

Quartz Composer

Estación Diseño 2015

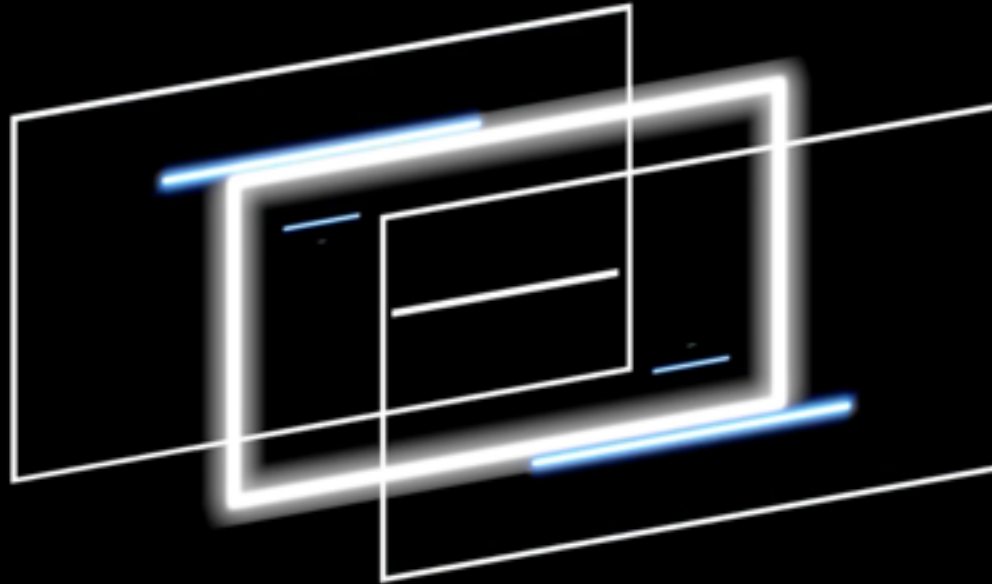
Thomas Van Ta

Pfadfinderei

Design Collective

https://www.youtube.com/watch?v=m_wEBTQTMEI





M-nus

Techno label

[https://www.youtube.com/
watch?v=dFJI3dtgDY8](https://www.youtube.com/watch?v=dFJI3dtgDY8)

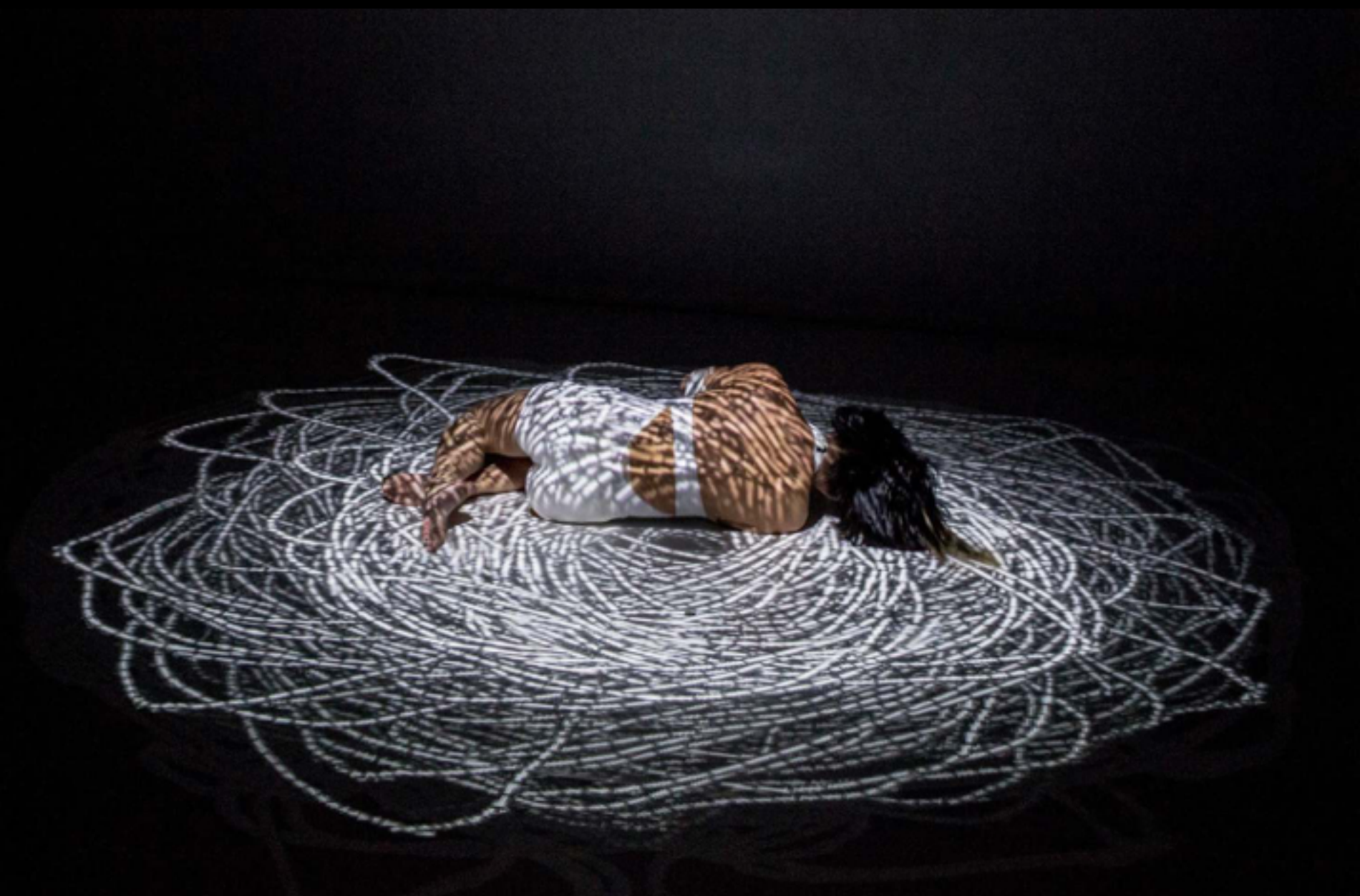
<https://vimeo.com/34393528>



2V-P

Quartz Composer performance tool

<http://www.2v-p.tv>



Stratofyzika

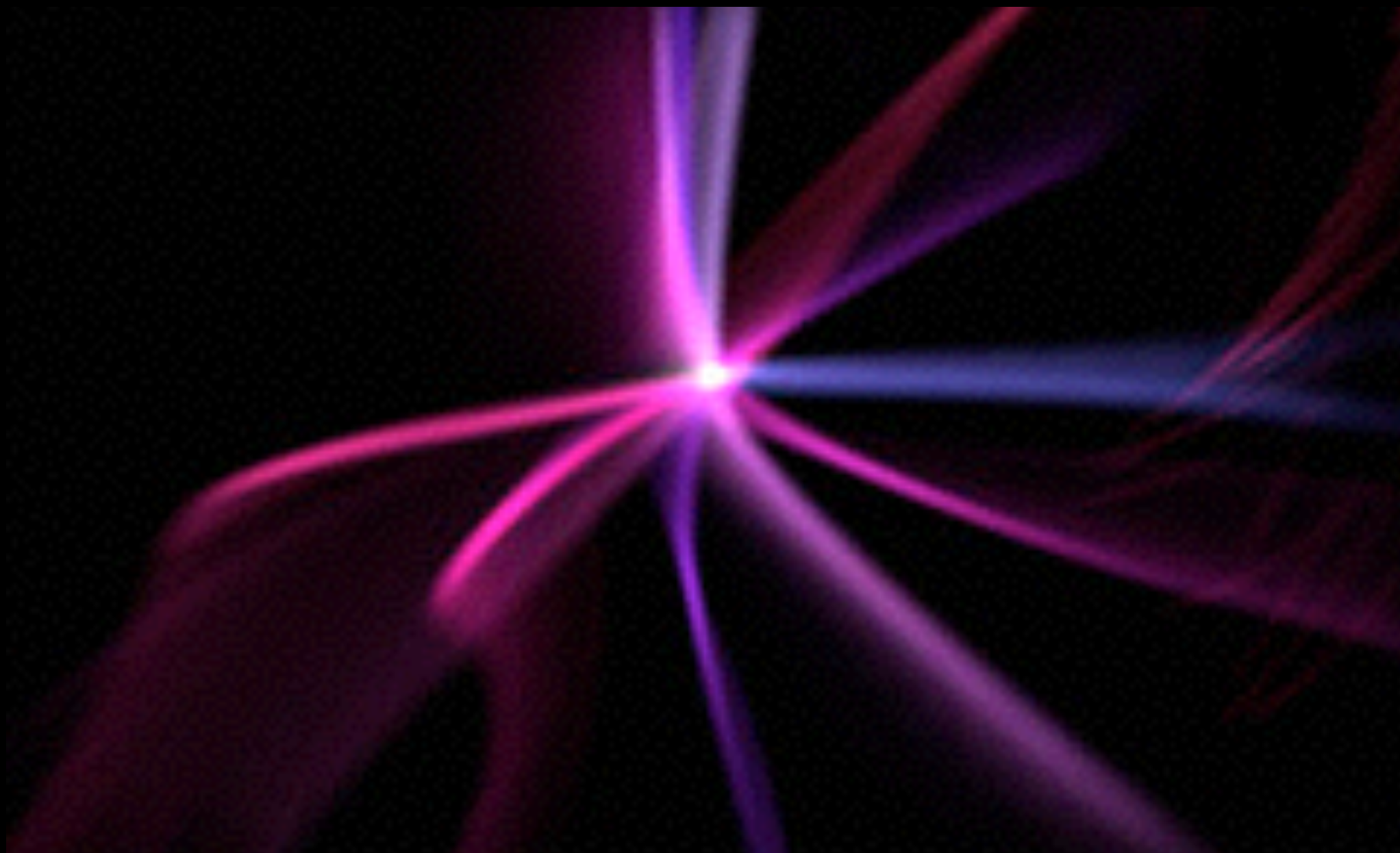
Colectivo interdisciplinar de danza

<http://www.stratofyzika.com>

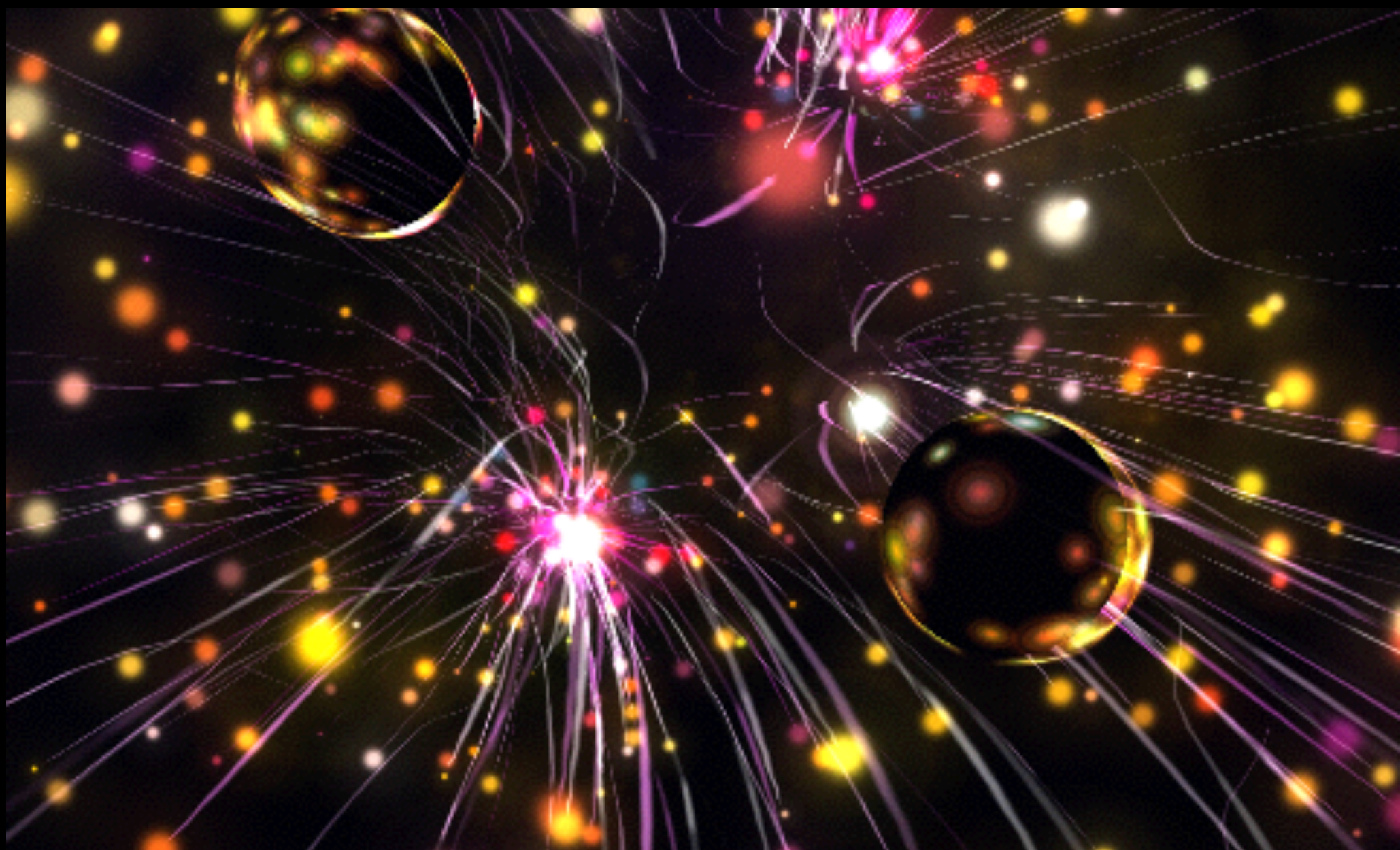
Quartz Composer

Tecnología perteneciente a
OSX





Salvapantallas



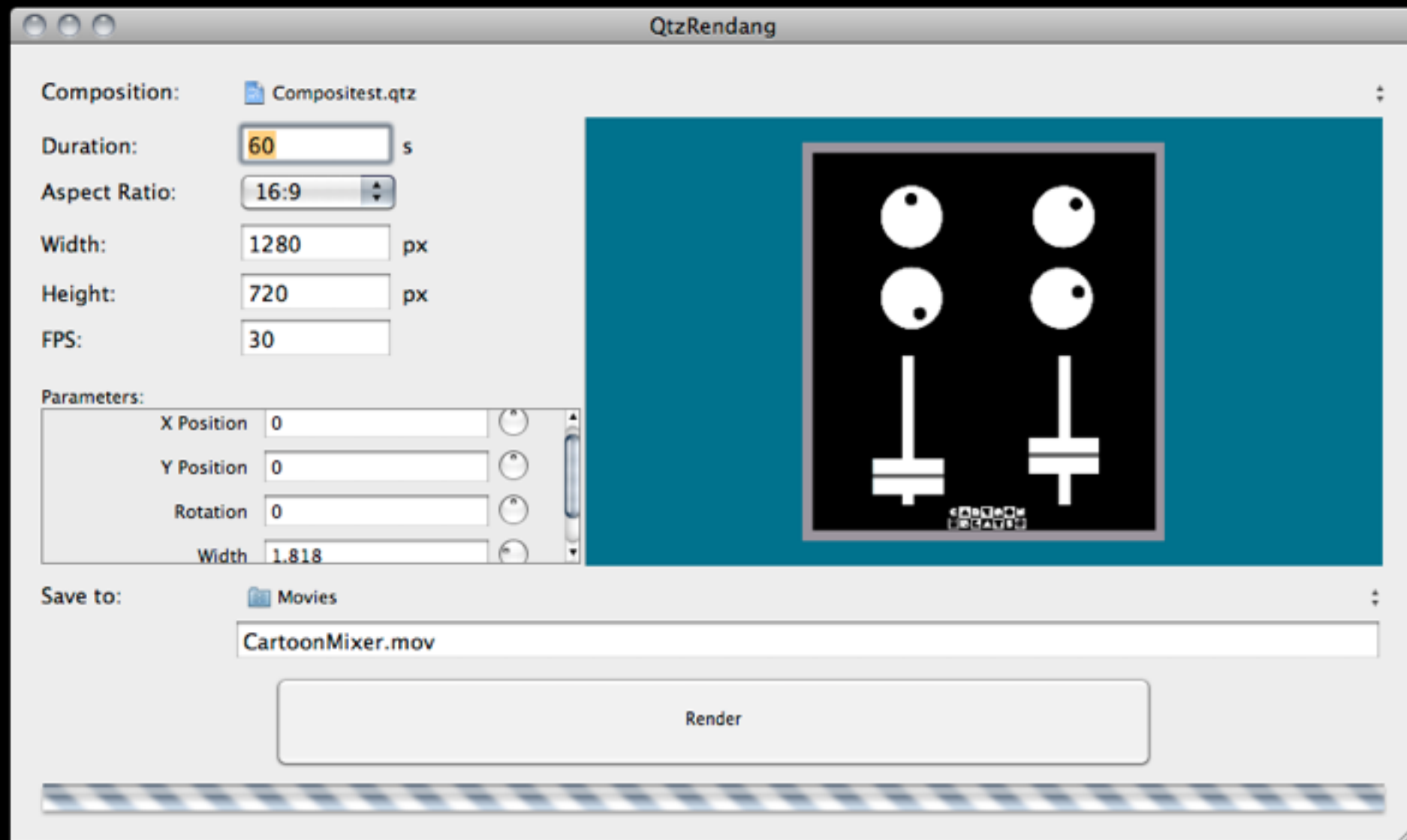
visualizadores de iTunes

Quartz Composer

Tecnología perteneciente a
OSX

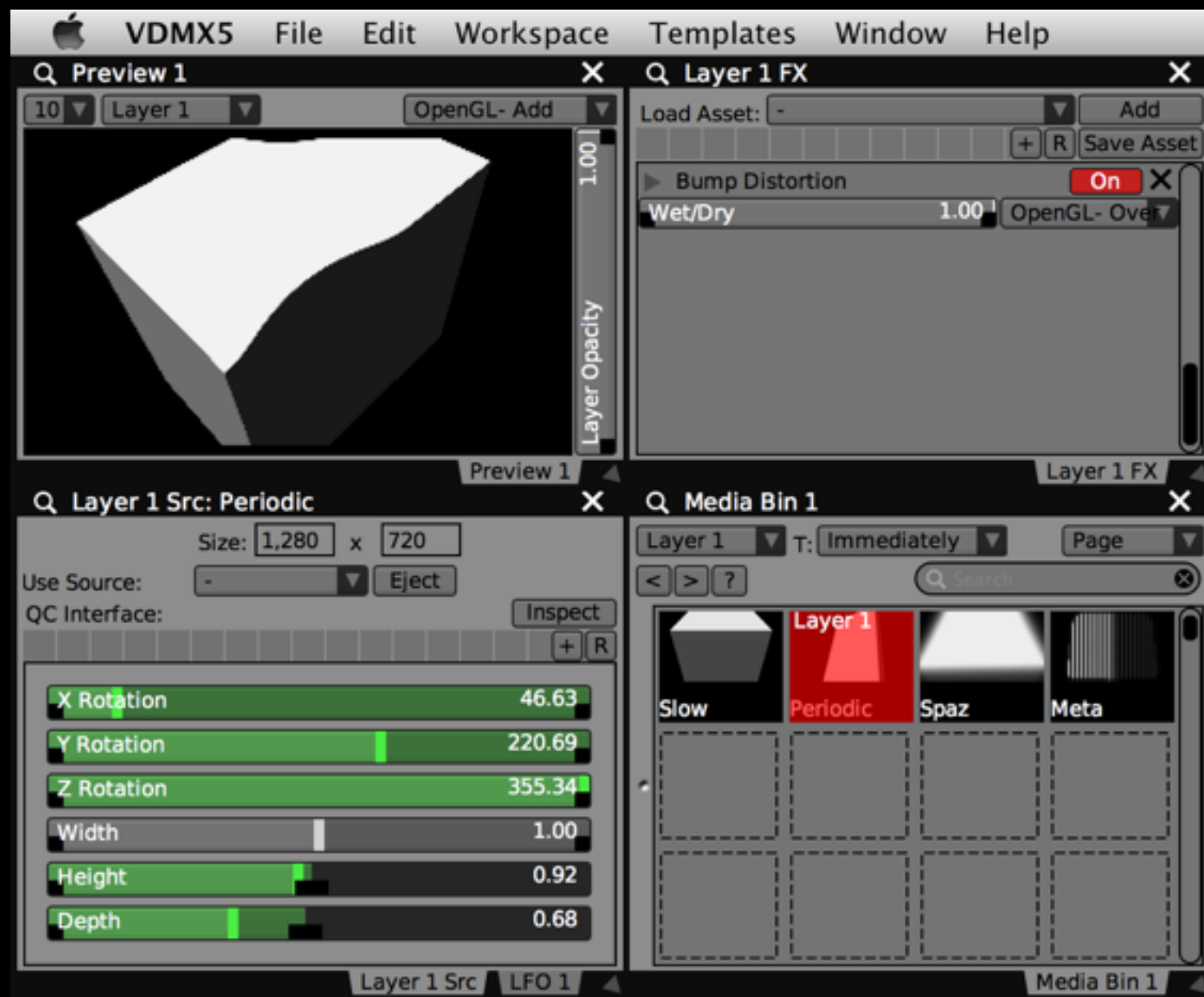
Embebida en el sistema





<http://haszaristwocents.blogspot.com.es/2010/06/qtzrendang-open-source-quartz-composer.html>

sencillo de implementar



perfecto para edición de video en tiempo real

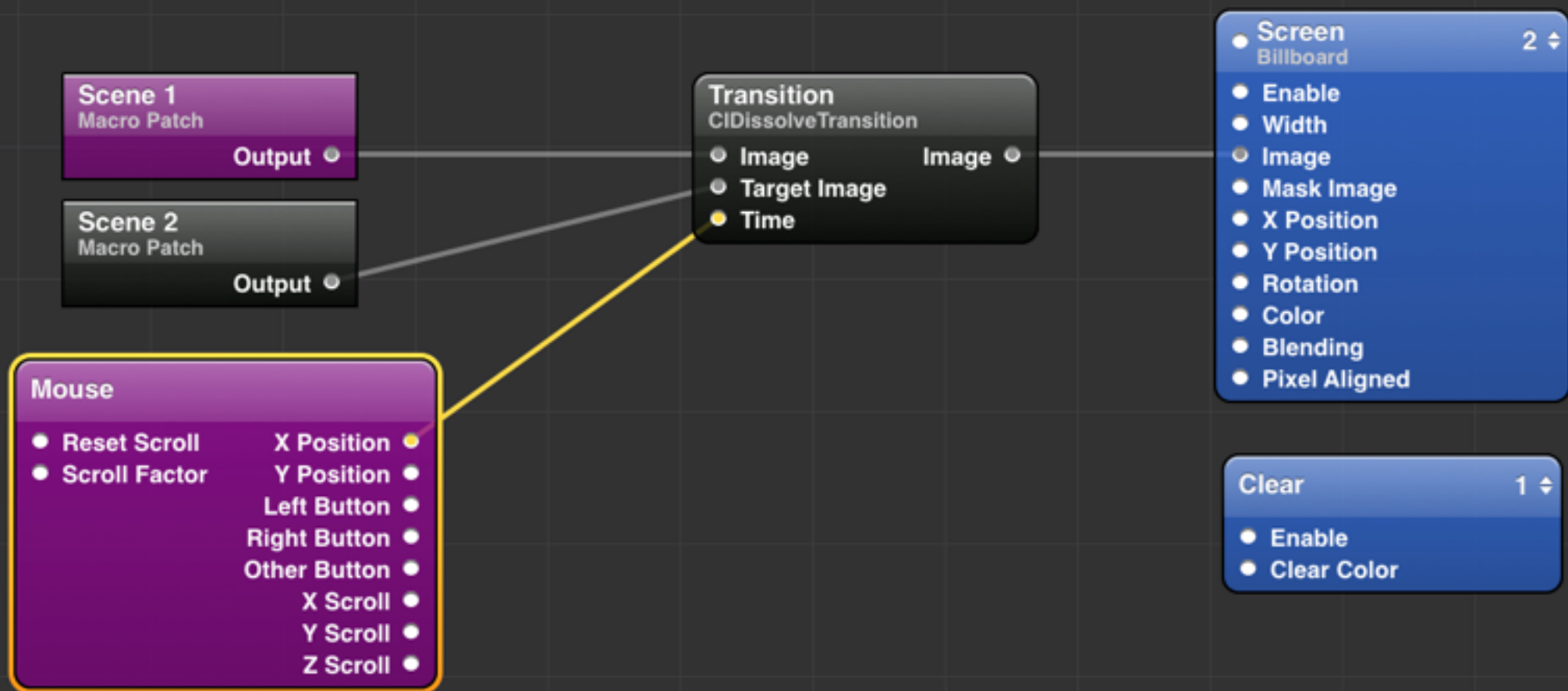
Quartz Composer

Tecnología perteneciente a
OSX

Embebida en el sistema

Sencillo de aprender







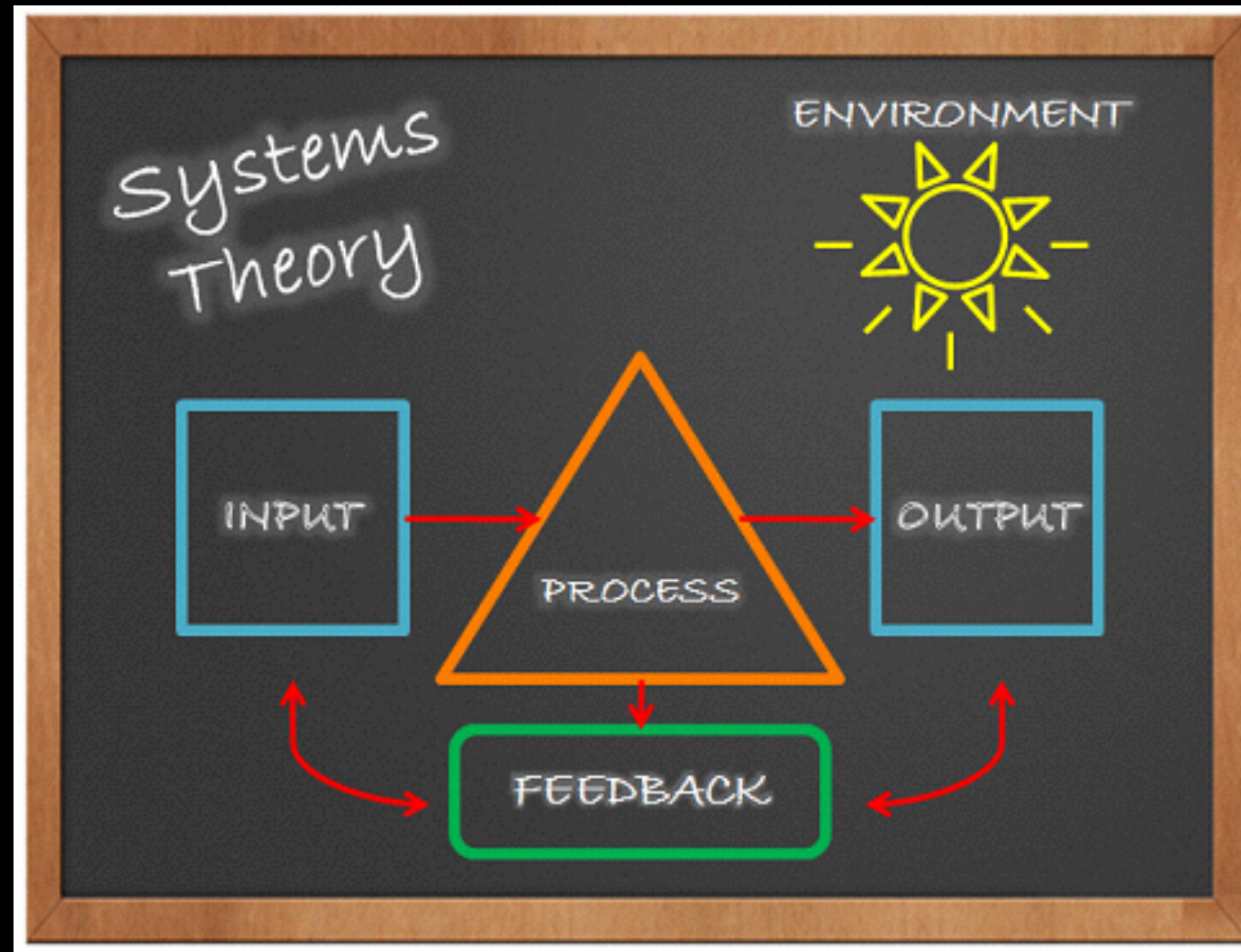
Programación

El arte de cómo decirle a un ordenador que haga algo y que éste te responda en consecuencia.

Human vs Computer

- “Inteligentes”
(Sentido común)
- Imprecisos
- Estupidos
(Fuerza bruta)
- Exactos

Teoria de sistemas



- Entrada —> Procesado —> Salida

Lenguaje Máquina

[illegible]

Fig.1

The original transmission of 1679 pulses in binary code.

Lenguaje Ensamblador

```

----- Source ONLY window contents

;# file: bullseye.c
;# void HandleEvent(void)
;#
;# {
;#     int    ok;
;#     EventRecord theEvent;
;#
;#     HiliteMenu(0);
;#     SystemTask ();    /* Handle desk accessories */
;#
;#     ok = GetNextEvent (everyEvent, &theEvent);
;#     if (ok)
;#     {
;#         switch (theEvent.what)
;#         {
;#             case mouseDown:
;#                 HandleMouseDown(&theEvent);
;#                 break;
;#         }
;#     }
;# }

----- Source window contents with Interspersed ASM and 'emulation trace values' -----

;# void HandleEvent(void)
;#
;# {
;#     int    ok;
;#     EventRecord theEvent;
;#
;#     .HandleEvent
;# RelAddr B***ResultVal*****Opcode**operands*****Training Wheels'
;# 0: 16ED0D4 mfspr r0,LR ; Move From Special Purpose Reg
;# 4: >1751334 stmw r29,-12(SP) ; Store Multiple Word
;# 8: >1751348 stw r0,8(SP) ; Store Word
;# C: >17512E0 stwu SP,-96(SP) ; Store Word with Update
;# 10: 16F32FC la r31,bullseyeHindow(RTOC); Load Address
;# HiliteMenu(0);
;# 14: 0 li r3,0 ; Load Immediate
;# 18: b1 .HiliteMenu ; Branch , set LR
;# 1C: 16F3100 lez RTOC,20(SP) ; Load Word and Zero
;# SystemTask (); /* Handle desk accessories */
;#
;# 20: b1 .SystemTask ; Branch , set LR
;# 24: 16F3100 lez RTOC,20(SP) ; Load Word and Zero
;# ok = GetNextEvent (everyEvent, &theEvent);
;# 28: li r3,-1 ; Load Immediate
;# 2C: la r4,theEvent(SP) ; Load Address
;# 30: b1 .GetNextEvent ; Branch , set LR
;# 34: lez RTOC,20(SP) ; Load Word and Zero
;# 38: clrlwi r30,r3,24 ; Clear left Immediate
;# if (ok)
;# 3C: cmpi cr0,0,r30,0 ; Compare Immediate
;# 40: bc IF,cr0_EQ,1ah_1 ; Branch Conditional

```

[illegible]

Fig.1
The original transmission of 1679 pulses in binary code

Lenguaje Bajo Nivel

```
void __fastcall TFormCtrlsDemo::FormCreate(TObject *Sender)
{
    int i;
    TRectangle *ARect = new TRectangle(frmCtrlsDemo);
    for (i=0; i < 50; i++) {

        ARect->Parent= ScrollBox1;
        ARect->Width = (30 + rndm(150));
        ARect->Height = (30 + rndm(150));
        ARect->HitTest = false;
        ARect->Position->X = rndm(1600);
        ARect->Position->Y = rndm(1600);
        ARect->XRadius = rndm(20);
        ARect->YRadius = ARect->XRadius;
        ARect->Fill->Color = ((50 + rndm(205)) << 24) | rndm(0xFFFFFFFF);
    }
}
```

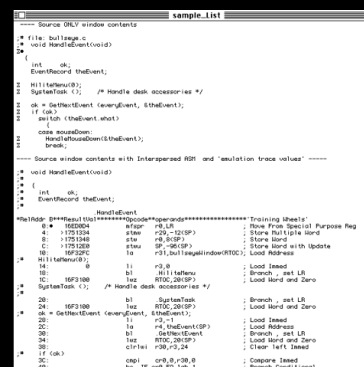
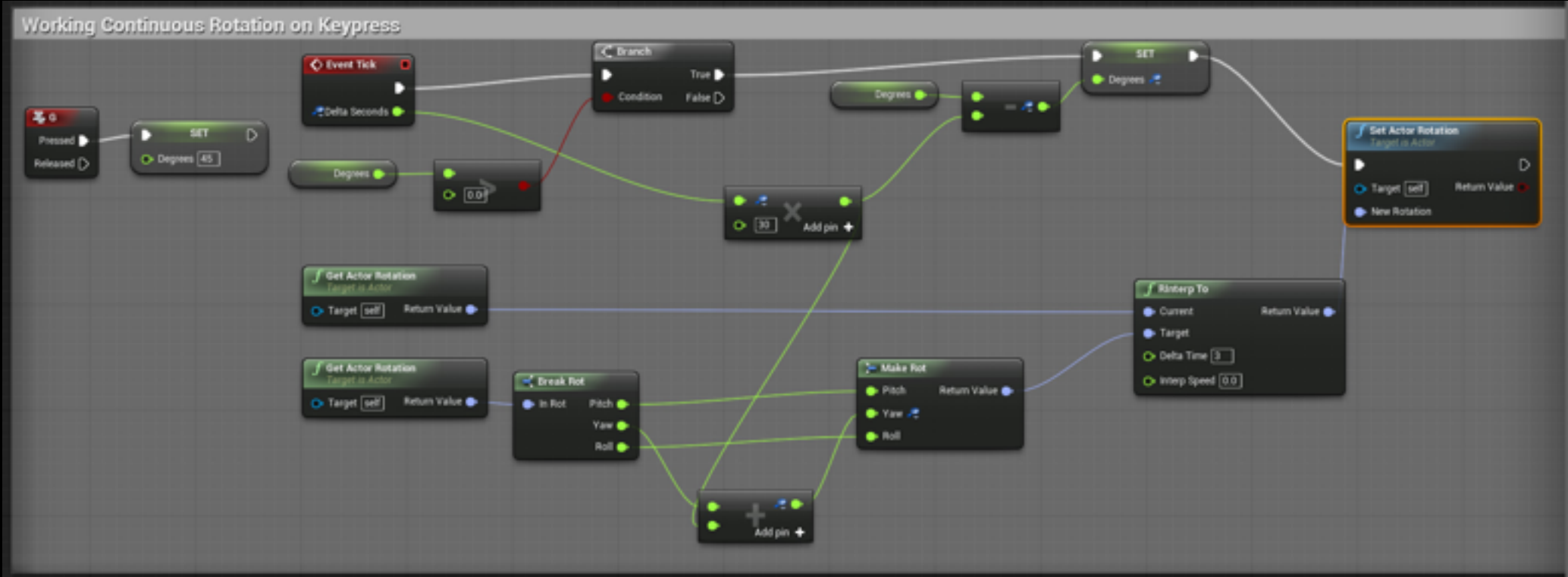
[illegible]

Fig.1
The original transmission of 1679 pulses in binary code.

Lenguaje Alto Nivel



```
void __fastcall TFormCtrlsDemo::FormCreate(TObject *Sender)
{
    int i;
    TRectangle *ARect = new TRectangle(frmCtrlsDemo);
    for (i=0; i < 50; i++) {

        ARect->Parent= ScrollBox1;
        ARect->Width = (30 + rndm(150));
        ARect->Height = (30 + rndm(150));
        ARect->HitTest = false;
        ARect->Position->X = rndm(1600);
        ARect->Position->Y = rndm(1600);
        ARect->XRadius = rndm(20);
        ARect->YRadius = ARect->XRadius;
        ARect->Fill->Color = ((50 + rndm(205)) << 24) | rndm(0xFFFFFF);
    }
}
```

[illegible][illegible]

Fig.1
The original transmission of 1679 pulses in binary code.

Hello, world!