Tidal

Alex McLean

1 Introduction

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

Rough schedule for the two days:

Morning session: 9.30 - 12.30, 13.30 - 16:30

With natural breaks for tea drinking..

Join us at Pharmacia from 9pm on Tuesday.

1.1 What is a cycle?

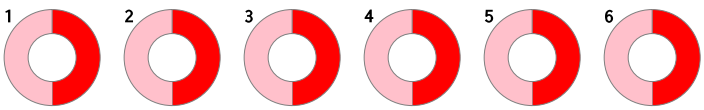
- Cyclic notion of time from Indian Classical music
- The end is also the beginning (the *sam*)
- Time in Tidal is based on cycles, rather than beats
- Cycles are ticking over all the time
- Cycles have fixed duration (which you can change with the *cps* command)

2 Basics of polyrhythmic sequencing with Tidal

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

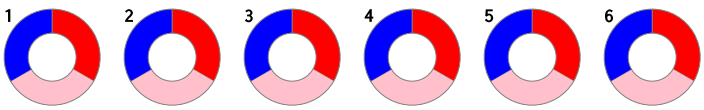
Sequences in tidal are generally denoted with double quotes:

```
"red pink"
```



You can 'read' the above diagram clockwise, from the top. You can see that the pattern repeats once per cycle. Six cycles are shown, but it will go on for ever. Here's what happens if we add another element to the sequence:

```
"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/