



TRUST FOR MUTUAL UNDERSTANDING

SHARE BudapestWorkshops

<http://share.dj>

with Geoff Matters, Rich Panciera, Anton Marini, Dan Winckler, Eric Redlinger, Adam Kendall, Koosil-ja, Keiko Uenishi, Alo Allik, Klaus Filip, and Tim Blechmann

Mon. 19 March

13:00-14:00 Orientation

14:00-19:00 NUTS AND BOLTS

led by Geoff Matters plus all SHARE reps

This hands-on workshop will share our experiences of the skills and practice necessary to host a Share event, with the goal of encouraging a similar ongoing event in the Budapest artistic community. Bring your soldering irons and multimeters if you have them, and definitely wear clothes you don't mind getting a bit dirty.

- Physical/Electrical: We will build the audio cables and breakout boxes to use during the jam at the end of the week. We will cover testing and repairing cables and snakes, setting up audio and video gear, types of cables and connectors and signals, and mixing of many audio and video signals.
- Practice: We will discuss techniques for managing a multi-participant audio jam.

For more information, see: <http://share.dj/share/diy.php>,

http://share.dj/downloads/Share_Architecture.pdf for an example layout.

20:00- Soldering Party!

Nightly get-togethers to finish soldering all the snakes, cables, plugs, etc needed for the final open jam on the 24 March! We'll chat, solder, drink, hang out... all that!

Tues. 20 March

10:00-12:00 Intro to Graphical Programming Environments

led by Anton Marini

Introduction to various graphical programming environments, commonly called "patching" environments. Basic concepts for PureData, Max/MSP, Quartz Composer and so on.

13:00-15:00 INTRO TO MSP

led by Adam Kendall

This class is meant for those who understand the basics of the Max environment. Experience not required but attending the Graphical Programming Environments workshop is recommended.

Once you know about Max's graphical approach to programming, including the logic of cabling and information flow, this class will help get you familiar with MSP, Max's audio objects. We'll go over the basics of getting audio in and out of your computer and how to manipulate it along the way. We'll also keep an eye on "best practices", that is, methods and approaches to keeping your patches neat and reusable.

15:00-17:00 Intro to Jitter

led by Adam Kendall + Anton Marini

This class is meant for Jitter beginners who understand the basics of the Max environment. Experience not required but attending the Graphical Programming Environments workshop is recommended.

Once you know about Max's graphical approach to programming, including the logic of cabling and information flow, this class will help get you familiar with Jitter, Max's video objects. Specifically, we'll deal with 2D video in the QuickTime/Matrix realm -- those interested in 3D/OpenGL video, please look at the Jitter/GEM/OpenGL workshop below. We'll go over the basics of playing video clips and getting live video into your computer, manipulating the images, then outputting it. We'll discuss the logic of a matrix, review the basics of Jitter and video mixing, and review some of Jitter's built-in filters. We'll also keep an eye on best practices, methods and approaches to keeping your patches neat and reusable.

17:00-19:00 Pd & Python scripting

led by Tim Blechmann

Pure Data is one of the most versatile tools for sonic/visual interactive arts. One of the most powerful aspects is the possibility to use external scripting languages. The workshop is giving an overview on using the python language in combination with pd.

Python is an easy to learn, open source scripting language, which is fully object-oriented.

Since it's an interpreted language, it's pretty slow, which makes it basically impossible to do serious realtime audio work with python, but it's very suitable to implement a control logic for a pd patch in python or use python to implement algorithms, that are not trivial so that writing a pd patch would be too complex. The workshop will cover:

- running simple python scripts in pd
- writing complex pd externals in python
- threading issues

20:00- Soldering Party!

Nightly get-togethers to finish soldering all the snakes, cables, plugs etc. needed for the final open jam on the 24 March! We'll chat, solder, drink, hang out... all that!

Wed. 21 March

10:00-12:00 & 13:00-16:00 VJ Software Class

led by Dan Winckler and others

No experience required

Regardless of our programming skills or inclination, there are times when it doesn't make sense to write our own VJ software. In this workshop, we will look at various visual performance applications and the advantages and disadvantages of each. We will also take a closer look at one VJ app -- probably Modul8, though we might choose a different one depending on the interests of the participants.

16:00-18:00 MAX/MSP BEST PRACTICES

led by Adam Kendall

This class is meant for those with intermediate Max/MSP skills.

Max/MSP artists can work faster and write easier-to-use patches by observing Max-specific techniques and general programming "best practices." Working with native Max/MSP objects, we will focus on techniques that save programming time, make patches easier to reuse in multiple projects, and create consistent interfaces for smoother performances and user interaction.

20:00- Soldering Party!

Nightly get-togethers to finish soldering all the snakes, cables, plugs etc. needed for the final open jam on the 24 March! We'll chat, solder, drink, hang out... all that!

Thurs. 22 March

10:00-12:00 & 13:00-14:30 Iloop workshop

led by Klaus Filip

see http://Iloop.klingt.org/plone/Iloop/downloads/Iloop_workshop.pdf

Iloop is a collection of Max/MSP/Jitter patches that are all linkable in parameters and

signal/audio streams. it is used by several artists as their live-performance software and written by different people, who all wanted to have a handy tool. It runs on Mac OS X and Windows XP.

Iloopp historically started a few years ago as a sample/loop player using VST plugins optionally, but developed in the meanwhile to dealing with granular synthesis, simple spatialization, synthesizing, realtime sampling, video control, etc, etc. One of the strengths of the software is the modular approach, so that individual instruments can be built, while all settings are storeable. Above that all, Iloopp provides the possibility to run together and communicate with any "private" Max patches. Yes, it's freeware -- runs within the free Max/MSP Runtime (see Downloads below)).

authors of Iloopp so far are:

klaus filip, oliver stotz, boris hauf, gilles aubry, david michael, noid, bill d, paulo raposo, and others.

10:00-12:00 & 13:00-14:30 Networking and Remote Collaboration

led by Eric Redlinger

In this workshop we'll explore some of the more common networking technologies in use in remote collaboration / telepresence scenarios. We will set up the open-source Darwin Streaming Server, and learn how to configure the free Quicktime Broadcaster software for live encoding of audio and video.

We will also discuss protocols for realtime sharing of control data from midi controllers, keyboards, etc., Real world examples will include using the popular OSC protocol in Max/MSP, creating a Cocoa project with OSC support to control Quartz Composer patches, etc.

14:30-16:00 HOW TO JAM

led by Geoff Matters, Rich Panciera, and all SHARE reps

We will share advice and techniques for productive spontaneous collaboration, learned over the course of hundreds of New York Share events. Matching tempo and rhythm, finding a place in the mix, practical advice on improving sound, coordinating with the others, how to accommodate many musicians playing together, mixing multiple video feeds, avoiding common mistakes, some neat tricks, audio, video, and collaborating between the two. Bring a portable instrument and participate in example mini-jams.

20:00- Soldering Party!

Nightly get-togethers to finish soldering all the snakes, cables, plugs etc. needed for the final open jam on the 24 March! We'll chat, solder, drink, hang out... all that!

Fri. 23 March

10:00-12:00 & 13:00-14:30 Supercollider workshop

led by Alo Allik

Audio artist Alo Allik will explore the procedural, i.e., text-based, audio programming environment. Come learn how to write code that makes sound.

10:00-12:00 & 13:00-14:30 Jitter/GEM OpenGL

led by Anton Marini

Intermediate Max/MSP and Jitter workshop. Learn to leverage the power of your GPU to speed up your visuals with Max. OpenGL basics, texturing, modeling, generative geometry, render to texture and texture processing effects.

14:30-16:00 ROUNDTABLE: THEORY AND PHILOSOPHY of SHARE

Panel discussions on Open Media/Open Collaboration. In continuation of critical debates held worldwide, this panel discusses the openness of media and collaboration in open structure in transcultural media art. It investigates various stage of openness and sharing such as: sharing media over different protocols by an unspecified number of participants, licensing issues, open-source software/patch development, collaboration within the uncurated structure, and the role of Share-like events in public arts. We will cover various difficulties found in cities with diverse cultural backgrounds, while trying to present structure without content and/or unfinished(open)/raw content. Performers will discuss ways to collaborate and communicate with all media, using Share's concept and practice as a point of departure.

20:00- Soldering Party!

Nightly get-togethers to finish soldering all the snakes, cables, plugs etc. needed for the final open jam on the 24 March! We'll chat, solder, drink, hang out... all that!

DOWNLOADS

Here are download links to programs we will be using and some installation instructions.

- Max/MSP and Jitter: <http://www.cycling74.com/downloads/maxmsp> select your OS and be sure to download the documentation as well.
- PureData: Download "pd-extended" for your OS from <http://puredata.org/downloads>. Don't get "pd-vanilla" unless you know what you're doing.
- QuickTime Broadcaster <http://www.apple.com/quicktime/broadcaster/>
- lloopp <http://lloopp.klingt4.org>
- SuperCollider <http://www.audiosynth.com/>
- Quartz Composer can be found in the Developer Tools, which can be installed from your Mac OS X Install disc.

FUNDING

SHARE.Camp in Budapest, Hungary, as a part of Ultrahung Fest 07, was made possible with a generous funding from Trust for Mutual Understanding (<http://tmuny.org>).