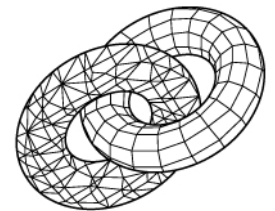
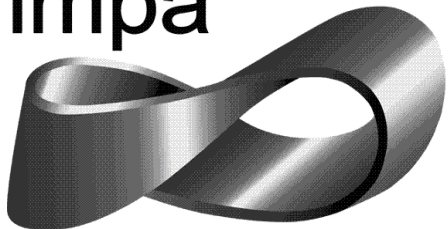


# live coding music

– robotic pianos –

vitor guerra rolla  
postdoctoral fellow

impa



VisgrafLab

# summary

- introduction
- chuck programming language
- MIDI protocol
- pre-loaded code
- robotic pianos => instruments
- live coding

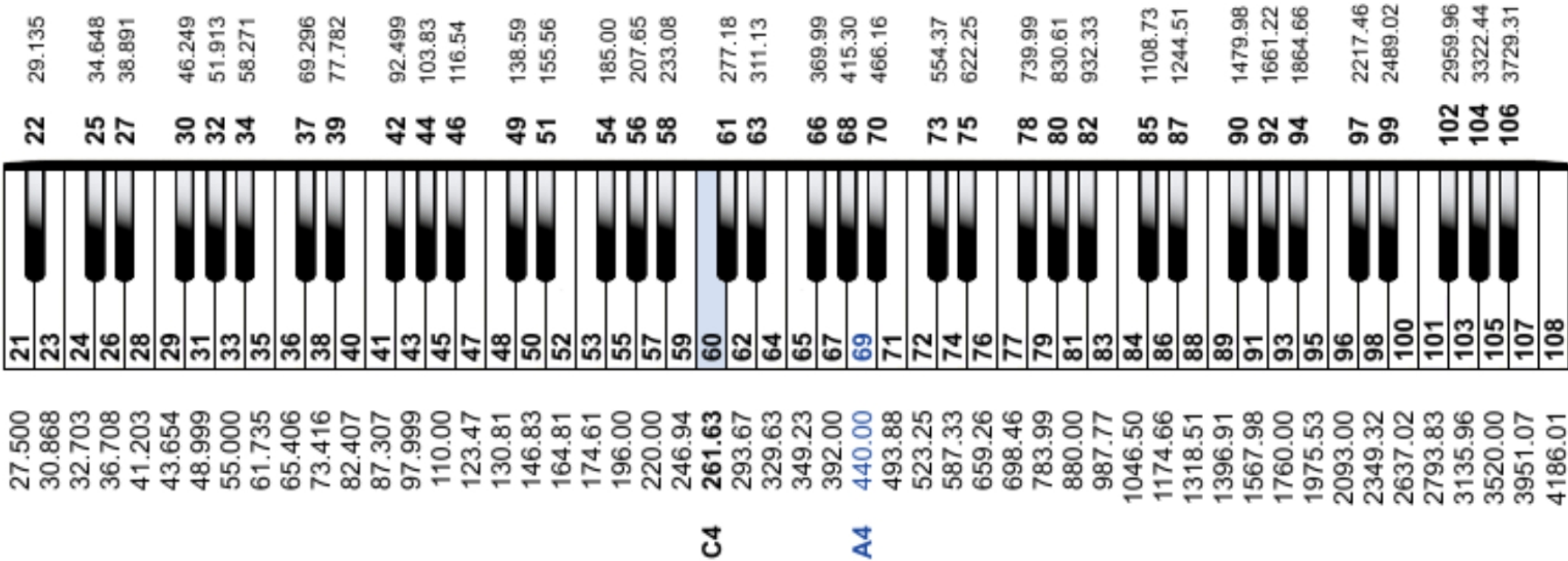
# live coding

- performing arts
- on the fly or real-time
- musician(s) + computer(s)
- video animation or image
- pedagogical / learning purpose

# chuck




- Ge Wang
- real-time sound synthesis
- time-based programming => **now**
- operators:  $=>$ ,  $\%$
- MIDI compatible

# musical instrument digital interface (MIDI)



Std.mtof()

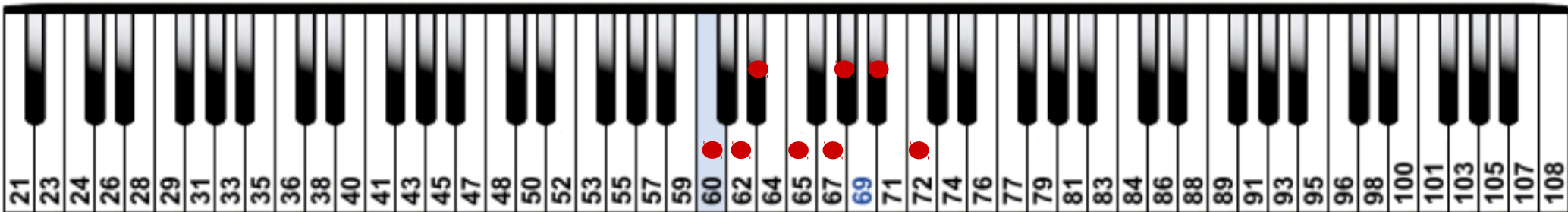
# pre-loaded code

- root key  (key.ck)  
changeRootNote();
- musical scales  (scales\_lib.ck)  
quantize();
- monitoring  (monitor.ck)  
monitor();

# pre-loaded code


- (scales\_lib.ck) => function quantize(C, aeolian)

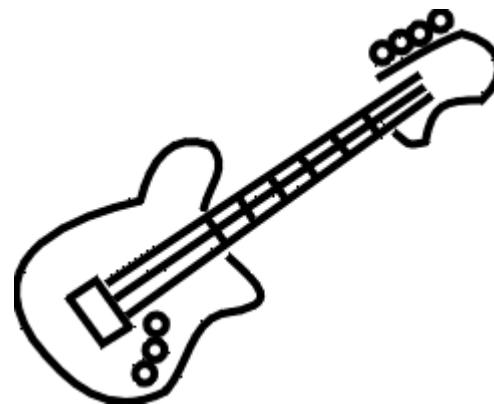
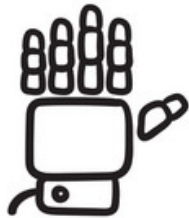
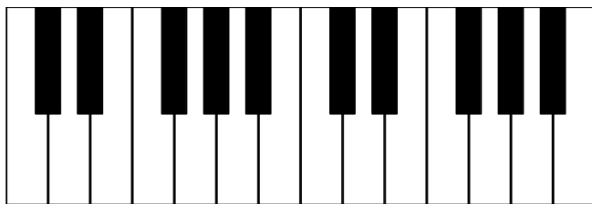
octave



C aeolian scale

# robotic pianos

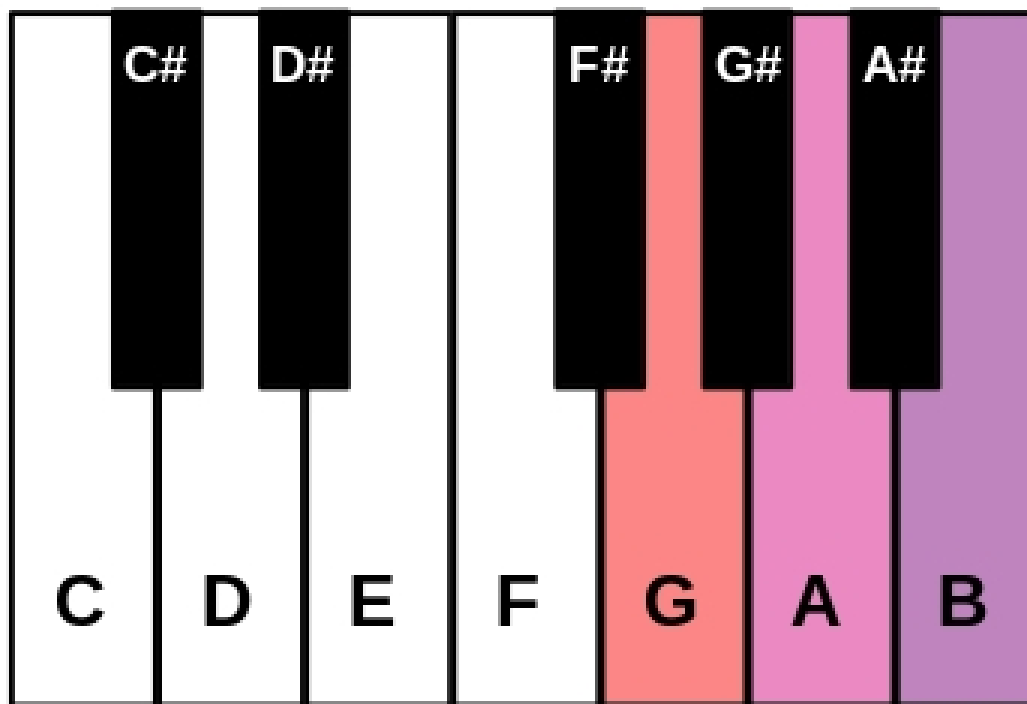
- composed by Andrew Sorensen
- impromptu language  $\Rightarrow$  
- two piano hands + guitar + hi-hat







# lefthand – step 1



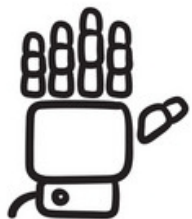
immutable !

55 57 59

$2 * G + A + B$

(4 beats)

0,5 sec → time interval  
between notes



# lefthand – step 2

mutable !

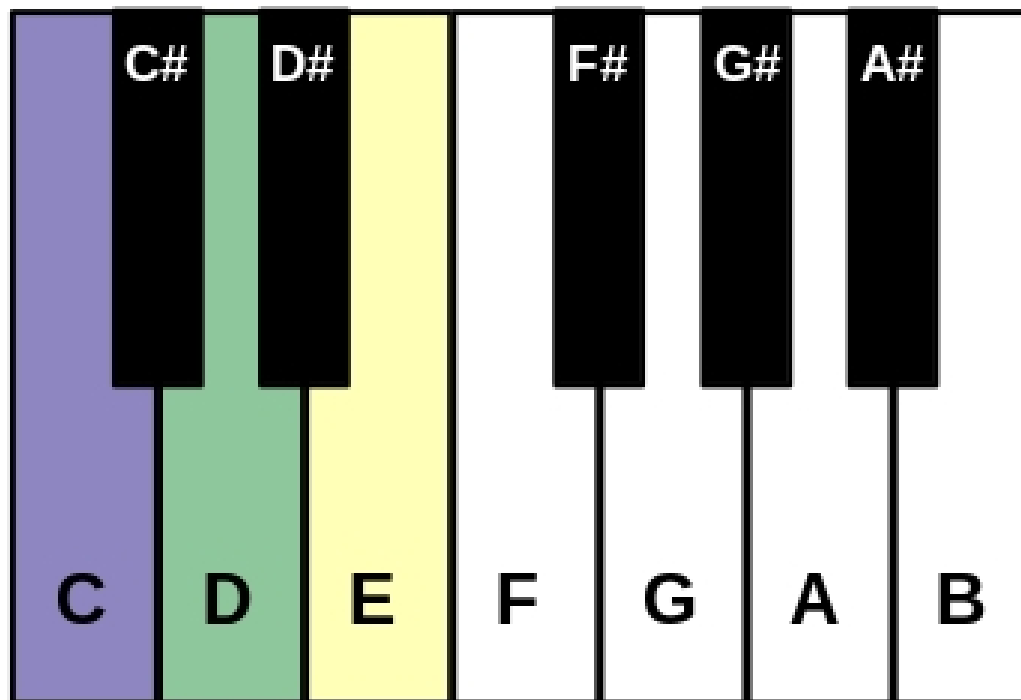


key

.changeRootNote()



harmonic  
progression



48 50 52

One note per measure

(8 beats)

0,5 sec → time interval

+

0,25 sec offset → step 1

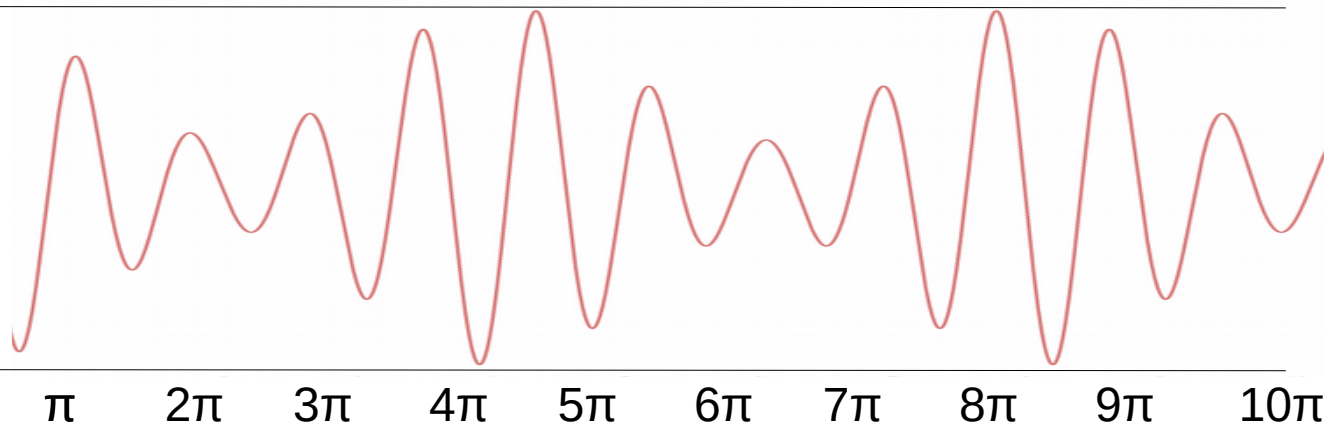
# righthand



$$(3 * \cos (x / 2) + 5) * (\cos ((7 * x) / 3) + \text{key.root} + 24)$$

$$x = 90^\circ$$

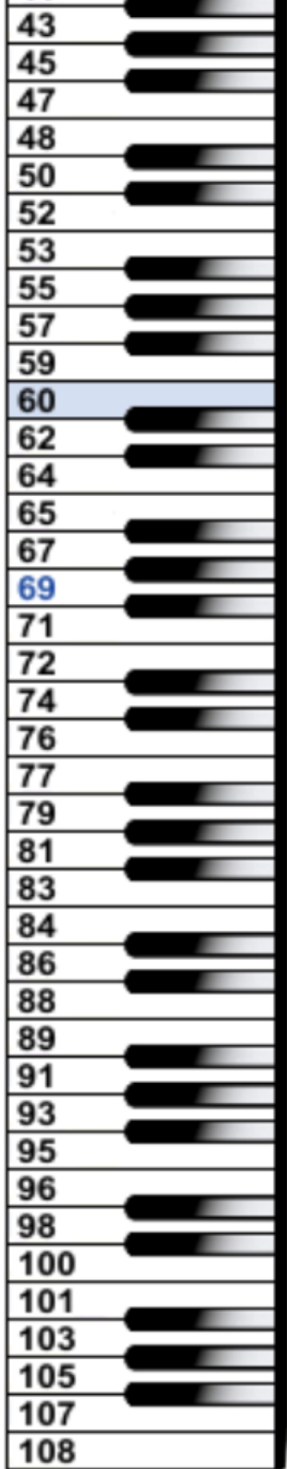
quantize

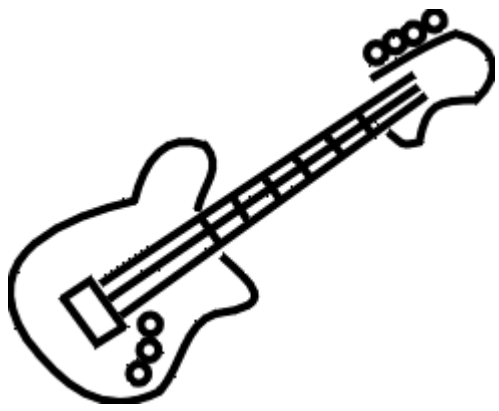


`quantize(wave, scale, key.root);`

C4

A4



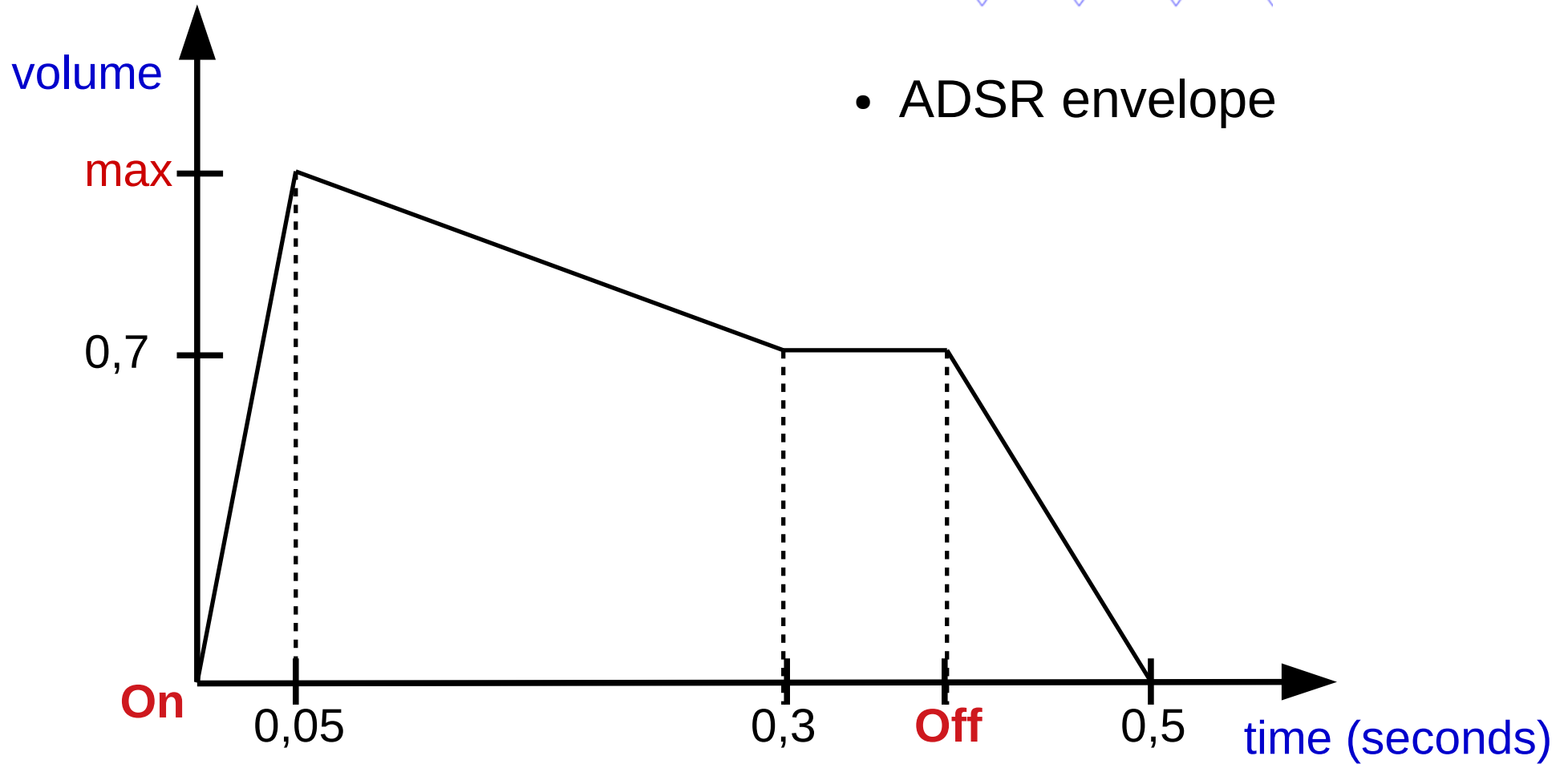


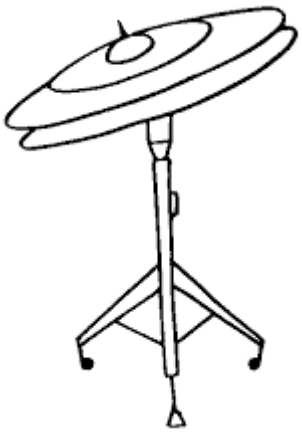
# guitar

- triangle wave form



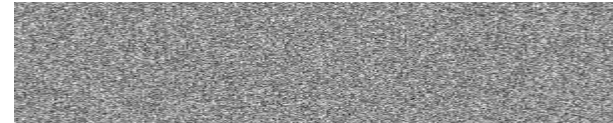
- ADSR envelope





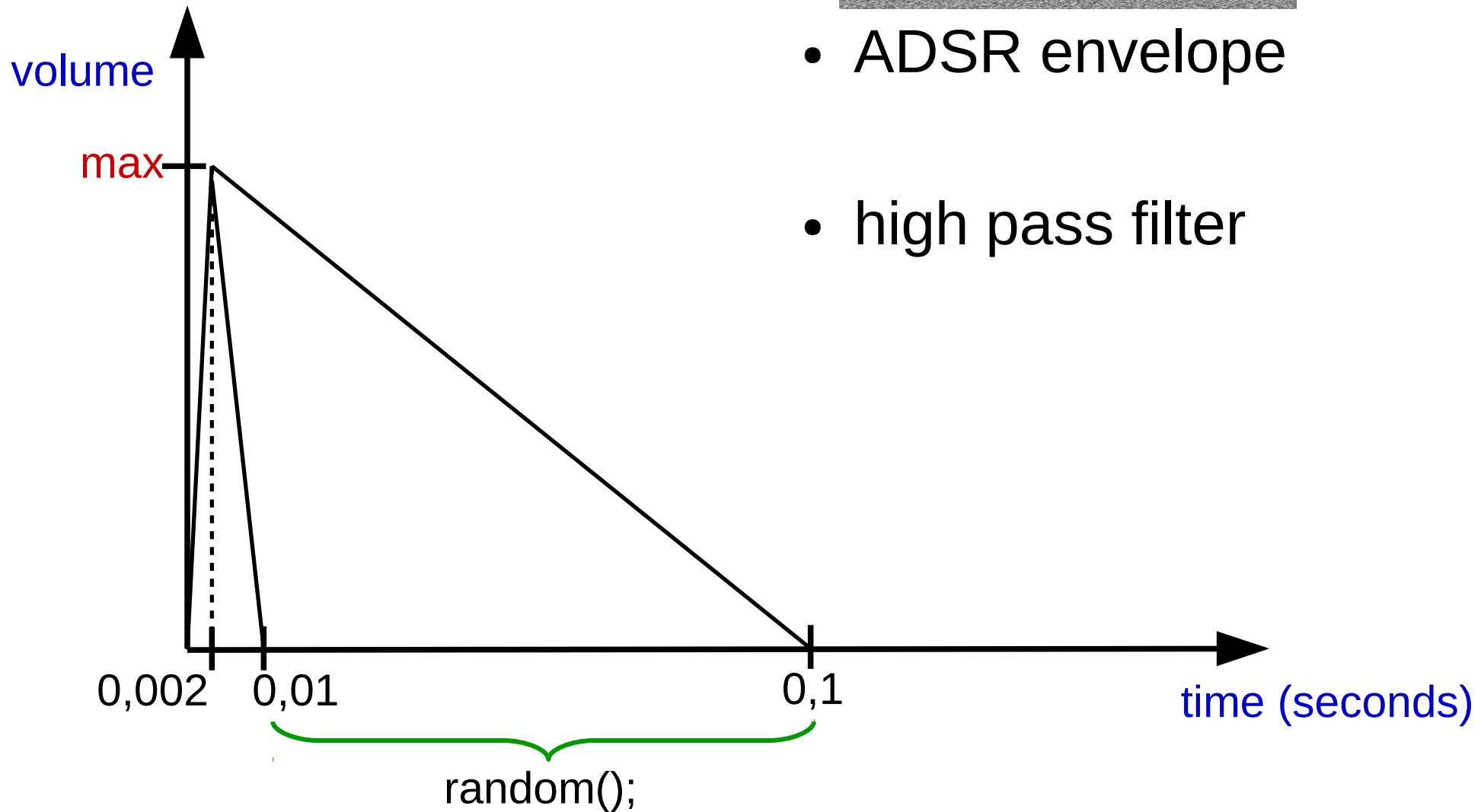
# hi-hat

- noise



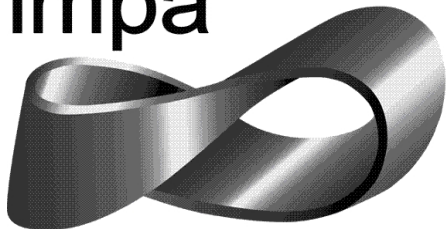
- ADSR envelope

- high pass filter

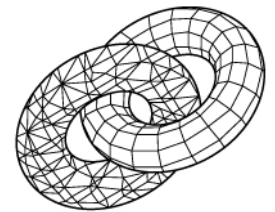


# live coding – robotic pianos

impa



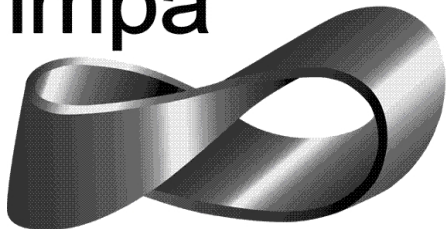
TOPLAP



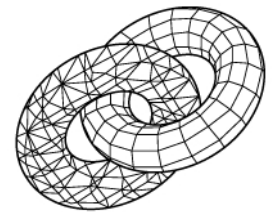
VisgrafLab

thank you

impa



TOPLAP



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