

---

## Nick Collins

<http://www.cus.cam.ac.uk/~nc272/>  
[nc272@cam.ac.uk](mailto:nc272@cam.ac.uk)

## Fredrik Olofsson

<http://www.fredrikolofsson.com>  
[f@fredrikolofsson.com](mailto:f@fredrikolofsson.com)

## klipp av

<http://www.klippav.org>

# Workshop - SuperCollider: Third Party Libraries and Customising

## Overview

SuperCollider is a highly customisable and super-efficient audio programming language originally written by James McCartney and now maintained by a host of developers as an open source project. It's free and cross platform, running on OS X, Linux and Windows. SuperCollider was built for live music, for sound synthesis, for network music, for algorithmic music, and for use in art installations. All sound synthesis and interaction runs in real time.

This workshop will concentrate on the possibilities to customise SuperCollider to your own purposes, demonstrating how you can write your own classes, and use third party class libraries. We'll give an overview of some of the extensions out there with demonstrations of their musical use. Special examples will be given using the BBCut2 machine listening/audio splicing software and the JITLib live coding environment, amongst others. We'll also discuss how to add your own UGens, or modify the look and feel of the software environment.

The workshop is suitable for those who have dabbled with SuperCollider but not fully explored its capabilities. It may be accessible to those who have not used SuperCollider before as long as they have experience of computer music and programming languages.

## Biographies

### Nick Collins

On his return from Australia, Nick Collins will submit his PhD in the Faculty of Music, Cambridge University, where he has been working under the supervision of Dr. Ian Cross and Dr. Alan Blackwell. The title is 'Towards Autonomous Musical Agents: Real-time Beat Tracking and Event Analysis for Live Computer Music'. He has previously been a music technology lecturer and computer music researcher in London and a film special effects R&D engineer for Sony. He has a masters in music technology from York University, and a first degree in mathematics from Oxford. He is co-editing the Cambridge Companion to Electronic Music with Julio d'Escrivan, for release in 2007.

### Fredrik Olofsson

The Berlin based Swede Fredrik Olofsson plans to continue his work as a freelancing artist with too many interests. Since 2000 he has put quite some effort into avoiding composing music - for which he was formally trained at the Royal University College of Music in Stockholm. That pursuit has lead him into the areas of visuals, programming and electronics. As a video artist he has collaborated with a multitude of performance artists, dancers and improvising musicians. As a programmer he worked as a research fellow for Professor Mark d'Inverno at the University of Westminster investigating multi-agent systems and sound. In electronics he has built interactive installations with among others the group/project MusicalFieldsForever.

