

Tidal

1 Introduction

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

1.1 What is a cycle?

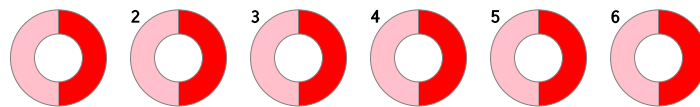
- Cyclic notion of time from Indian Classical music
- The end is also the beginning (the *sam*)
- Time in Tidal is based on cycles, rather than beats
- Cycles are ticking over all the time
- Cycles have fixed duration (which you can change with the *cps* command)

2 Basics of polyrhythmic sequencing with Tidal

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

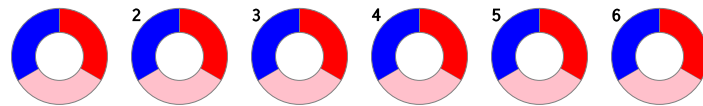
Sequences in tidal are generally denoted with double quotes:

"red pink"



You can 'read' the above diagram clockwise, from the top.

"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/>