

# BOIDS ALPHA CENTAURI v.02







## To run and listen the piece we have to options:

**A)** Install the software pd-extended (pure data) and run the file boids\_alpha\_centauri\_v02.pd (windows, Linux, Mac OSX)

**B)** run a app standalone boids\_alpha\_centauri\_v02 without having to install the software pd-extended (only Mac OSX)

what it is pd-extended > <https://puredata.info/>

**A)**

Download and install pd-extended for your operative system (windows, Linux or Mac OSX)  
get pd-extended here

<https://puredata.info/downloads/pd-extended/releases/0.43.4>

\*Mac OSX during the installation a screen is going to ask you about installing X11 XQuartz also. Click yes and install.

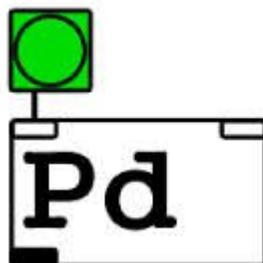
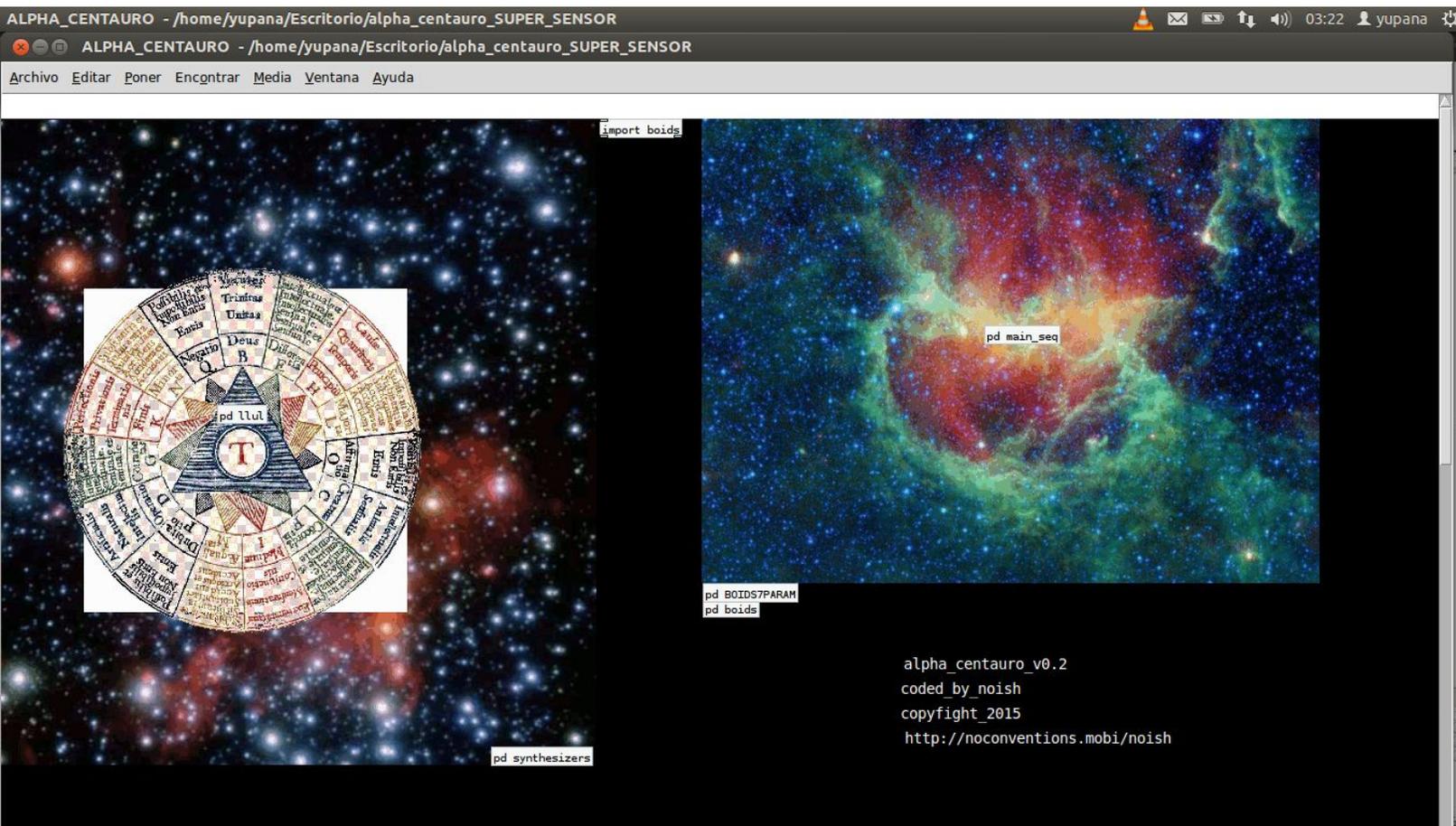
After the installation of pd-extended, double click on the file boids\_alpha\_centauri\_v02.pd and listen.

The screenshot shows the SourceForge project page for Pd-extended 0.43.4. On the left is a navigation menu with links for Documentation, Development, Community, Members, and Exhibition. Below the menu is a 'Últimas Noticias' section with three news items: 'Pure Data Destruction Patch' (05/06/2015), 'Concours LoMus 2014' (05/08/2014), and 'PURE DATA Forum~' (23/07/2014). The main content area features a link to the project page and a list of 'Available Downloads' for various operating systems: Windows (Installer and ZIP), Mac OS X (Intel and PowerPC), Ubuntu Linux, All platforms (Source code), Debian GNU/Linux, and All platforms (SourceForge list). A beta 64-bit build for Mac OS X is also listed at the bottom.

**B)**

App standalone (only for Mac OSX) you dont need to install pd-extended

Doble click on the file boids\_alpha\_centauri\_v02 and listen.





## Extra info about boids\_alpha\_centauri\_v02:

Is a experimental audio work part of a extended and iterative series of pieces based on th exploration of the sound possibilities of the "boids algorithm". The verion v01 of this piece was coded for a specific 6 channel audio installation @ machine-music / grande exposition d'art sonore, AP033 Nantes. For the generation of the sound material i coded a custom software using Pure Data environment. I build 3 "instrument" linked a to 2d boids simulator with a basic AM audio synthesis, one transistor bass emulation basemu~ and a laticce substractive synthesis. The code implement also a combinatorie logic system inspirated in the Ars Magna of Ramon Llul that manage the changes in the boids parameters.

\*boids simulator > Flocking boids is a computer model for the coordinated motion of groups (or flocks) of entities called boids. Flocking represents group movementas seen in bird flocks and fish schoolsas combinations of steering behaviors for individual boids, based on the position and velocities of nearby flockmates.

\*Ars Magna of Ramon Llul > <http://history-computer.com/Dreamers/Llull.html>

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