VVVVorkshop – Transmedians Bruxelles

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Day I:

1.) Introduction

- What kind of software is vvvv?
  - programmable modular toolkit
  - multimedia playground

- What can i do with it: define rules to process input to output
  - <u>input</u>
    - common interfaces (keyboard, mouse, tablets, game controller, touchscreen, ...)
    - sensors (light, heat, proximity, infra red, wind and weather, ...)
    - artificial data (random generator, time, database, files...)
    - video in (camera, video player)
    - audio in (microphone, audio player)
    - network (with other computers/software, internet, music instruments (midi))

  - <u>process</u>
    - define rules how:
      to map/scale input to output
      to assign input to properties of primitives
      to combine primitives
      to feed output back to input (feedback)

  - <u>output</u>
    - realtime graphics (video out, 3D objects, pictures, text, ...)
    - control data (for electronic devices: motors, lights, coffee machine clusters, ...)
    - files

- Projects, Examples
  - interactive installations: lightstrive, cyberhelvetica
  - VJ tools: cocoon, sanch
  - video renderings: triko, isoraytrace
  - print media: reality foam
  - gerative visuals: seelenlose automaten, waveshader

2.) VVVV Basics

- Visual Programming
- VVVV User Interface
- Node Categories
- Frequently Used Nodes
- Spreads

Links:

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