Tidal

1 Tidal

Welcome to this workshop on tidalcycles, known as *tidal* for short.

Rough schedule for day one:

1.1 Morning

- Background to live coding
- Thinking about patterns
- Simple looping
- More complicated rhythms

1.2 Afternoon

- Quipu?
- Transforming patterns

2 Looping sounds with TidalCycles

Using simple high (`h`) and low (`l`) drum sounds.

```
sound "h l"
```

Add more sounds, and it'll squeeze them in to the same rhythmic 'cycle'

```
sound "h h h h l l l l"
```

You can use `~` to add gaps to add rhythms:

```
sound "h ~ l ~ h l ~"
```

You can use `*` and a number to play a sound multiple times (in the time of one):

```
sound "h*2 ~ l ~ h l*4 ~"
```

The conga rhythm "Have you got a dog, great big dog."

```
sound "h*4 l h*2 l"
```

Another way to put multiple sounds inside one, with `[` and `]`:

```
sound "h [l l l]"
```

```
sound "[h h] [l ~ l l]"
```

3 Changing the sounds with 'effects'

```
sound "h [l h] h ~"
```

Reverse the loop

```
rev $ sound "h [l h l] h l"
```

Make it louder

```
louder $ sound "h [l h l] h l"
```

Make it quieter

```
quieter $ sound "h [l h l] h l"
```

Make it quiet!

```
mute $ sound "h [l h l] h l"
```

Send it to the left

```
left $ sound "h [l h l] h l"
```

Send it to the right

```
right $ sound "h [l h l] h l"
```

Make it higher pitched

```
higher $ sound "h [l h l] h l"
```

Make it lower pitched

```
lower $ sound "h [l h l] h l"
```

Make it sound ‘scratchy’

```
scratch $ sound "h [l h l] h l"
```

4 Conditionals

Do something every given number of loops, for example every third loop:

```
every 3 higher $ sound "h [l h l] h l"
```

Do something.. sometimes!

```
sometimes scratch $ sound "h [l h l] h l"
```