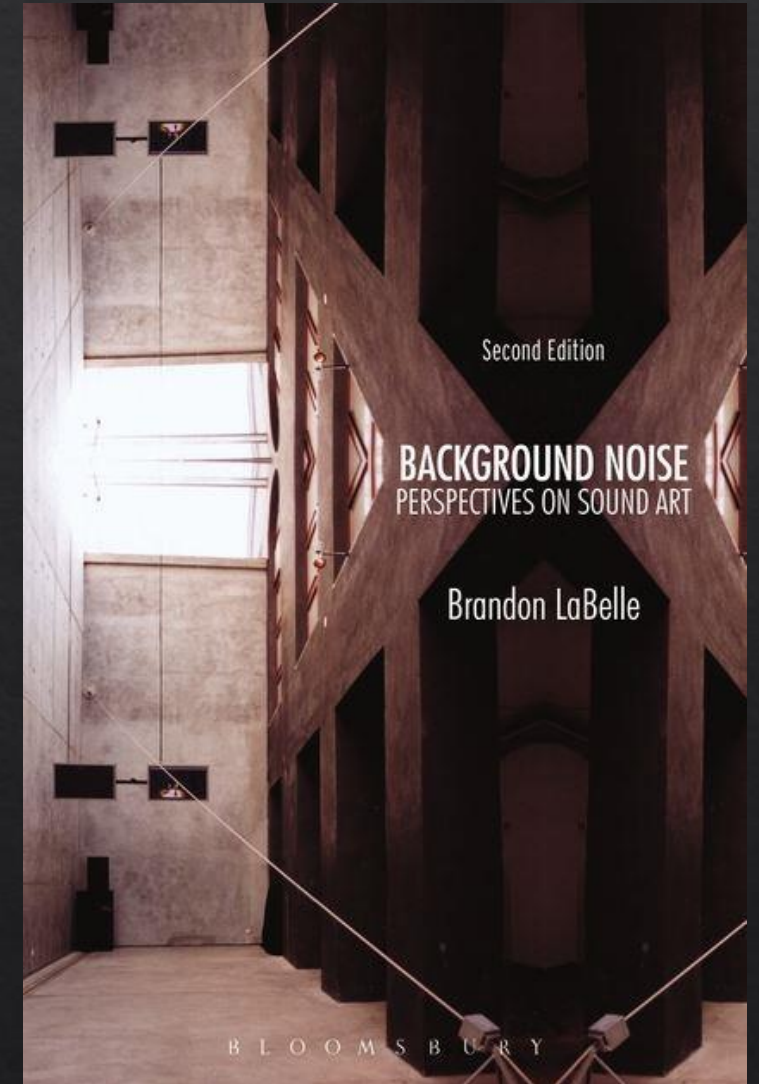
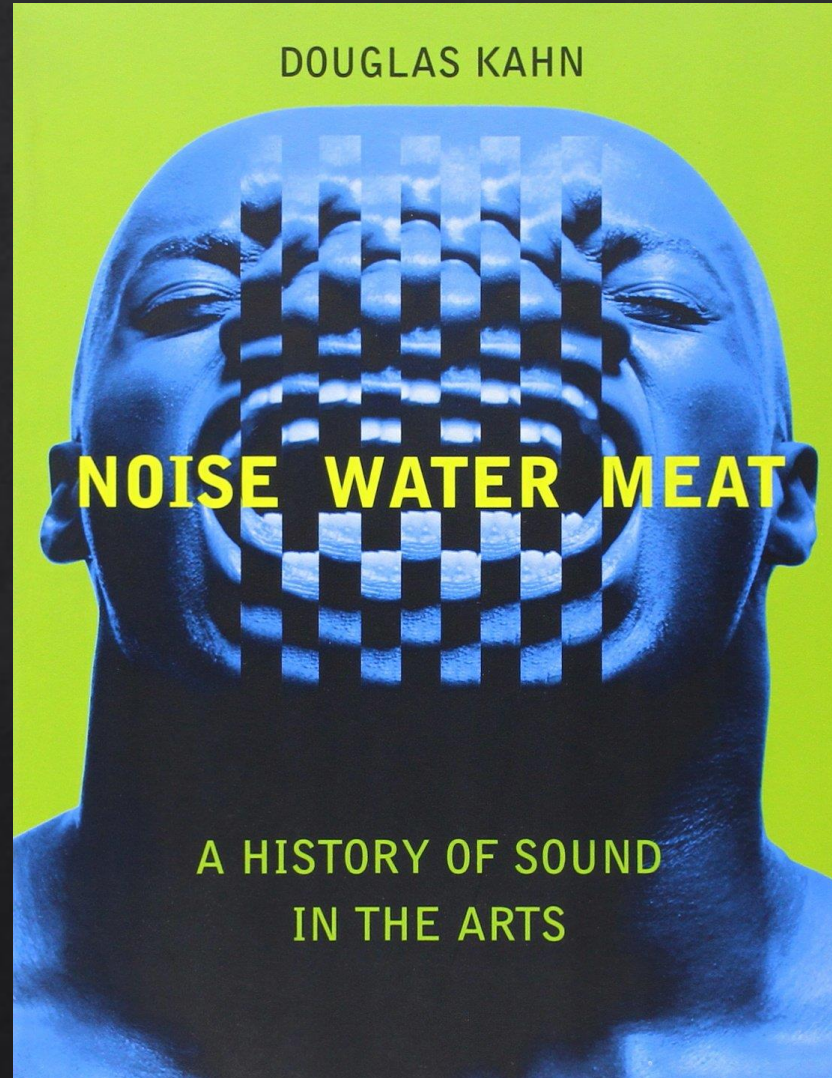
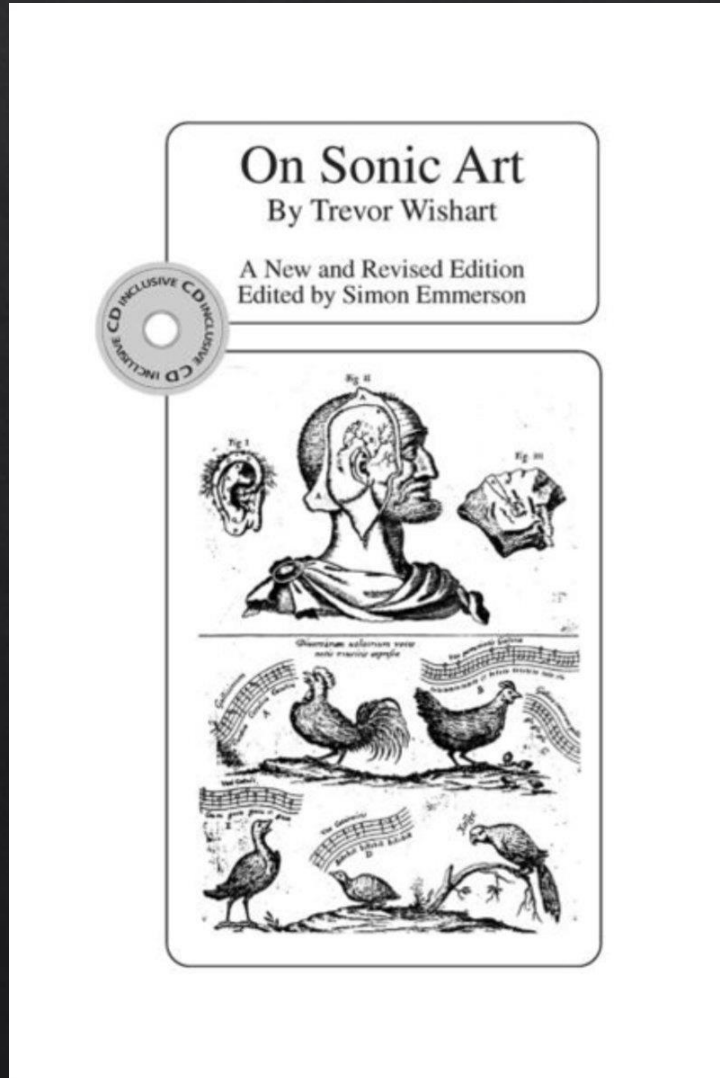
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EDITORS

Peter Weibel

Peter Weibel is Chairman and CEO of the ZKM | Center for Art and Media, Karlsruhe. He has edited other ZKM volumes published by the MIT Press, including, most recently, *The Global Contemporary* and *the Rise of New Art Worlds*.

Books I recommend



Assignment Review

Create sampler device that record audio on your demand and loops continuously

Playing video clips

jit.movie

Play a movie file

Use jit.movie for working with movie files.

The screenshot shows the `jit.movie` object interface. At the top, there is a file input field containing `read dishes.mov`, followed by buttons for `read`, `start`, `stop`, and `clear`. To the right of these buttons is a playback bar with a play button, a progress slider, and buttons for previous, play, and next. Below the file input is a video window displaying a black and white film of three people in a kitchen. To the right of the video window are several control objects: `rate` with a value of `1.`, `loop` with a dropdown menu showing `1: ...`, `looppoints` with two input fields containing `0` and `5505`, `unique` with an unchecked checkbox, `vol` with a value of `1.`, `autostart` with a checked checkbox, and `interp` with an unchecked checkbox. Each control object has a corresponding text label to its right. At the bottom left, there is a status bar showing `29.88217` and `fps` with a dropdown arrow.

read dishes.mov read start stop clear

use playbar to control playback

rate 1.

playback rate

loop 1: ...

0 = off;
1 = on(default)
2 = palindrome

looppoints

set loop points

0 5505

unique

only output new frames on bang

vol 1.

movie audio volume

autostart

auto-play movie on load

interp

output interpolation

jit.movie

29.88217
fps

Try it yourself

In class Challenge

Generate a video switcher with a keyboard control

Video Mixer

Jit.xfade

jit.xfade

Crossfade between 2 matrices

Use the jit.xfade object to crossfade between two matrices. A crossfade value of 0. results in output values equivalent to the left input values, while a crossfade value of 1.0 results in output values equivalent to the right input matrix.

