

Stewart Blackwood

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Stewart's Audio Visualizer README

Hi! Thank you for opening up the read me file. I hope you find this Max4Live patch helpful in your artwork.

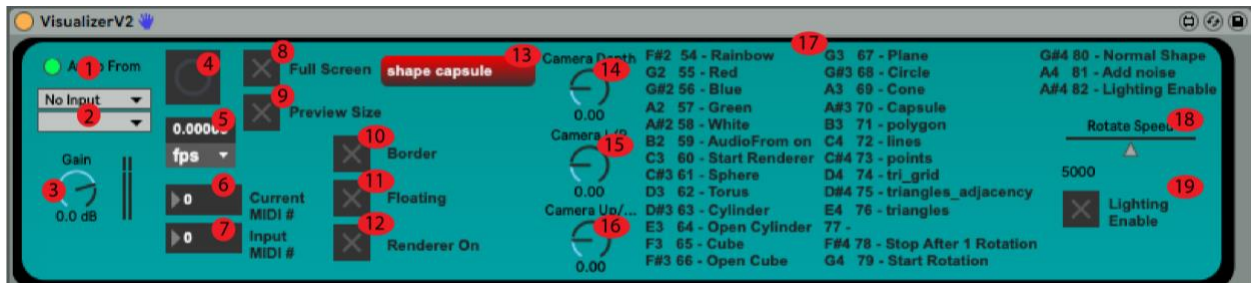
What this patch does:

It allows you to tap into the OpenGL capabilities of Max/MSP inside of Ableton Live. It has automatable parameters and responds to MIDI notes to vary certain qualities of the 3D shape or camera.

For help starting out, please watch this walkthrough video here:

https://youtu.be/_aM0jiZywoQ

Here is an overview of the patch:



1. This allows audio to pass into the Visualizer. It is a switch either on or off. With this audio, the 3D shape can be added to noise. Internally it has been routed to respond to audio peaks. Each of these peaks will add new noise and the 3D shape will change, as long as this is on.
2. This allows you to choose the source of the audio within Ableton. (This abstraction was taken from the Audio Routes pack Ableton put out)
3. This a gain knob from the incoming audio.
4. This Max “bang” will light up when the audio peaks and noise is added to your shape.
5. This is an FPS meter.
6. This show you the number of the last MIDI note that was just played.

7. This allows you to manually put in MIDI notes. Use this to preview available shapes, colors, drawing modes, rotation etc.
8. This button makes the preview window full screen.
9. This makes the window preview size.
10. This controls the border of the video window.
11. This will control whether or not the video window floats above Ableton.
12. This turns the OpenGL renderer on/off. It is also controllable through the MIDI note 60 (C3). Generally, all VDJ sets using this device should start with this note.
13. This is a dialogue window that shows the shape of your 3D object.
14. This controls the depth of the camera. It can be automated to zoom in and out throughout a set.
15. This controls the horizontal orientation of the camera. It can be automated throughout a set.
16. This controls the vertical orientation of the camera. It can be automated throughout a set.
17. This is a handy index showing how each MIDI note controls the 3D shape in your window. (see below for further documentation)
18. This controls the speed of the object's rotation.
19. This is a manual control that enables lighting within your jit.window.

MIDI notes responses:

These five midi notes control the color of your shape:

F#2 54 - Rainbow

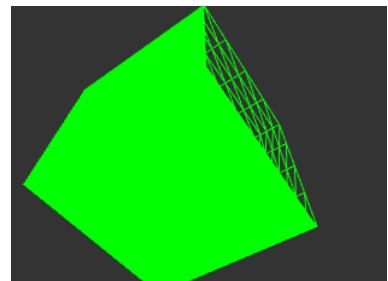
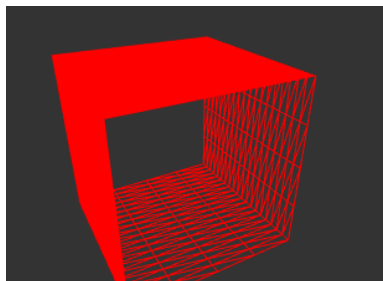
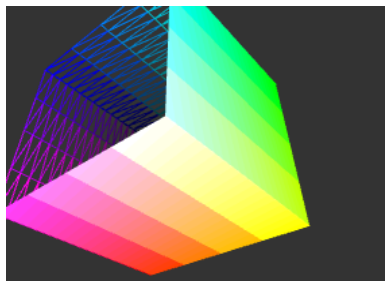
G2 55 - Red

G#2 56 - Blue

A2 57 - Green

A#2 58 - White

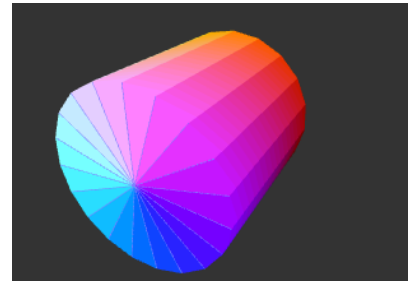
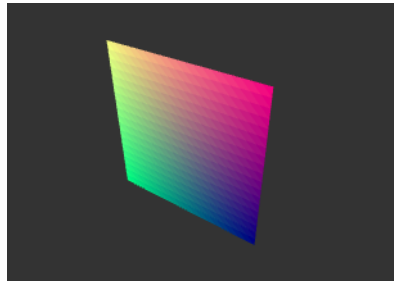
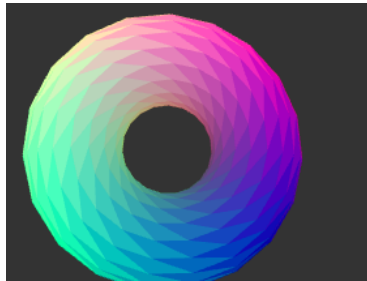
(EX.)



B2 59 - AudioFrom on – The note value
C3 60 - Start Renderer – Starts the jit.window

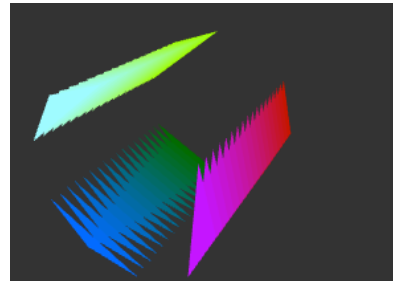
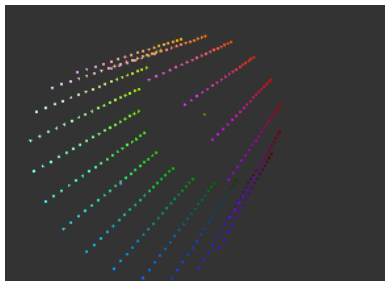
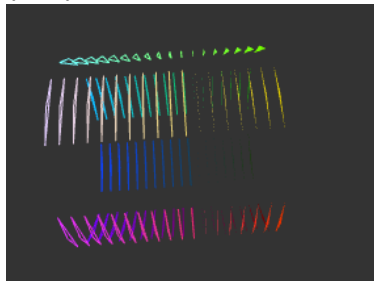
These ten midi note values control your shape:

C#3 61 - Sphere
D3 62 - Torus
D#3 63 - Cylinder
E3 64 - Open Cylinder
F3 65 - Cube
F#3 66 - Open Cube
G3 67 - Plane
G#3 68 - Circle
A3 69 - Cone
A#3 70 - Capsule
(EX.)



These six MIDI note vales control the draw mode of your shape:

B3 71 - polygon
C4 72 - lines
C#4 73 - points
D4 74 - tri_grid
D#4 75 - triangles_adjacency
E4 76 – triangles
(EX.)



These two MIDI note values control start and stop rotations:

F#4 78 - Stop After 1 Rotation (after completing the rest of its full 360 rotation)

G4 79 - Start Rotation (can be hit multiple times to create an interesting glitching effect)

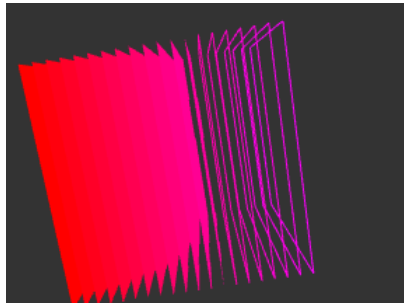
These two MIDI note values control whether or not you view your shape with noise from your source. It can be nice to switch between the two throughout a set.

G#4 80 - Normal Shape

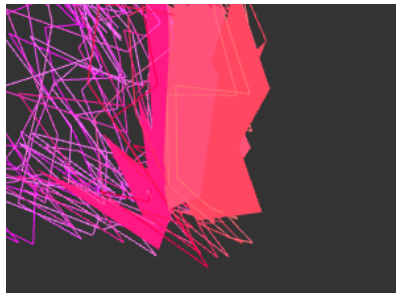
A4 81 - Add noise

(EX.)

Before Noise:



After Noise:

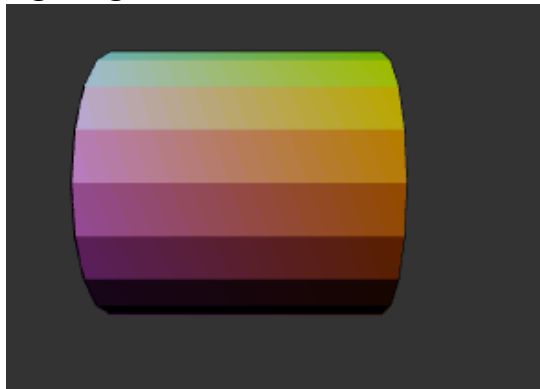


This allows you to add lighting to one side of your image:

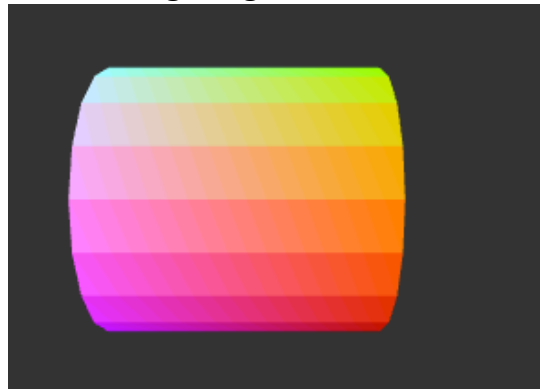
A#4 82 - Lighting Enable

(Ex.)

Lighting Enabled



Without Lighting Enabled



Feel free to email me @ blackwoodsounddesign@gmail.com with any bugs or questions that arise. -Stewart