

unwriting

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Media riffing, based on improvised, keyboard-triggered display of visual and sound elements.

Version 2

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idiomorphic software

begun 2004

new version 7.22.2008

lastest revision 2.13.2010

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Unwriting software enables dynamic mixing of up to 260 quicktime files (videos, graphics, or sounds) using alpha-numeric keys (numbers and lower-case letters) of a standard keyboard.

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Minimum display resolution is 1024 x 768

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Unwriting software enables dynamic mixing of up to 260 quicktime files (videos, graphics, or sounds) using alpha-numeric keys (numbers and lower-case letters) of a standard keyboard.

Note that upper-case keys work in the same way as lower-case.

Drag and drop each folder of up to 26 videos, sounds, still images, or any combination of these (ANYTHING THAT CAN PLAY IN A QUICKTIME MOVIE PLAYER) on each of 10 menus for a database of up to 260 elements. Each batch of 26 is called up by one of the number keys on the keyboard.

Each video, sound, or still image in a batch is triggered by one of the letter keys. Note that Quicktime videos seem to work best when "photo-jpeg" compression is used. ("Photo-jpeg" compresses each frame separately.)

ESC key toggles the full-screen display. TILDA key toggles cursor visibility (By default the cursor always returns to visibility when display is no longer full-screen).

SPACEBAR toggles between enlargement of the image and its normal size.

Left-right ARROW KEYS control visibility of the image - left arrow key for a black screen and right arrow key to return to the image (actually, any letter key will return the display to the image).

TAB key toggles on-off "flicker", i.e., the image goes to black upon key-up on any letter key. Note that sound will also toggles off on key-up.

DASH key, - , and EQUAL SIGN key, = , can toggle audio off and on for whatever quicktime video soundtrack is playing. (This works even if you are in "flicker" mode.)

There are some idiomorphic occurrences when you have less than 26 items in a batch (also if you use only one batch and trigger a non-existent other batch with a different number key). Try one video in a batch, for exampe. To use it, type the "a" key to get it started. Then start typing the other keys and see what happens.

About the Data Generator:

Record a database of your keyboard-driven improvisation. (This is similar to the concept of an edit decision list.)

The recorded database then can be saved as either a binary-format or text-format file. The advantage of the text-format file is that it can be edited in a plain text editor, as long as the changes conform to the two-column arrangement of the data.

Click the "record" button to begin recording the data that is being generated as you perform with the software. The "stop" button ends the recording. Then click on the "save data" button to create an external file (text file is recommended).

To play back the data file, click the "import data" button. Drag whatever folder(s) of media elements you need to the blue batch box(es). Then click "play". This will automate the playback of the your original improvised sequence. You can also try using different media items (videos, graphics, etc), rather than the original files. The data file will use your original keyboard actions, applying these to the new batch of media.

You can also "intervene" in the automated playback at any time, by triggering new audio or visual events in the sequence by using the keyboard. This "intervening" is another level of improvising that occurs in dialogue with your original sequence.

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When in doubt, click the RESET button and start over. When really really in doubt, close and relaunch Unwriting.

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The first version of this software was done with Flash/ActionScript.

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