MSP And TouchDesigner

Multimedia Programming Using Max/MSP and TouchDesigner

If you want to learn how to use Max 6 and/or TouchDesigner, or work in audio-visual real-time processing, this is the book for you. It is intended for intermediate users of both programs and can be helpful for artists, designers, musicians, VJs, and researchers. A basic understanding of audio principles is advantageous.

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Max/MSP/Jitter for Music

In Max/MSP/Jitter for Music, author and music technologist V. J. Manzo provides a user-friendly introduction to a powerful programming language that can be used to write custom software for musical interaction. This second edition brings the book fully up-to-date with new applications in integrating Max with Ableton Live and offers source code for a variety of new projects.

Synthesizers and Subtractive Synthesis, Volume 2

Subtractive sound synthesis is one of the most widely used techniques in electronic music and in many analog synthesizers since the early 1960s. It is based on a simple principle, but its operation is complex, involving many parameters. It can be enhanced by a variety of effects that give the sound its authenticity, and does not simply imitate musical instruments, but can also transcribe noises present in natural soundscapes or generate entirely synthetic sounds. Synthesizers and Subtractive Sound Synthesis 2 presents practical exercises, ranging from the fundamentals to advanced functionalities. Most of the sound effects applicable to subtractive synthesis are covered: vibrato, phaser, reverb, etc. The final chapters deal with polyphony and arpeggiator-sequences.

Mastering openFrameworks: Creative Coding Demystified

This book gives clear and effective instructions, stuffed with practical examples, to build your own fun, stunning and highly-interactive openFrameworks applications. Each chapter is focused differently and has a new theme to it,This book targets visual artists, designers, programmers and those interested in creative coding by getting started with openFrameworks. This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications. You should have a basic knowledge of object oriented programming, such as C++, Java, Python, ActionScript 3, etc.

Sonic Art

Written by an active composer, performer and educator, Sonic Art: An Introduction to Electroacoustic Music Composition provides a clear and informative introduction to the compositional techniques behind electroacoustic music. It brings together theory, aesthetics, context and practical applications to allow students to start thinking about sound creatively, and gives them the tools to compose meaningful sonic art works. In addition to explaining the techniques and philosophies of sonic art, the book examines over forty

composers and their works, introducing the history and context of notable pieces, and includes chapters on how to present compositions professionally, in performance and online. The book is supported by an online software toolkit which enables readers to start creating their own compositions. Encouraging a ‘hands on’ approach to working with sound, Sonic Art is the perfect introduction for anyone interested in electroacoustic music and crafting art from sounds.

IDEE 2023

This book contains the proceedings of the International Conference on Industrial Design and Environmental Engineering (IDEE 2023) held via the hybrid form in Zhengzhou, China from November 24th to 26th, 2023. The specific topics covered in this conference include innovative design, multimedia applied art design, environmental analysis and monitoring, pollution control programs, hydrology and water resources engineering, urban and regional planning, global climate change and international carbon emission reduction cooperation. The conference aims to bring together various professionals from the scientific community to foster connections between science, technology, and industry, and provide a platform for exploring fundamental issues and new applications in related fields. We hope that the scientific attitudes and skills developed through research will encourage scholars worldwide to contribute to the development of knowledge generated by research. Finally, we would like to express our gratitude to the conference chair, publication chairs, technical program committee chairs, local organizing chairs, program committee chairs, conference secretariat, and conference sponsors for their financial support, which made the successful organization of IDEE 2023 possible. We hope that this conference will continue to be held in the coming years, publishing more insightful articles with inspiring research. We would also like to thank the invited speakers for their valuable contributions and for sharing their perspectives during their speeches.

The Synthesizer

Electronic music instruments weren't called synthesizers until the 1950s, but their lineage began in 1919 with Russian inventor Lev Sergeyevich Termen's development of the Etherphone, now known as the Theremin. From that point, synthesizers have undergone a remarkable evolution from prohibitively large mid-century models confined to university laboratories to the development of musical synthesis software that runs on tablet computers and portable media devices. Throughout its history, the synthesizer has always been at the forefront of technology for the arts. In The Synthesizer: A Comprehensive Guide to Understanding, Programming, Playing, and Recording the Ultimate Electronic Music Instrument, veteran music technology journalist, educator, and performer Mark Vail tells the complete story of the synthesizer: the origins of the many forms the instrument takes; crucial advancements in sound generation, musical control, and composition made with instruments that may have become best sellers or gone entirely unnoticed; and the basics and intricacies of acoustics and synthesized sound. Vail also describes how to successfully select, program, and play a synthesizer; what alternative controllers exist for creating electronic music; and how to stay focused and productive when faced with a room full of instruments. This one-stop reference guide on all things synthesizer also offers tips on encouraging creativity, layering sounds, performance, composing and recording for film and television, and much more.

Music and Digital Media

Anthropology has neglected the study of music and this needs to be redressed. This book sets out to show how and why. It does so by bringing music to the subfield of digital anthropology, arguing that digital anthropology has much to gain by expanding its horizons to music – becoming more interdisciplinary by reference to digital/media studies, music and sound studies. Music and Digital Media is the first comparative ethnographic study of the impact of digital media on music worldwide. It offers a radical and lucid new theoretical framework for understanding digital media through music, showing that music is today where the promises and problems of the ‘digital’ assume clamouring audibility – while acting as a testing ground for innovations in the digital-cultural industries. The book contains ten chapters, eight of which present

comprehensive original ethnographies. The chapters between them addresses popular, folk and art musics in the global South and North, including Kenya, Argentina, India, Canada and the UK/Europe, with each chapter providing a different regional or digital focus. The book is unique in bringing ethnographic research on popular, folk and art musics from the global North and South into a comparative framework on a large scale, and creates an innovative new paradigm for comparative anthropology. Praise for Music and Digital Media ‘This exciting volume forges new ground in the study of local conditions, institutions, and sounds of digital music in the Global South and North. The book’s planetary scope and its commitment to the “messiness” of ethnographic sites and concepts amplifies emergent configurations and meanings of music, the digital, and the aesthetic.’ Marina Peterson, University of Texas, Austin 'The global drama of music's digitisation elicits extreme responses – from catastrophe to piratical opportunism – but between them lie more nuanced perspectives. This timely, absolutely necessary collection applies anthropological understanding to a deliriously immersive field, bringing welcome clarity to complex processes whose impact is felt far beyond what we call music.' David Toop, London College of Communication ‘Spanning continents and academic disciplines, the rich ethnographies contained in Music and Digital Media makes it obligatory reading for anyone wishing to understand the complex, contradictory, and momentous effects that digitization is having on musical cultures.’ Eric Drott, University of Texas, Austin ‘This superb collection, with an authoritative overview as its introduction, represents the state of the art in studies of the digitalisation of music. It is also a testament to what anthropology at its reflexive best can offer the rest of the social sciences and humanities.’ David Hesmondhalgh, University of Leeds ‘Music and Digital Media is a groundbreaking update to our understandings of sound, media, digitization, and music. Truly transdisciplinary and transnational in scope, it innovates methodologically through new models for collaboration, multi-sited ethnography, and comparative work. It also offers an important defense of—and advancement of—theories of mediation.’ Jonathan Sterne, McGill University 'Music and Digital Media is a nuanced exploration of the burgeoning digital music scene across both the global North and the global South. Ethnographically rich and theoretically sophisticated, this collection will become the new standard for this field.' Anna Tsing, co-editor of Feral Atlas: The More-than-Human Anthropocene

Multisensory Experiences: Combining Sound, Sight, and Touch in Art

Multisensory Experiences explores the powerful connection between art and the senses, focusing on how combining sound, sight, and touch can create immersive and transformative experiences. This book delves into how artists are pushing the boundaries of traditional art forms to engage multiple senses, creating deeper emotional responses and more meaningful connections to their work. From interactive installations to tactile sculptures and sound art, Multisensory Experiences examines how artists and creators use sensory integration to enhance the way we perceive and interact with art. The book provides insights into the science of perception, offering a deeper understanding of how multisensory art can be used in various fields, from museums and galleries to therapy and education.

Designing Sound

A practitioner's guide to the basic principles of creating sound effects using easily accessed free software. Designing Sound teaches students and professional sound designers to understand and create sound effects starting from nothing. Its thesis is that any sound can be generated from first principles, guided by analysis and synthesis. The text takes a practitioner's perspective, exploring the basic principles of making ordinary, everyday sounds using an easily accessed free software. Readers use the Pure Data (Pd) language to construct sound objects, which are more flexible and useful than recordings. Sound is considered as a process, rather than as data—an approach sometimes known as “procedural audio.” Procedural sound is a living sound effect that can run as computer code and be changed in real time according to unpredictable events. Applications include video games, film, animation, and media in which sound is part of an interactive process. The book takes a practical, systematic approach to the subject, teaching by example and providing background information that offers a firm theoretical context for its pragmatic stance. [Many of the examples follow a pattern, beginning with a discussion of the nature and physics of a sound, proceeding through the

development of models and the implementation of examples, to the final step of producing a Pure Data program for the desired sound. Different synthesis methods are discussed, analyzed, and refined throughout.] After mastering the techniques presented in Designing Sound, students will be able to build their own sound objects for use in interactive applications and other projects

The Projection Designer’s Toolkit

The Projection Designer’s Toolkit is an insider’s guide to the world of professional projection design, serving as a reference for the planning and execution of each step in the projection design process. The text addresses the design process within the context of a professional projection designer’s workflow, focusing on specific tools of the trade, best practices for communicating your design to collaborators, tips and tricks, determining budget, working with assistants, and more. Featuring interviews with some of the top names in the industry, the book offers an unprecedented insight into the professional projection designer’s process across a wide range of fields, from Broadway and regional theatre to corporate design and music touring. The book also includes in-depth discussion on production process, system design, cue and content planning, content design, digital media fundamentals, media servers, video equipment, and projection surfaces. Additionally, it features hundreds of full-color photos and examples of designer artifacts such as draftings, mock-ups, paperwork, cue sheets, and renderings. Filled with practical advice that will guide readers from landing their first job all the way through opening night and beyond, The Projection Designer’s Toolkit is the perfect resource for emerging projection designers and students in Digital Media Design and Projection Design courses.

DRAMA AND ART IN SPECIAL EDUCATION

Preface Art education plays a crucial role in shaping not only the creative skills of individuals but also their emotional, intellectual, and social development. This book, Introduction to Art Education, is designed to offer a comprehensive overview of art education in its various forms-visual arts, performing arts, and media & electronic arts-and its powerful impact on learning and society. It delves into the rich spectrum of artistic expression, exploring its significance in enhancing critical thinking, emotional regulation, and cultural awareness. Chapter 1 begins by establishing a clear understanding of Art and Art Education, defining its meaning, scope, and perspectives. The discussion is grounded in a deep appreciation of art as an essential tool for human expression, enriching creativity and innovation. We move forward to examine how art education can break stereotypes, acknowledging the diverse perspectives within artistic expression. By embracing diversity, we understand how art can serve as a bridge to understanding different cultural, social, and personal experiences. In Chapter 2, we focus on Performing Arts: Dance and Music. Here, we explore the wide range of activities associated with dance and music, emphasizing their importance in building foundational skills. The chapter further investigates how these forms of art engage learners, enhance their ability to respond and appreciate movement, and the key strategies used to facilitate learning in these fields. We also explore how adaptations and modifications can enable students to participate fully in cultural and community settings through dance and music. Chapter 3 shifts attention to Performing Arts: Drama, another significant component of art education. This chapter provides insight into the activities related to drama and its potential to foster creativity and expression. It discusses methods to enhance learning through role plays and drama activities, while also considering the adaptations needed to support students in community and cultural settings. In Chapter 4, the focus is on Visual Arts, one of the most influential forms of artistic expression. This chapter explores the range of visual art activities, offering a detailed examination of the ways in which students experience, respond, and appreciate visual arts. Emphasis is placed on how strategies and adaptations can make visual arts accessible and engaging, while also promoting participation in cultural and community environments. Finally, Chapter 5 addresses Media and Electronic Arts, where we examine the intersection of traditional art forms and modern technologies. This chapter highlights the vast opportunities provided by digital tools in art creation, with particular focus on enhancing learning through media and electronic arts. The role of Information and Communication Technology (ICT) in developing basic artistic skills is also explored, providing insight into the importance of technological integration in art education. Each chapter in this book is designed to offer educators, students, and practitioners’ practical

strategies, adaptations, and modifications to facilitate learning and participation in art education. The emphasis on cultural and community settings underscores the transformative power of art in creating inclusive environments where every individual can express themselves, connect with others, and contribute to society. This book is intended for educators, students, and anyone interested in understanding the profound role art education plays in personal growth, societal change, and educational development. By integrating theory, practice, and reflection, this text offers a holistic approach to enriching creativity, inclusivity, and artistic expression in diverse learning environments.

A NIME Reader

What is a musical instrument? What are the musical instruments of the future? This anthology presents thirty papers selected from the fifteen year long history of the International Conference on New Interfaces for Musical Expression (NIME). NIME is a leading music technology conference, and an important venue for researchers and artists to present and discuss their explorations of musical instruments and technologies. Each of the papers is followed by commentaries written by the original authors and by leading experts. The volume covers important developments in the field, including the earliest reports of instruments like the reacTable, Overtone Violin, Pebblebox, and Plank. There are also numerous papers presenting new development platforms and technologies, as well as critical reflections, theoretical analyses and artistic experiences. The anthology is intended for newcomers who want to get an overview of recent advances in music technology. The historical traces, meta-discussions and reflections will also be of interest for longtime NIME participants. The book thus serves both as a survey of influential past work and as a starting point for new and exciting future developments.

Digital Media, Projection Design, and Technology for Theatre

Digital Media, Projection Design, and Technology for Theatre covers the foundational skills, best practices, and real-world considerations of integrating digital media and projections into theatre. The authors, professional designers and university professors of digital media in live performance, provide readers with a narrative overview of the professional field, including current industry standards and expectations for digital media/projection design, its related technologies and techniques. The book offers a practical taxonomy of what digital media is and how we create meaning through its use on the theatrical stage. The book outlines the digital media/projection designer’s workflow into nine unique phases. From the very first steps of landing the job, to reading and analyzing the script and creating content, all the way through to opening night and archiving a design. Detailed analysis, tips, case studies, and best practices for crafting a practical schedule and budget, to rehearsing with digital media, working with actors and directors, to creating a unified design for the stage with lighting, set, sound, costumes, and props is discussed. The fundamentals of content creation, detailing the basic building blocks of creating and executing digital content within a design is offered in context of the most commonly used content creation methods, including: photography and still images, video, animation, real-time effects, generative art, data, and interactive digital media. Standard professional industry equipment, including media servers, projectors, projection surfaces, emissive displays, cameras, sensors, etc. is detailed. The book also offers a breakdown of all key related technical tasks, such as converging, warping, and blending projectors, to calculating surface brightness/luminance, screen size and throw distance, to using masks, warping content and projection mapping, making this a complete guide to digital media and projection design today. An eResource page offers sample assets and interviews that link to current and relevant work of leading projection designers.

Processing for Visual Artists

Walk with veteran author Andrew Glassner; see exactly how each of his pieces evolves, including the mistakes he's made along the way (and how to fix them!), and the times when he changed direction. As your knowledge and skills grow, you'll understand why Processing is such a powerful tool for self-expression. It offers a 21st-century medium for expressing new ideas. This book gives you everything you need to know to

explore new frontiers in your own images, animations, and interactive experiences.

Craft and Code: The Discipline Behind Digital Artistry

“Craft and Code” bridges the gap between technology and creativity, showing how digital artistry requires both technical skill and artistic discipline. The book dives deep into the world of digital artists, where coding, graphic design, animation, and programming converge to create immersive experiences. Readers will learn how discipline in learning coding languages and mastering digital tools becomes the foundation for creating groundbreaking art. From simple graphics to complex virtual worlds, this book emphasizes the importance of practice, consistency, and innovation. Whether you're an aspiring digital artist or an established creator, this book offers practical techniques to refine your craft and push the boundaries of digital artistry.

Principles of Multimedia

Principles of Multimedia introduces and explains the theoretical concepts related to the representation, storage, compression, transmission and processing of various multimedia components, including text, image, graphics, audio, video and animation, as well as their use across various applications. The book provides the necessary programming tools and analysis techniques concepts to perform practical processing tasks in software labs and to solve numerical problems at the post-graduate level. For this new third edition, every chapter has been updated and the book has been carefully streamlined throughout. Chapter 1 provides an overview of multimedia technology, including the definition, major characteristics, hardware, software, standards, technologies and relevant theorems with mathematical formulations. Chapter 2 covers text, including digital text representations, text editing and processing tools, text application areas and text file formats. Chapters 3 and 4 examine image and graphics, including digital image input and output systems, image editing and processing tools, image application areas, image color management and image file formats, as well as 2D and 3D graphics algorithms, transformations matrices, splines, fractals, vectors, projection, application areas and graphics file formats. Chapter 5 covers audio, including digital audio input and output systems, audio editing and processing tools, audio application areas and audio file formats. Chapter 6 looks at video, including digital video input and output systems, video editing and processing tools, video application areas and video file formats. Chapter 7 focuses on animation, covering 2D and 3D animation algorithms, interpolations, modeling, texture mapping, lights, illumination models, camera, rendering, application areas and animation file formats. Finally, chapter 8 covers compression, including lossless and lossy compression techniques, and various algorithms related to text image audio and video compression. Every chapter includes solved numerical problems, coding examples and references for further reading. Including theoretical explanations, mathematical formulations, solved numerical problems and coding examples throughout, Principles of Multimedia is an ideal textbook for graduate and post-graduate students studying courses on image processing, speech and language processing, signal processing, video object detection and tracking, graphic design and modeling, and related multimedia technologies

Mathematical Software – ICMS 2020

This book constitutes the proceedings of the 7th International Conference on Mathematical Software, ICMS 2020, held in Braunschweig, Germany, in July 2020. The 48 papers included in this volume were carefully reviewed and selected from 58 submissions. The program of the 2020 meeting consisted of 20 topical sessions, each of which providing an overview of the challenges, achievements and progress in a environment of mathematical software research, development and use.

Craft and Code: The Discipline Behind Digital Artistry in hindi (??????? ??? ???: ? ????????? ??????? ?????? ???????????)

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Classic Shell Scripting

Shell scripting skills never go out of style. It's the shell that unlocks the real potential of Unix. Shell scripting is essential for Unix users and system administrators-a way to quickly harness and customize the full power of any Unix system. With shell scripts, you can combine the fundamental Unix text and file processing commands to crunch data and automate repetitive tasks. But beneath this simple promise lies a treacherous ocean of variations in Unix commands and standards. Classic Shell Scripting is written to help you reliably navigate these tricky waters.Writing shell scripts requires more than just a knowledge of the shell language, it also requires familiarity with the individual Unix programs: why each one is there, how to use them by themselves, and in combination with the other programs. The authors are intimately familiar with the tips and tricks that can be used to create excellent scripts, as well as the traps that can make your best effort a bad shell script. With Classic Shell Scripting you'll avoid hours of wasted effort. You'll learn not only write useful shell scripts, but how to do it properly and portably.The ability to program and customize the shell quickly, reliably, and portably to get the best out of any individual system is an important skill for anyone operating and maintaining Unix or Linux systems. Classic Shell Scripting gives you everything you need to master these essential skills.

Water Sound Images

In the 18th century, Chladni developed the technique of drawing a violin bow across a metal plate of sand and observing the patterns that formed. In this title, Lauterwasser extends the idea to more complex and moving sounds in water, ranging from pure sine waves to music by Beethoven, Stockhausen and overtone chanting.

The VJ Book

VJing is a type of performance that combines the visual possibilities of filmmaking with the improvisational ability of jazz. The Joy of VJ (written by a former editor at Wired Magazine) is the first-ever introduction to this popular but largely uncharted field, combining straight how-to information with cultural context and history. Spinrad provides technical advice both for beginners and experienced VJs. Includes DVD of software and performances.

Synthétiseurs et synthèse sonore soustractive 1

La synthèse sonore soustractive est l’une des techniques les plus utilisées dans la musique électronique et par de nombreux synthétiseurs analogiques depuis le début des années 1960. Elle repose sur un principe simple, mais son exploitation reste complexe, mêlant de nombreux paramètres. Elle peut être enrichie par divers effets qui donnent au rendu sonore toute son authenticité. Elle ne se complait pas dans la seule imitation des

instruments de musique, mais peut aussi transcrire des bruits présents dans l'espace sonore naturel ou bien encore générer des sons entièrement synthétiques. Synthétiseurs et synthèse sonore soustractive 1 présente les bases théoriques d'un phénomène sonore, les différents types de synthèse, les composants nécessaires et présents au sein des synthétiseurs, l'environnement de travail propre à l'étude de la synthèse soustractive et les matériels et logiciels disponibles. Après avoir parcouru les différents chapitres de cet ouvrage, le lecteur possèdera une vision claire des outils et des actions à réaliser pour appréhender l'univers sonore soustractif.

Synthétiseurs et synthèse sonore soustractive 2

La synthèse sonore soustractive est l'une des techniques les plus utilisées dans la musique électronique et par de nombreux synthétiseurs analogiques depuis le début des années 1960. Elle repose sur un principe simple, mais son exploitation reste complexe, mêlant de nombreux paramètres. Elle peut être enrichie par divers effets qui donnent au rendu sonore toute son authenticité. Elle ne se complait pas dans la seule imitation des instruments de musique mais peut aussi transcrire des bruits présents dans l'espace sonore naturel ou bien encore générer des sons entièrement synthétiques. Synthétiseurs et synthèse sonore soustractive 2 présente des travaux pratiques allant des fondamentaux aux fonctionnalités avancées. La plupart des effets sonores applicables en synthèse soustractive sont traités : vibrato, phaser, réverbération, etc. Les derniers chapitres s'intéressent à la polyphonie et aux séquenceurs-arpégiateurs.

Sound and Image

Sound and Image: Aesthetics and Practices brings together international artist scholars to explore diverse sound and image practices, applying critical perspectives to interrogate and evaluate both the aesthetics and practices that underpin the audiovisual. Contributions draw upon established discourses in electroacoustic music, media art history, film studies, critical theory and dance; framing and critiquing these arguments within the context of diverse audiovisual practices. The volume's interdisciplinary perspective contributes to the rich and evolving dialogue surrounding the audiovisual, demonstrating the value and significance of practice-informed theory, and theory derived from practice. The ideas and approaches explored within this book will find application in a wide range of contexts across the whole scope of audiovisuality, from visual music and experimental film, to narrative film and documentary, to live performance, sound design and into sonic art and electroacoustic music. This book is ideal for artists, composers and researchers investigating theoretical positions and compositional practices which bring together sound and image.

The Nature of Code

All aboard The Coding Train! This beginner-friendly creative coding tutorial is designed to grow your skills in a fun, hands-on way as you build simulations of real-world phenomena with "The Coding Train" YouTube star Daniel Shiffman. What if you could re-create the awe-inspiring flocking patterns of birds or the hypnotic dance of fireflies—with code? For over a decade, The Nature of Code has empowered countless readers to do just that, bridging the gap between creative expression and programming. This innovative guide by Daniel Shiffman, creator of the beloved Coding Train, welcomes budding and seasoned programmers alike into a world where code meets playful creativity. This JavaScript-based edition of Shiffman's groundbreaking work gently unfolds the mysteries of the natural world, turning complex topics like genetic algorithms, physics-based simulations, and neural networks into accessible and visually stunning creations. Embark on this extraordinary adventure with projects involving: A physics engine: Simulate the push and pull of gravitational attraction. Flocking birds: Choreograph the mesmerizing dance of a flock. Branching trees: Grow lifelike and organic tree structures. Neural networks: Craft intelligent systems that learn and adapt. Cellular automata: Uncover the magic of self-organizing patterns. Evolutionary algorithms: Play witness to natural selection in your code. Shiffman's work has transformed thousands of curious minds into creators, breaking down barriers between science, art, and technology, and inviting readers to see code not just as a tool for tasks but as a canvas for boundless creativity. Whether you're deciphering the elegant patterns of natural phenomena or crafting your own digital ecosystems, Shiffman's guidance is sure to inform and

inspire. The Nature of Code is not just about coding; it’s about looking at the natural world in a new way and letting its wonders inspire your next creation. Dive in and discover the joy of turning code into art—all while mastering coding fundamentals along the way. NOTE: All examples are written with p5.js, a JavaScript library for creative coding, and are available on the book's website.

Planet Funny

A Kirkus Reviews Best Book of the Year The witty and exuberant New York Times bestselling author and record-setting Jeopardy! champion Ken Jennings relays the history of humor in “lively, insightful, and crawling with goofy factlings,” (Maria Semple, author of Where’d You Go Bernadette)—from fart jokes on clay Sumerian tablets to the latest Twitter gags and Facebook memes. Where once society’s most coveted trait might have been strength or intelligence or honor, today, in a clear sign of evolution sliding off the trails, it is being funny. Yes, funniness. Consider: Super Bowl commercials don’t try to sell you anymore; they try to make you laugh. Airline safety tutorials—those terrifying laminated cards about the possibilities of fire, explosion, depressurization, and drowning—have been replaced by joke-filled videos with multimillion-dollar budgets and dance routines. Thanks to social media, we now have a whole Twitterverse of amateur comedians riffing around the world at all hours of the day—and many of them even get popular enough online to go pro and take over TV. In his “smartly structured, soundly argued, and yes—pretty darn funny” (Booklist, starred review) Planet Funny, Ken Jennings explores this brave new comedic world and what it means—or doesn’t—to be funny in it now. Tracing the evolution of humor from the caveman days to the bawdy middle-class antics of Chaucer to Monty Python’s game-changing silliness to the fast-paced meta-humor of The Simpsons, Jennings explains how we built our humor-saturated modern age, where lots of us get our news from comedy shows and a comic figure can even be elected President of the United States purely on showmanship. “Fascinating, entertaining and—I’m being dead serious here—important” (A.J. Jacobs, author of The Year of Living Biblically), Planet Funny is a full taxonomy of what spawned and defines the modern sense of humor.

Learning Processing

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve.A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media.This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. - A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages - No previous experience required—this book is for the true programming beginner! - Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Transfigurations

The most extensive collection of Grey’s visionary artwork and life’s journey in one volume • Includes a foreword by Albert Hofmann and essays on Grey’s work by renowned art critic Donald Kuspit, philosopher Ken Wilber, and Stephen Larsen, author of Joseph Campbell: A Fire in the Mind • 21,000 sold in hardcover since October 2001 Every once in a great while an artist emerges who does more than simply reflect the

social trends of the time. Such an artist is able to transcend established thinking and help us redefine ourselves and our world. Today, a growing number of art critics, philosophers, and spiritual seekers believe that they have found that vision in the art of Alex Grey. Transfigurations, the follow-up to Grey’s Sacred Mirrors (1991)--one of the most successful art books of the 1990s--includes all of Grey’s major works completed in the following decade, including the masterful seven-paneled altarpiece Nature of Mind, called “the grand climax of Grey’s art” by Donald Kuspit. His portrayals of human beings blend anatomical exactitude with visionary depictions of universal life energy. Alex Grey’s striking artwork leads us on the soul’s journey from material world encasement to recovery of the divinely illuminated core.

Mind in Motion

An eminent psychologist offers a major new theory of human cognition: movement, not language, is the foundation of thought When we try to think about how we think, we can't help but think of words. Indeed, some have called language the stuff of thought. But pictures are remembered far better than words, and describing faces, scenes, and events defies words. Anytime you take a shortcut or play chess or basketball or rearrange your furniture in your mind, you've done something remarkable: abstract thinking without words. In Mind in Motion, psychologist Barbara Tversky shows that spatial cognition isn't just a peripheral aspect of thought, but its very foundation, enabling us to draw meaning from our bodies and their actions in the world. Our actions in real space get turned into mental actions on thought, often spouting spontaneously from our bodies as gestures. Spatial thinking underlies creating and using maps, assembling furniture, devising football strategies, designing airports, understanding the flow of people, traffic, water, and ideas. Spatial thinking even underlies the structure and meaning of language: why we say we push ideas forward or tear them apart, why we're feeling up or have grown far apart. Like Thinking, Fast and Slow before it, Mind in Motion gives us a new way to think about how--and where--thinking takes place.

Generative Design

Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers—fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others.

Baakisimba

Originally a royal court dance, baakisimba asserted the authority of the king as the head of Baganda society. After the abolition of kingship in 1967, baakisimba dance began to be performed in other contexts, with women sometimes playing the accompanying drums-traditionally a man's role-and with men occasionally performing the dance.Sylivia Nannyonga-Tamusuza argues that the music and dance of the Baganda people are not simply reflective of culture; baakisimba participates in the construction of social relations, and helps determine how these relations shape the performing arts. Integrating a study of foregrounds the conceptualization of gender as a time-specific cultural phenomenon. Illuminating the complex relationship between baakisimba and Baganda culture, this path breaking volume bridges the gaps in previous scholarship that integrates music and dance in ethnomusicological scholarship.

Synthesizers and Subtractive Synthesis 1

Subtractive sound synthesis has been one of the most widely used techniques in electronic music and for many analog synthesizers since the early 1960s. It is based on a simple principle, but its operation remains

complex, involving many parameters. It can be enriched by a variety of effects that give the sound its authenticity. It does not just imitate musical instruments, but can also transcribe noises present in natural soundscapes, or generate entirely synthetic sounds. Synthesizers and Subtractive Synthesis 1 presents the theoretical basis of a sound phenomenon, the different types of synthesis, the components that are required and present in synthesizers, the working environment specific to the study of subtractive synthesis, and the hardware and software available. After reading the various chapters of this book, readers will have a clear vision of the tools and actions required to grasp the world of subtractive sound.

Formal Languages in Logic

Examines the cognitive impact on formal languages for human reasoning, drawing on philosophy, historical development, psychology and cognitive science.

The Electronic Disturbance

Short pieces and essays examining the changing rules of cultural and political resistance: The current technological revolution has created a new geography of power relationsas data, human beings confront an authoritarial impulse that thrives on absence. As a virtual geography of cognizance and action, resistance must assert itself in electronic space.

Generative Design

Generative design is a revolutionary new method of creating artwork, models, and animations from sets of rules, or algorithms. By using accessible programming languages such as Processing, artists and designers are producing extravagant, crystalline structures that can form the basis of anything from patterned textiles and typography to lighting, scientific diagrams, sculptures, films, and even fantastical buildings. Opening with a gallery of thirty-five illustrated case studies, Generative Design takes users through specific, practical instructions on how to create their own visual experiments by combining simple-to-use programming codes with basic design principles. A detailed handbook of advanced strategies provides visual artists with all the tools to achieve proficiency. Both a how-to manual and a showcase for recent work in this exciting new field, Generative Design is the definitive study and reference book that designers have been waiting for.

Room to Breathe

Daphne Witt's relationship with her daughter Ellery only becomes more complicated as Daphne starts dating one of Ellery's ex-boyfriends and Ellery lets an online flirtation go to far.

Audible Design

Boxed set consists of: main book, sound examples and appendix 2. CD available from the Library counter.

Advances in Computer Graphics and Computer Vision

This book includes selected papers of the VISAPP and GRAPP International Conferences 2006, held in Funchal, Madeira, Portugal, February 25-28, 2006. The 27 revised full papers presented were carefully reviewed and selected from 314 submissions. The topics include geometry and modeling, rendering, animation and simulation, interactive environments, image formation and processing, image analysis, image understanding, motion, tracking and stereo vision.

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