Tidal

1 Introduction

1.1 What is a cycle?

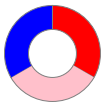
- Cyclic notion of time from Indian Classical music
- The end is also the beginning (the *sam*)
- Time in Tidal is based on cycles, rather than beats
- Cycles are ticking over all the time
- Cycles have fixed duration (which you can change with the *cps* command)

2 Basics of polyrhythmic sequencing with Tidal

Before we get hands on, lets look at some visual renderings of Tidal patterns.

```
"red pink"
```

```
"red pink blue"
```



3 Introduction to patterns - repetition, symmetry, interference and glitch

4 Haskell syntax

5 Ensemble play

6 More complex patternings

7 Strategies for live coding performance

8 Composing with tidal

9 Superdirt - synths, customisation, multichannel, midi control

10 Visualisation

11 Community

- http://tidalcycles.org/
- http://talk.lurk.org (e.g. #tidal, #livecode, #algorave channels)
- http://algorave.com/
- http://github.com/tidalcycles/