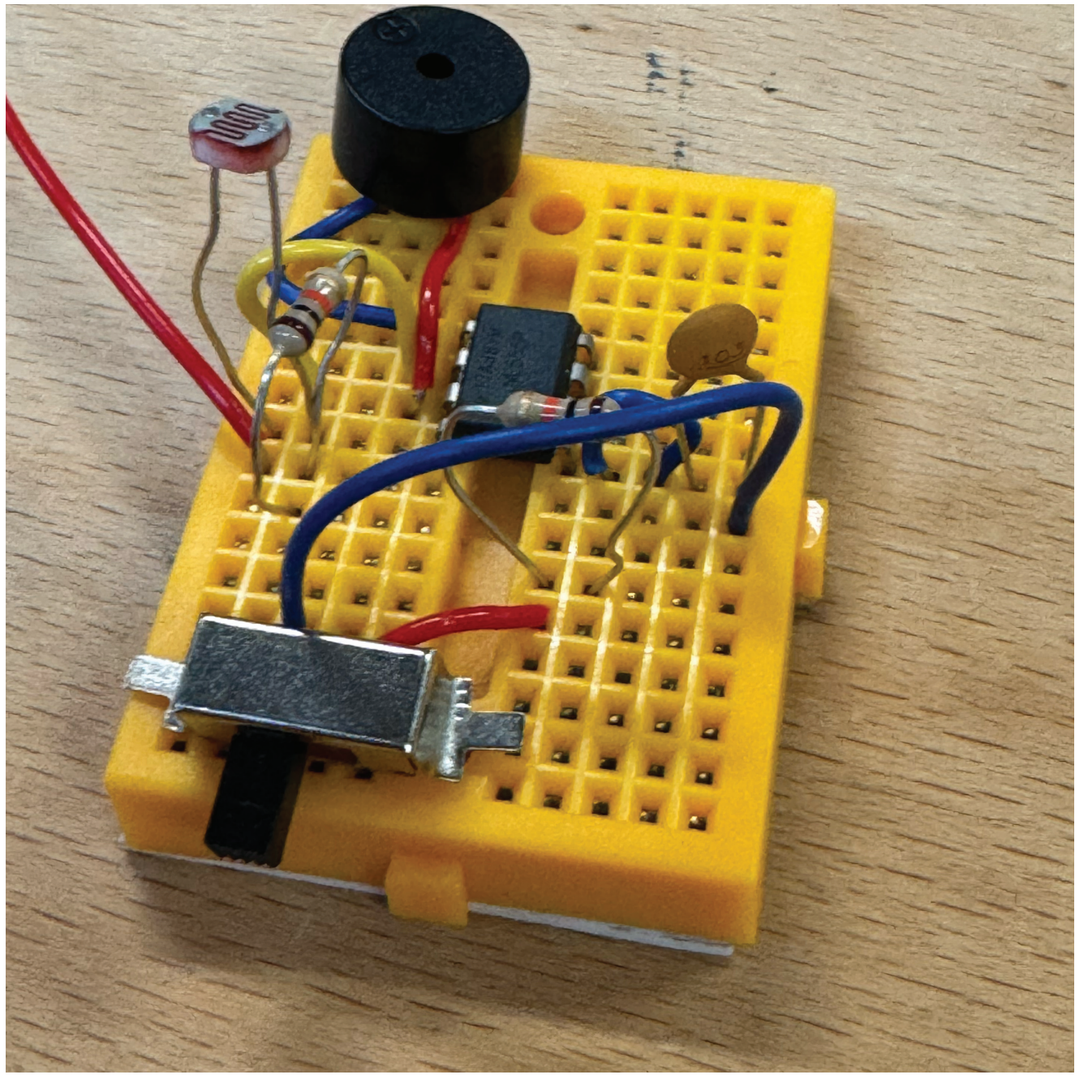
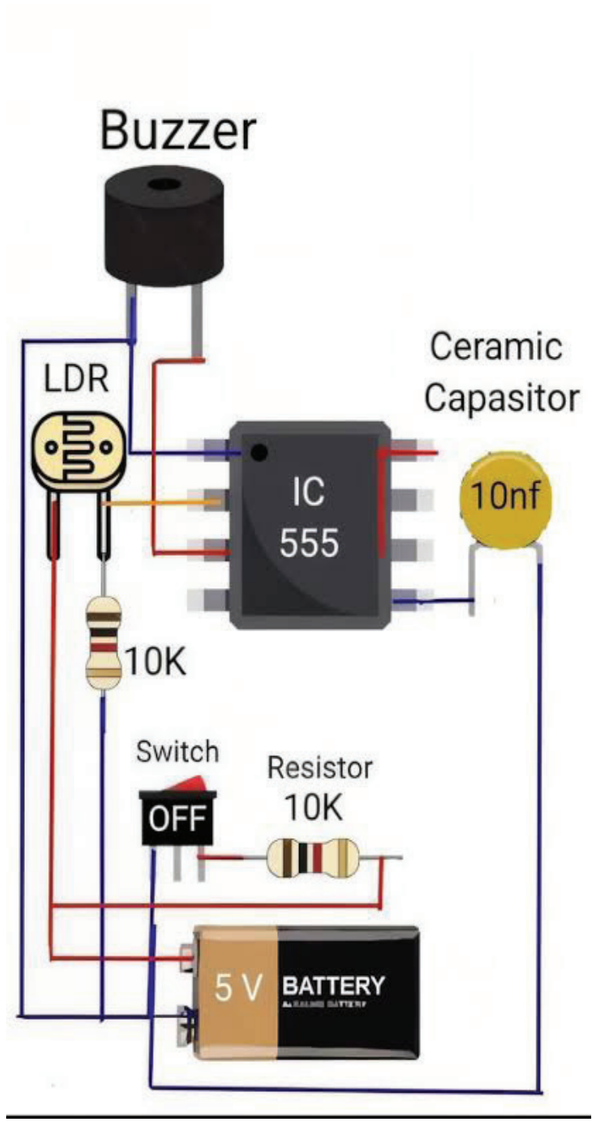
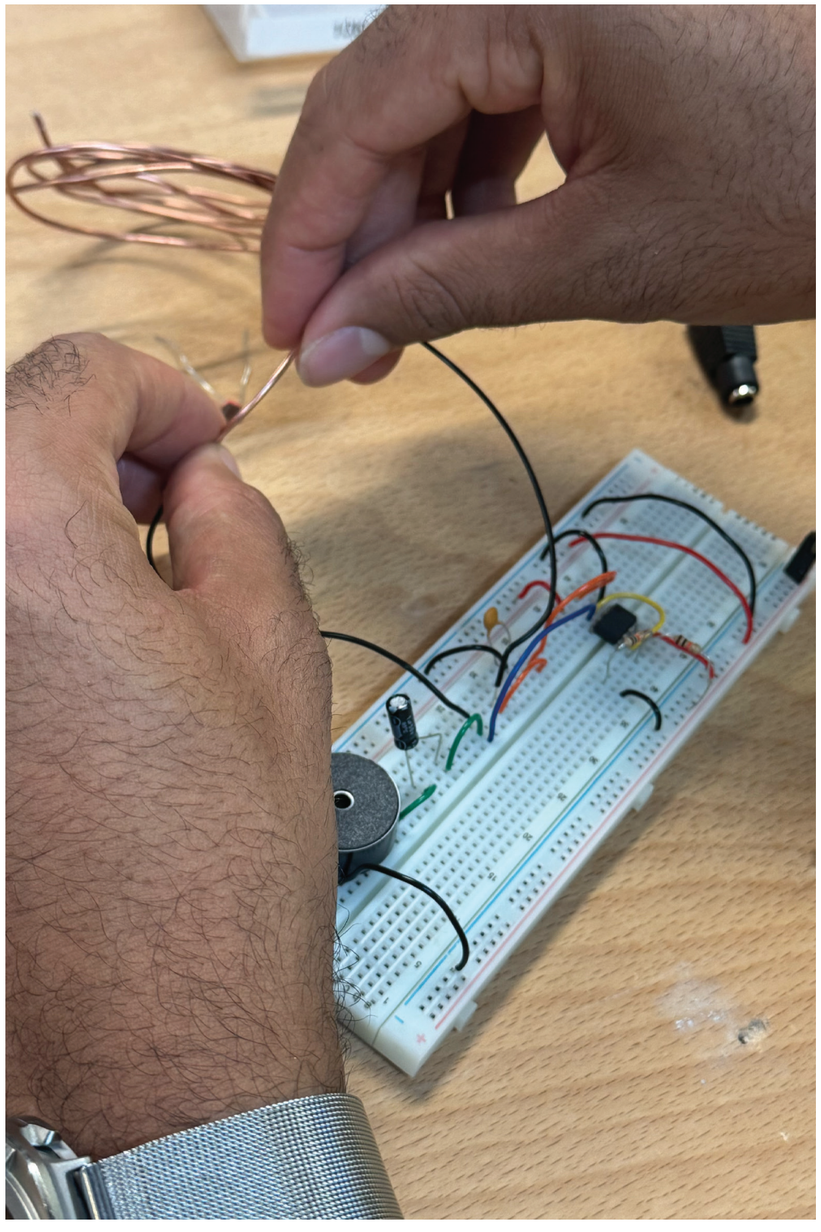
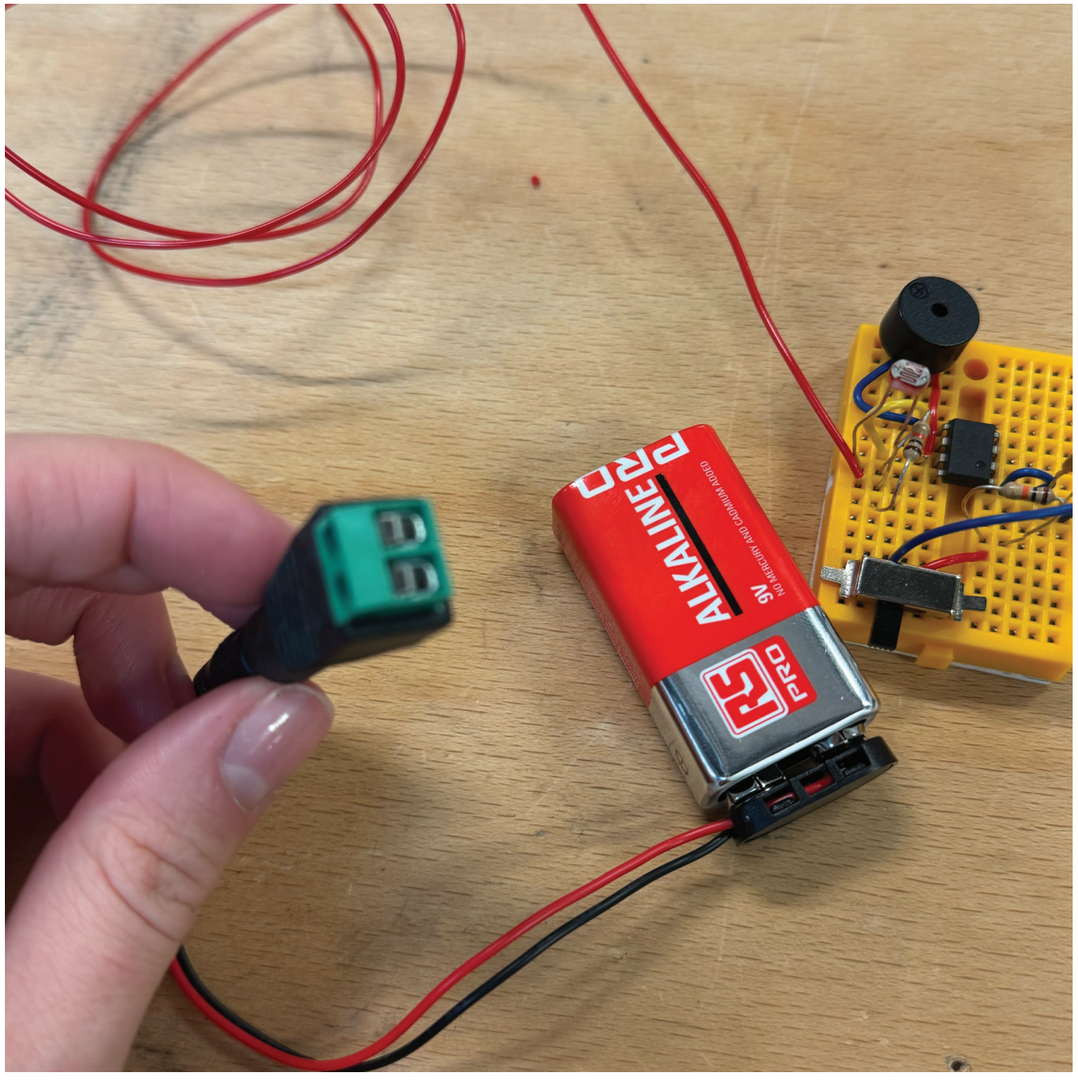
STUDIO PRACTICE PROCESS

EXPERIMENT 1
SOUND-ACTIVATED BUZZER CIRCUIT




Buzzer
LDR
Ceramic
Capasitor
IC
555
10nf
10K
Switch
OFF
Resistor
10K
5 V
BATTERY



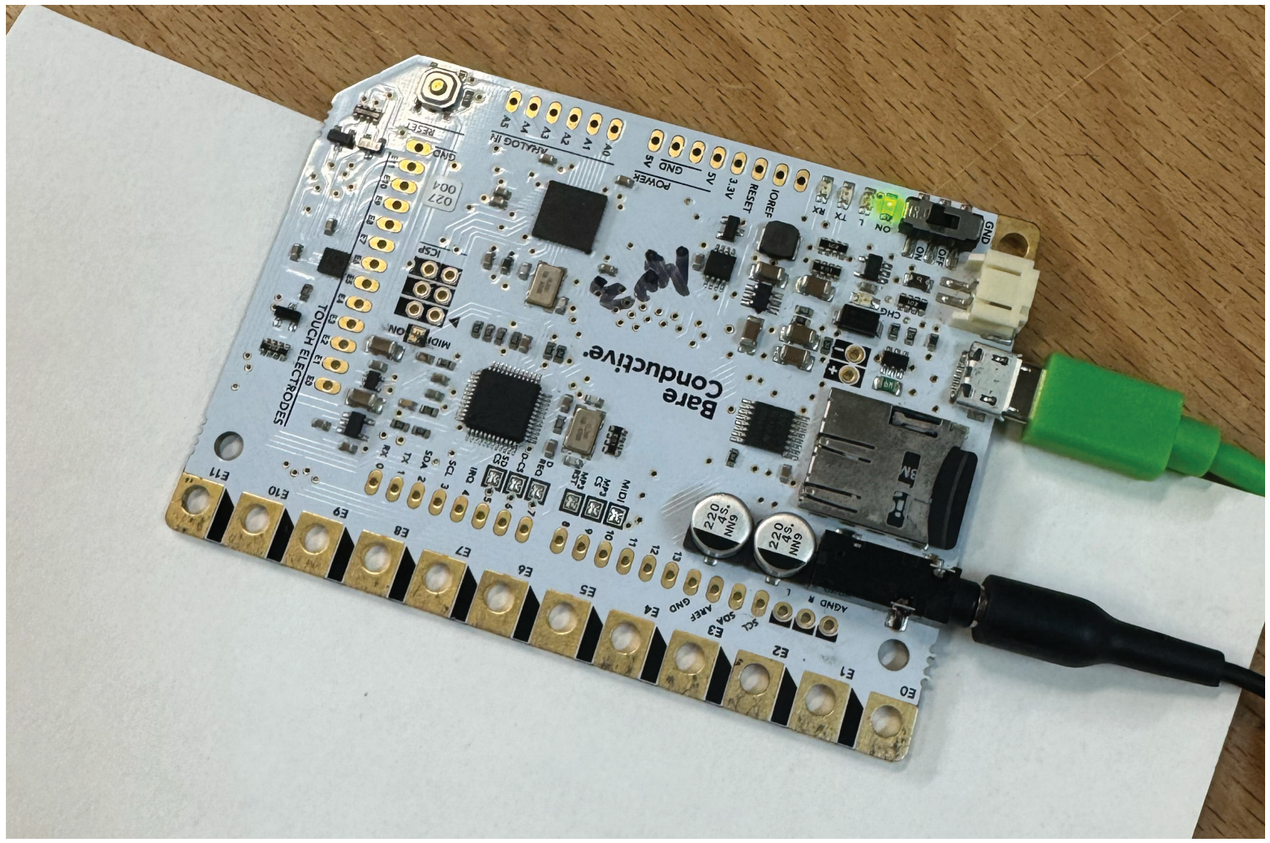

ALKALINE
9V
PRO

Positions through triangulating Katka Astakhova 2026

FAIL
(CAN NOT ADD OWN SOUND)

Positions through triangulating Katka Astakhova 2026

EXPERIMENT 2
CONDUCTIVE INK



CODE TEST (FAIL)

Filter your search...

Type: All

Topic: All

AlPlc_Opta by Arduino

Arduino IDE PLC runtime library for Arduino Opta This is the runtime library and plugins for supporting...
More info

1.3.2 INSTALL

AlPlc_PMC by Arduino

Arduino IDE PLC runtime library for Arduino Portenta Machine Control This is the runtime library and...
More info

1.0.6 INSTALL

Arduino Cloud Provider Examples by Arduino

Examples of how to connect various Arduino boards to cloud providers
More info

1.2.1 INSTALL

Arduino Low Power by Arduino

Power save primitives features for SAMD and nRF52 32bit boards With this library you can manage the lo...

```
// MPR121 datastream behaviour constants
const bool MPR121_DATASTREAM_ENABLE = false;

// MP3 variables
uint8_t result;
uint8_t lastPlayed = 0;

// MP3 constants
SFEMP3Shield MP3player;

// MP3 behaviour constants
const bool REPLAY_MODE = true;  // by default, touching an electrode repeatedly will
                                // play the track again from the start each time
                                //
                                // if you set this to false, repeatedly touching an
                                // electrode will stop the track if it is already
                                // playing, or play it from the start if it is not

// SD card instantiation
SdFat sd;

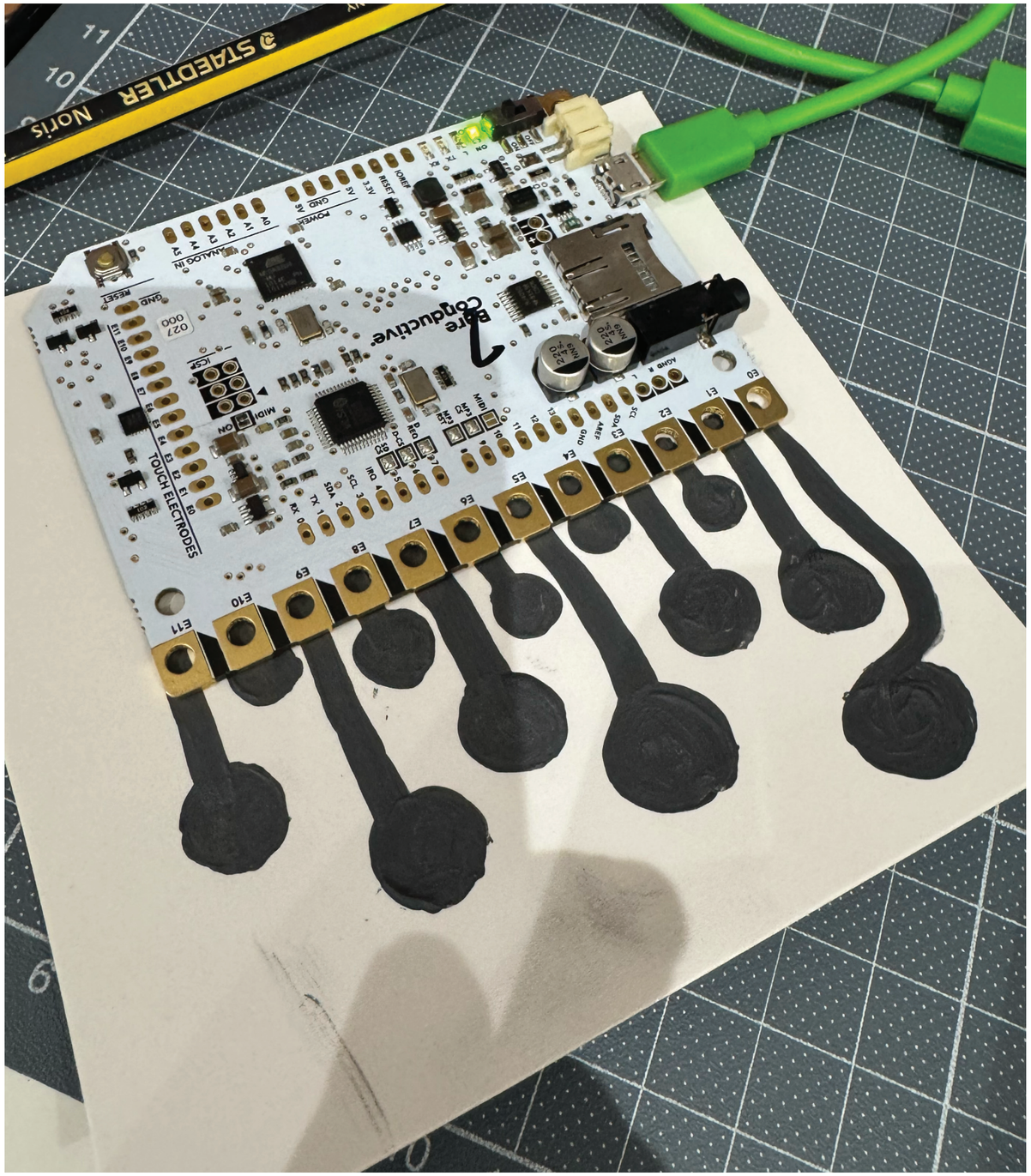
void setup() {
  Serial.begin(BAUD_RATE);
```

Output

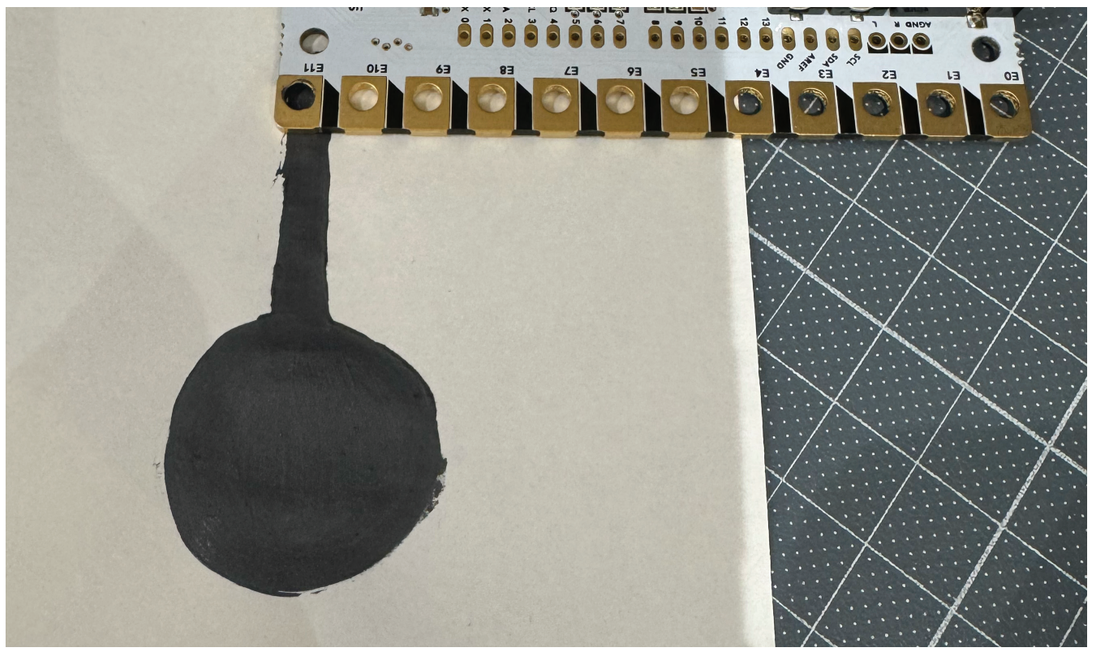
```
Sketch uses 25964 bytes (90%) of program storage space. Maximum is 28672 bytes.
Global variables use 1472 bytes (57%) of dynamic memory, leaving 1088 bytes for local variables. Maximum is 2560 bytes.
Error: butterfly_recv(pgm, &c, 1) failed
Error: initialization failed  (rc = -1)
 - double check the connections and try again
 - use -B to set lower the bit clock frequency, e.g. -B 125kHz
 - use -F to override this check
Error: butterfly_recv(pgm, &c, 1) failed
Error: butterfly_recv(pgm, &c, 1) failed
Failed uploading: uploading error: exit status 1
```

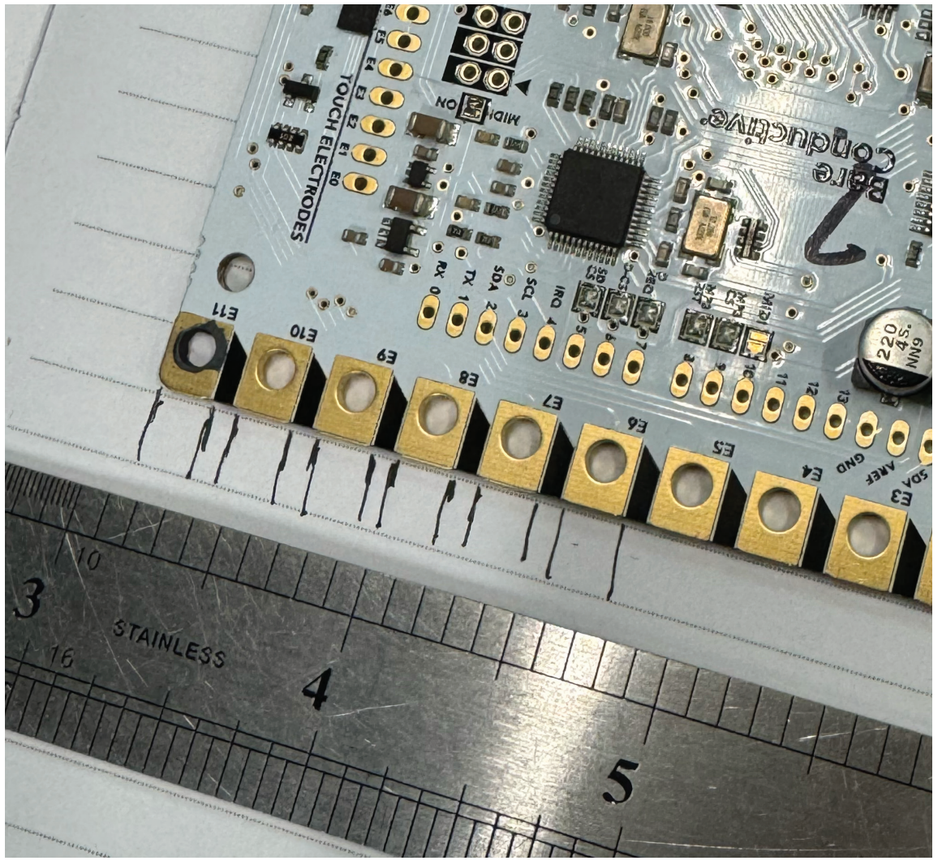
Upload error: Failed uploading: uploading error: exit status 1

COPY ERROR MESSAGES

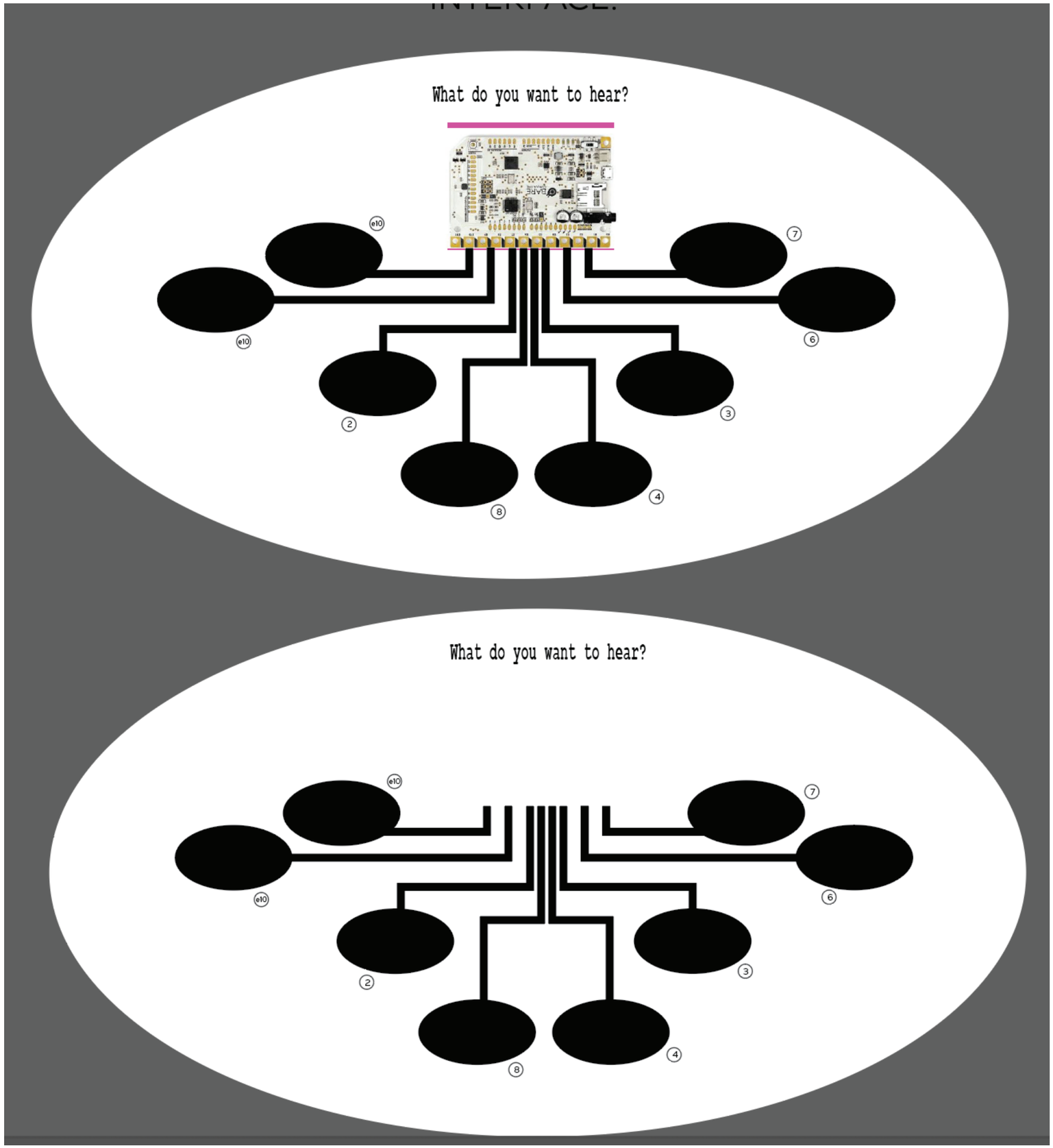


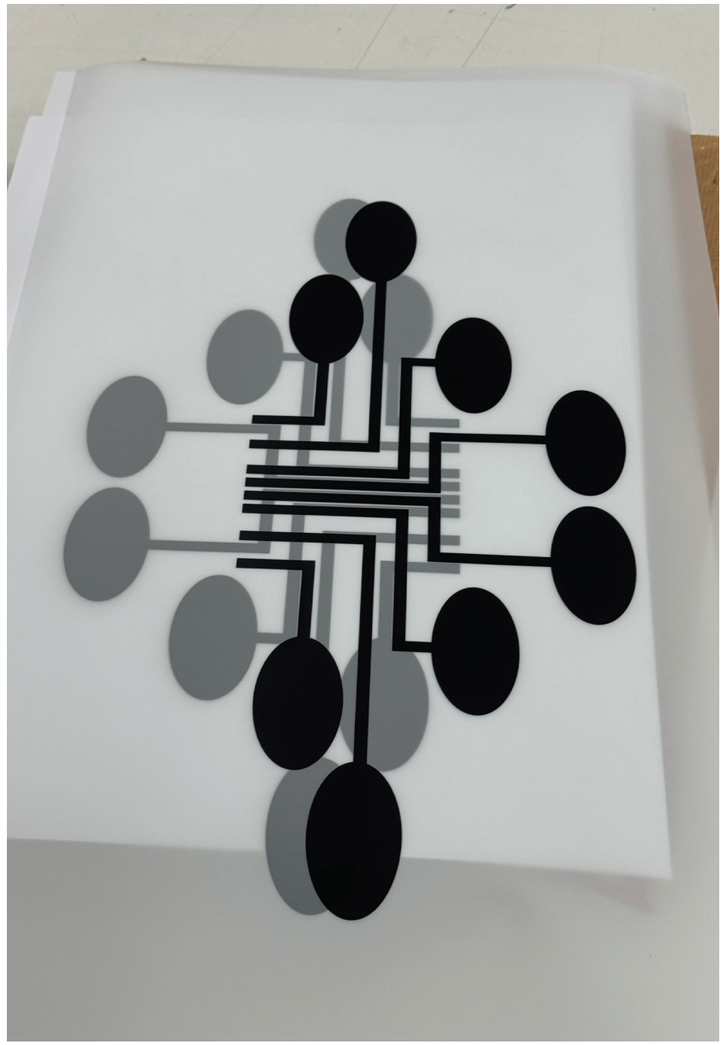
TESTING INK (SUCESS)

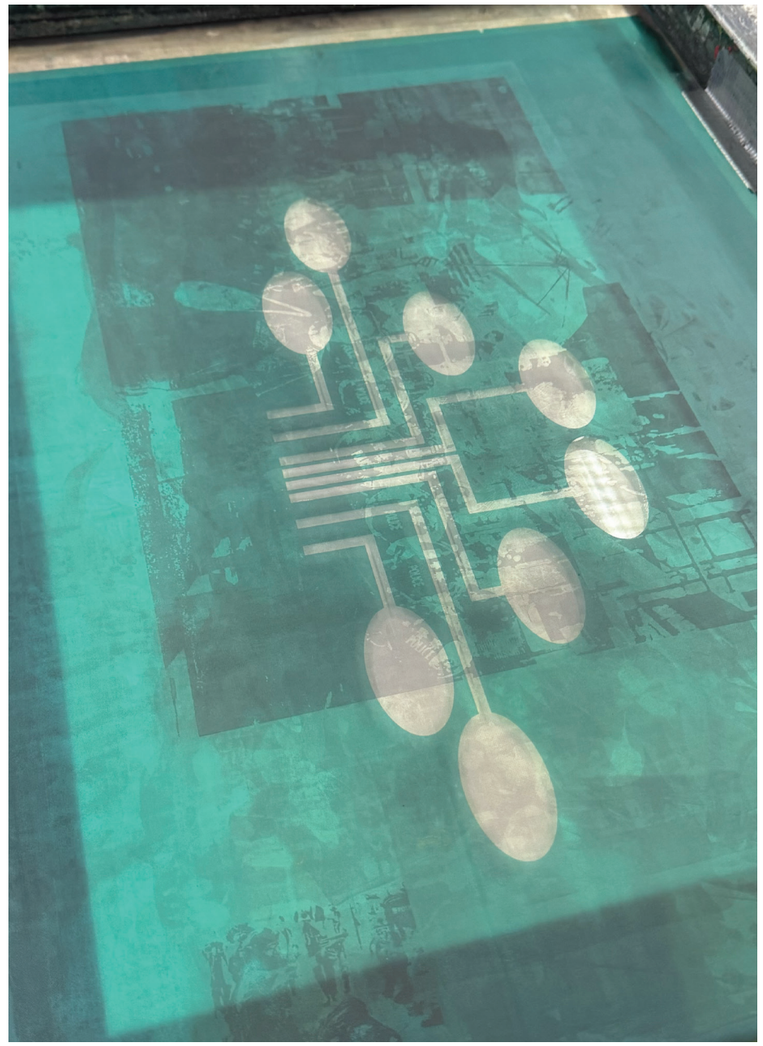



TOUCH ELECTRODES
E11
E10
E9
E8
E7
E6
E5
E4
E3
GND
AREF
STAINLESS
3
4
5

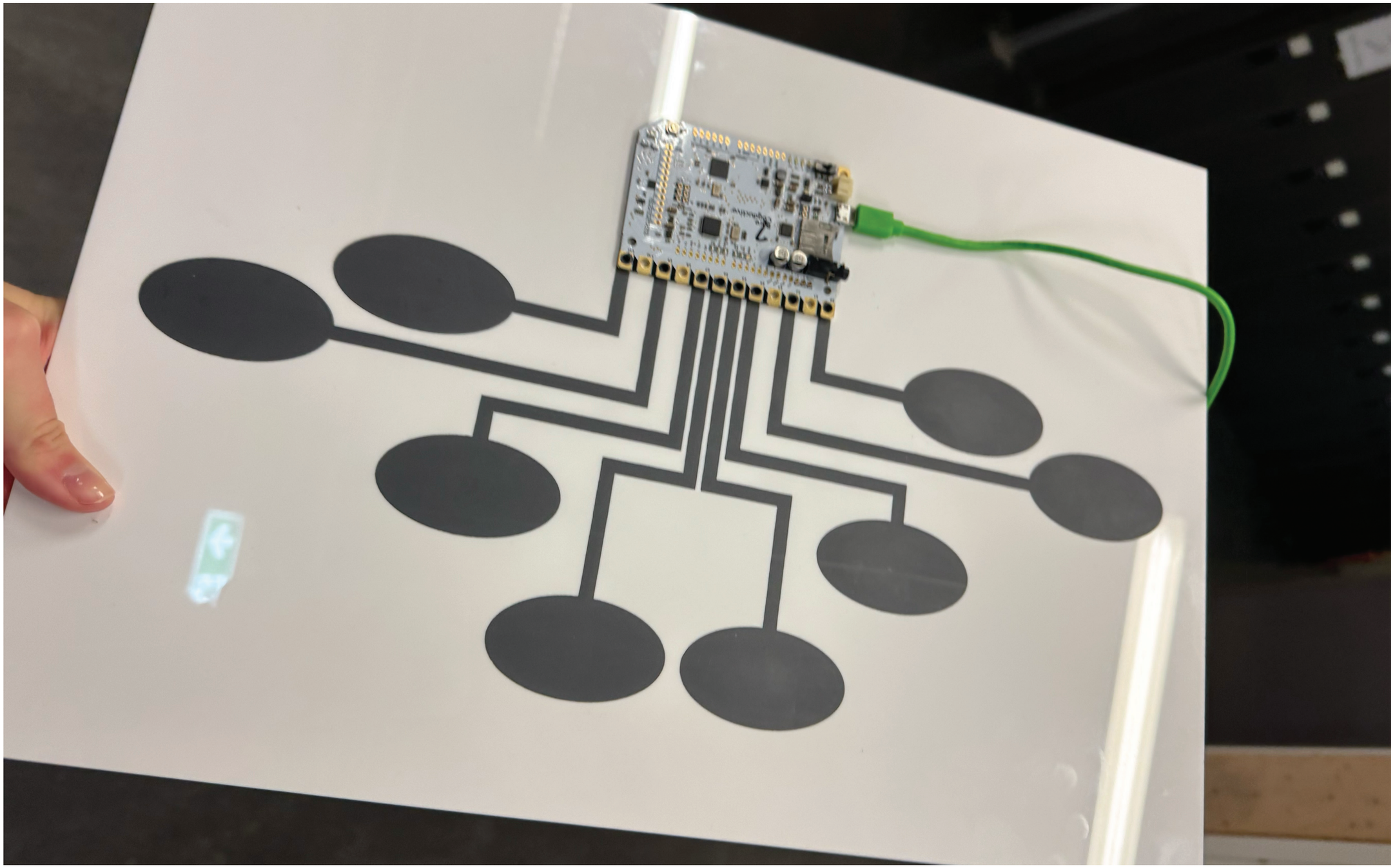
SKETCH


What do you want to hear?
e10
e10
7
6
2
3
8
4
What do you want to hear?
e10
e10
7
6
2
3
8
4

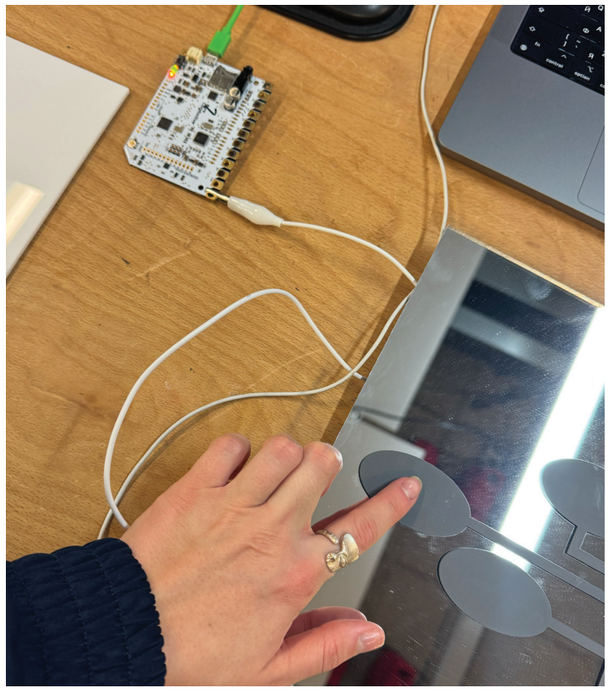


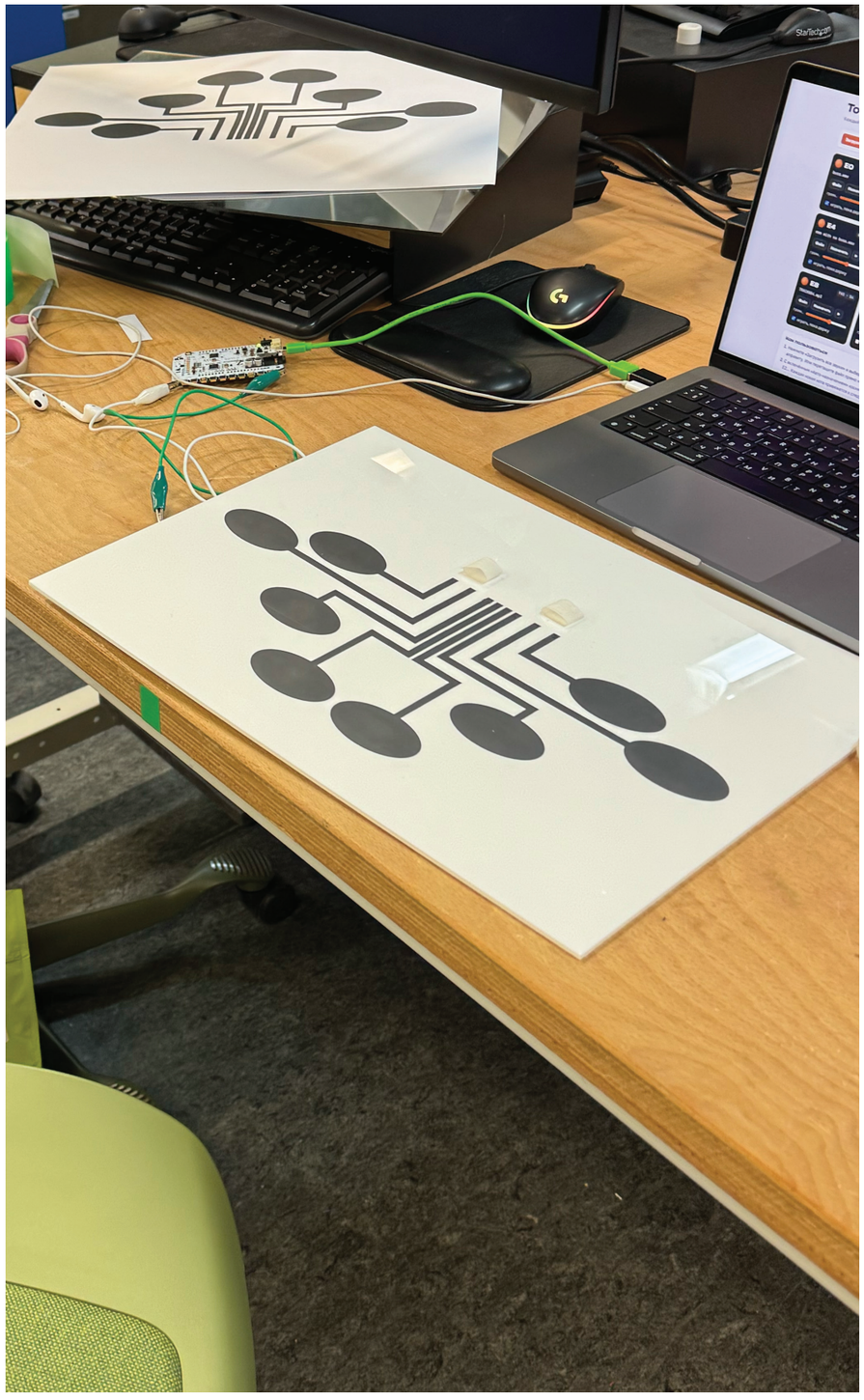


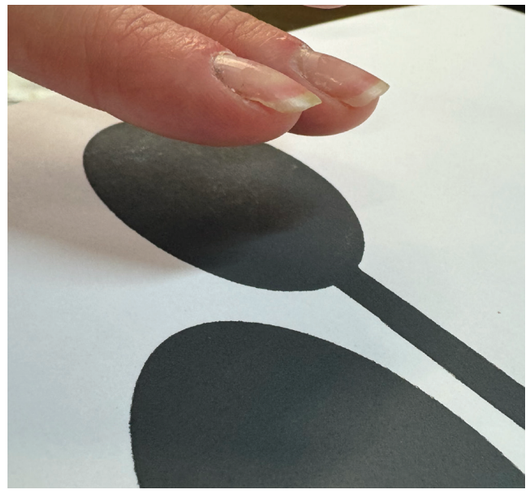
SCREEN PRINTING
CONDUCTIVE INK

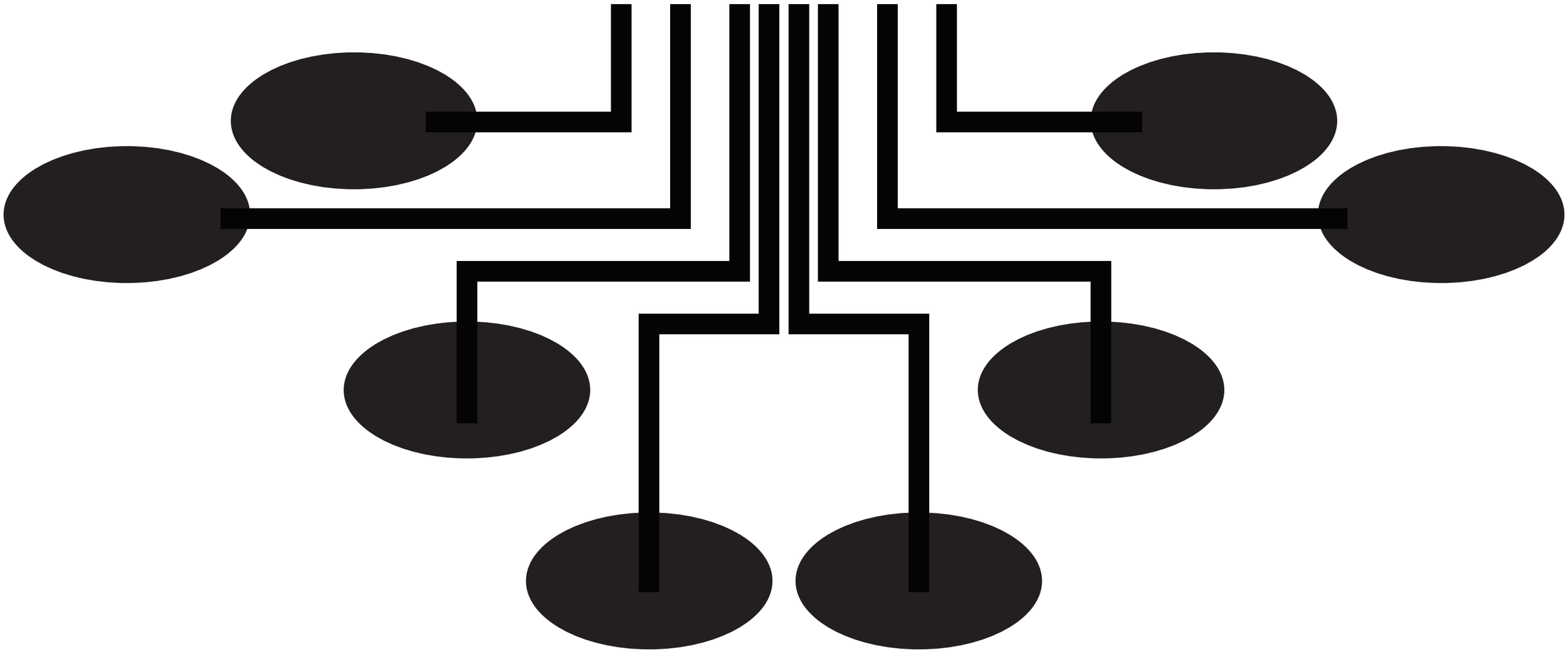


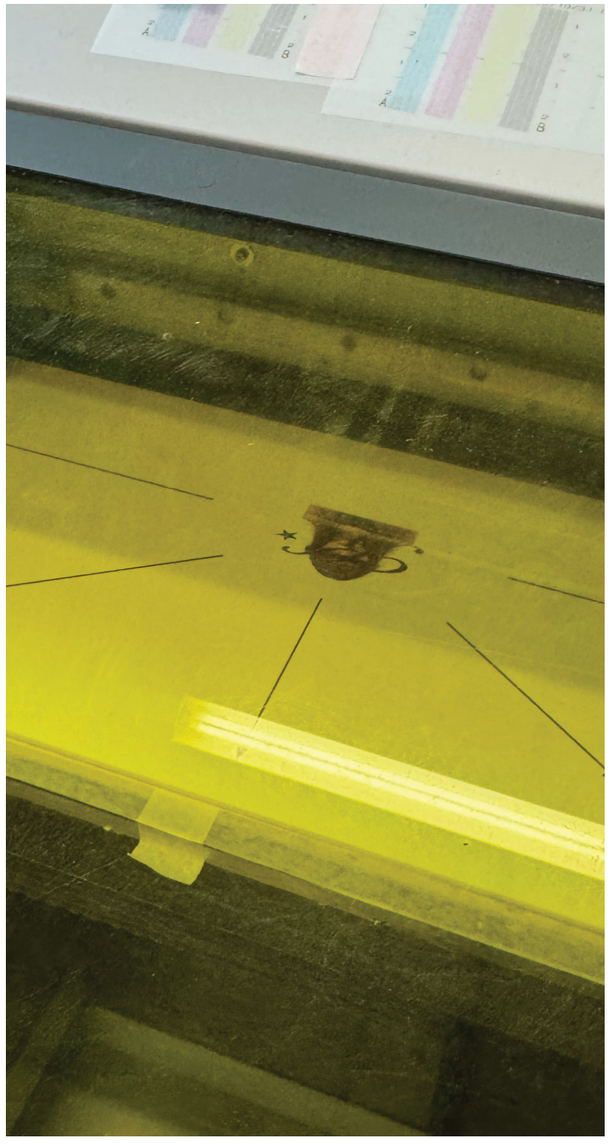
EXPERIMENT 3
CONDUCTIVE INK + CUPPER FOIL
(UNGOING)



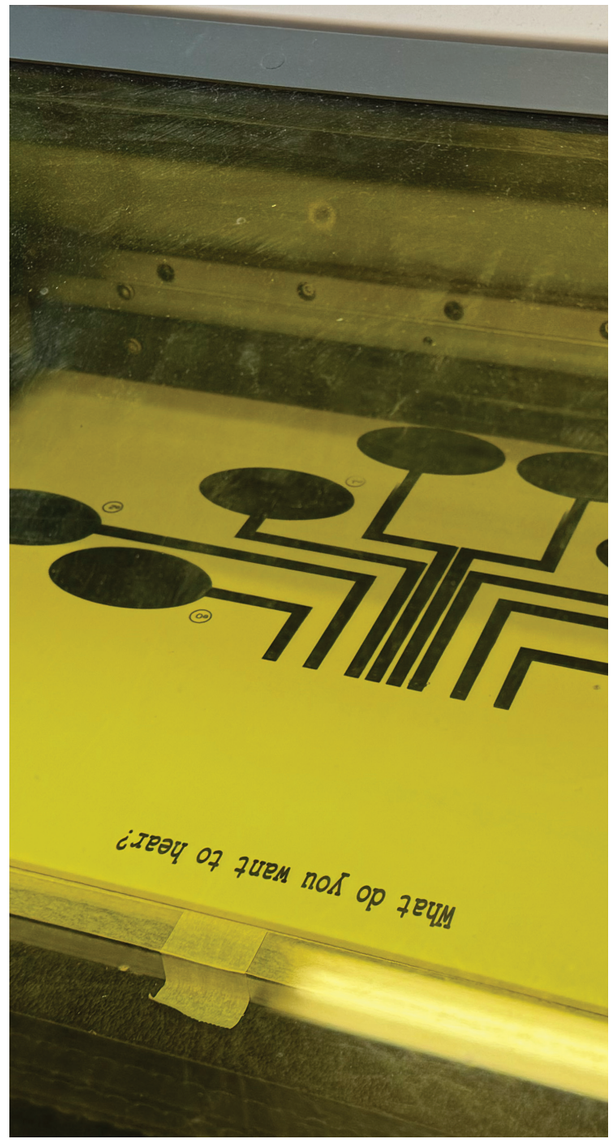




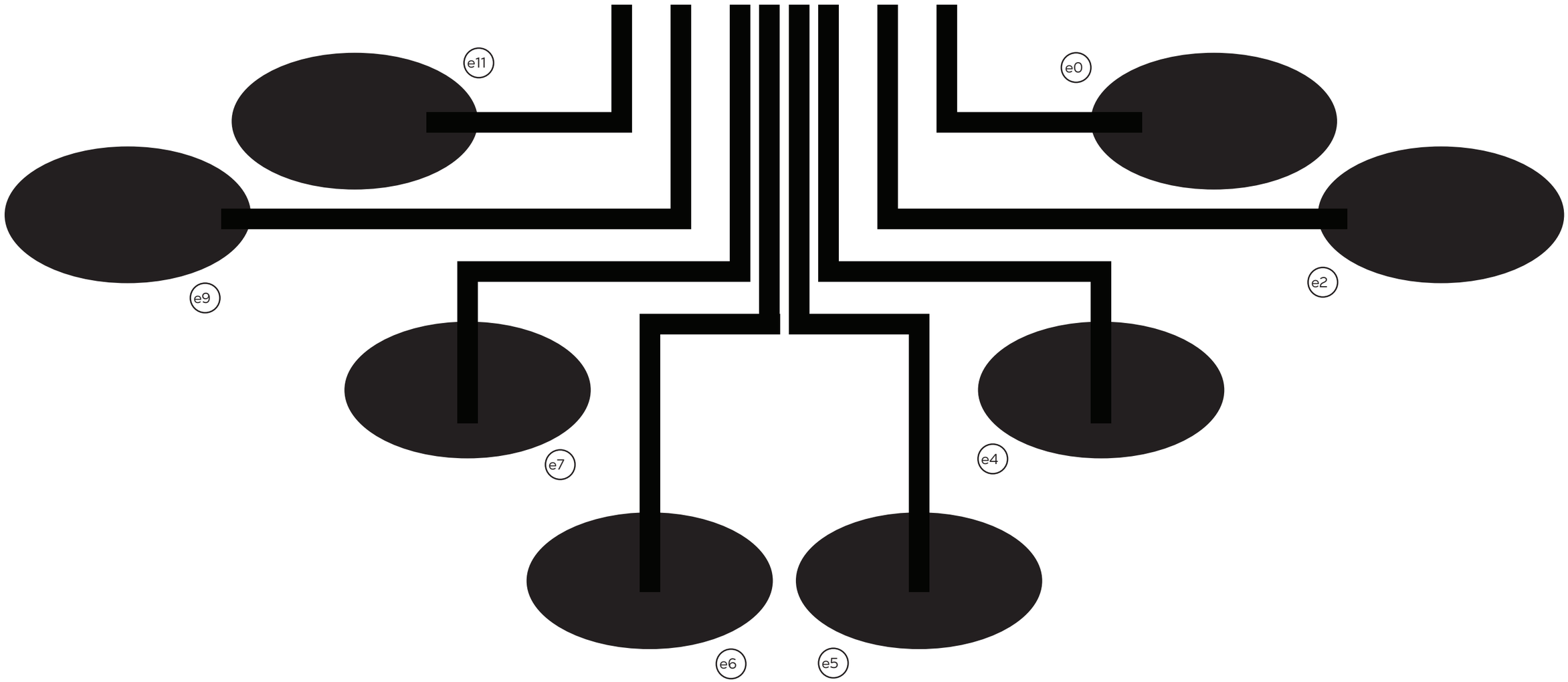




UV PRINT



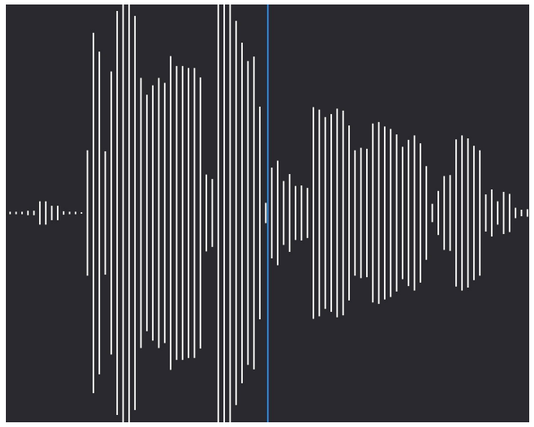
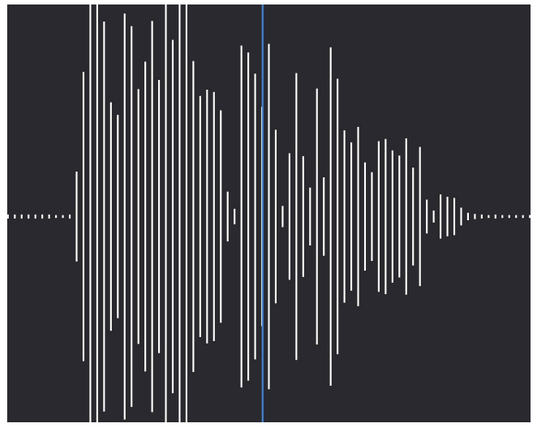
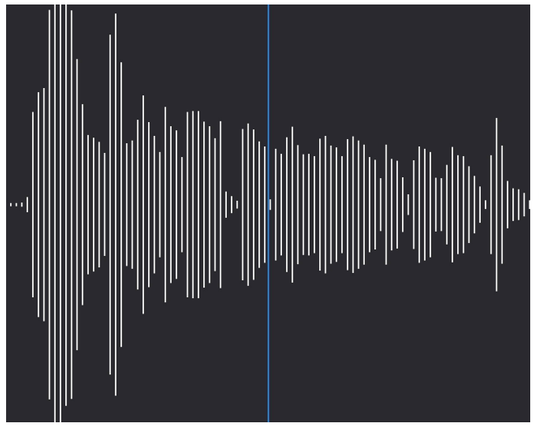
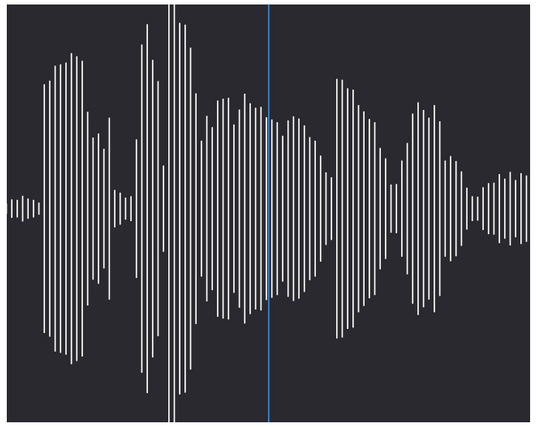
What do you want to hear?

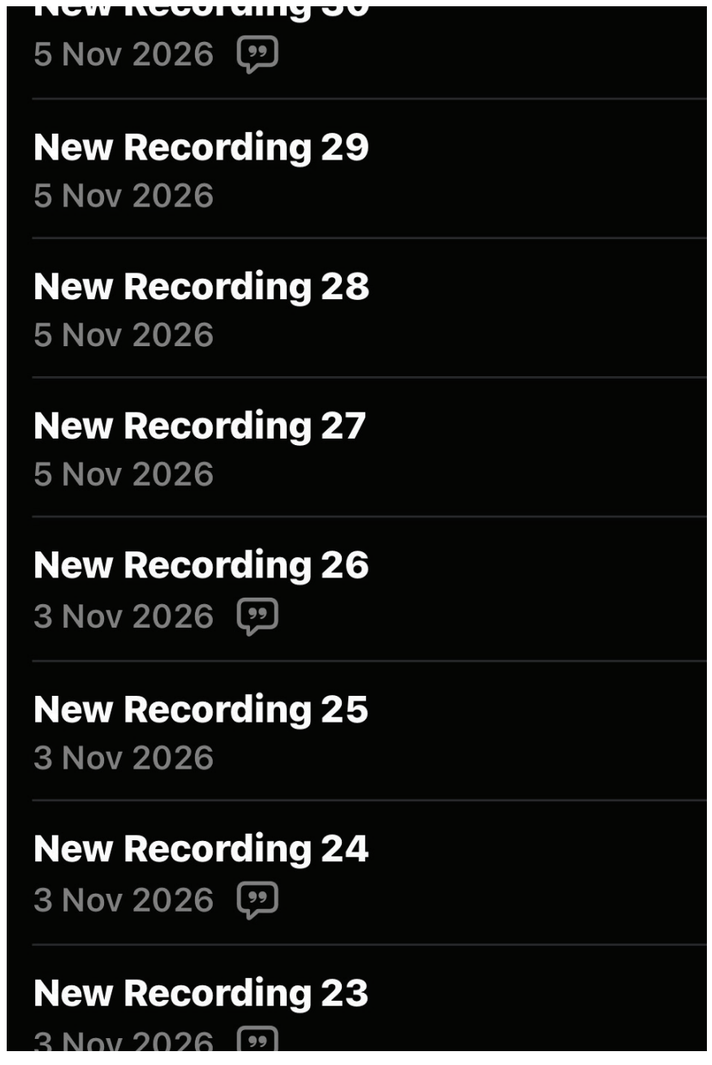


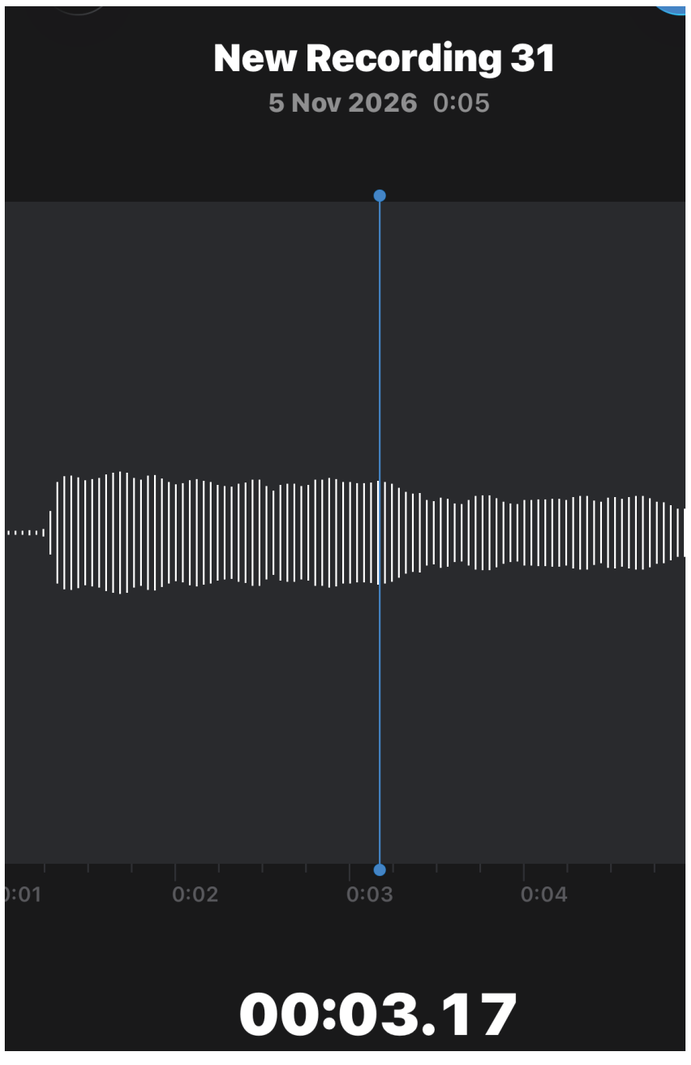
Positions through triangulating Katka Astakhova 2026

EXPERIMENT 3
VOICE

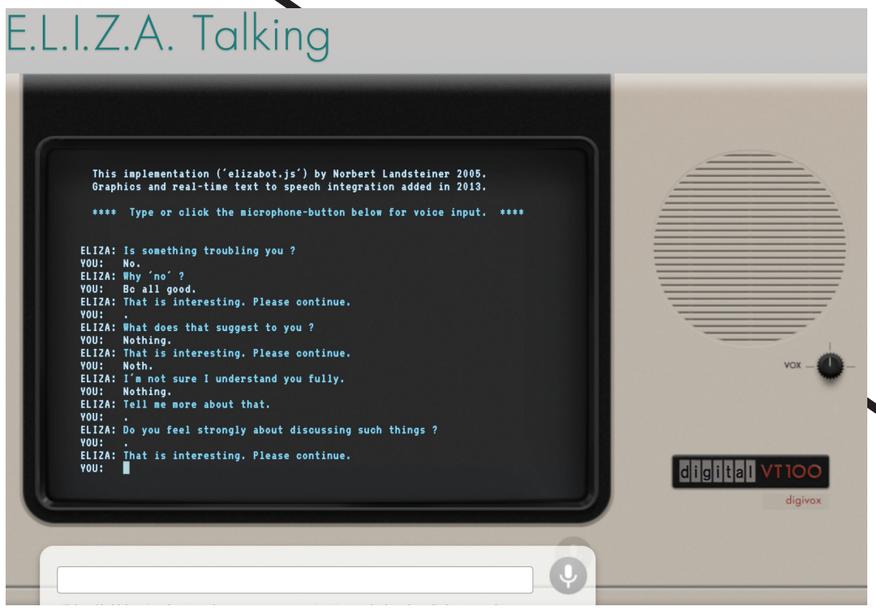
MY VOICE

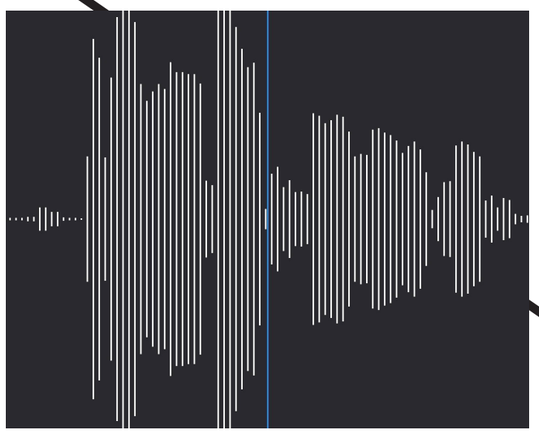

5 Nov 2026
New Recording 29
5 Nov 2026
New Recording 28
5 Nov 2026
New Recording 27
5 Nov 2026
New Recording 26
3 Nov 2026
New Recording 25
3 Nov 2026
New Recording 24
3 Nov 2026
New Recording 23


New Recording 31
5 Nov 2026 0:05
0:01
0:02
0:03
0:04
00:03.17

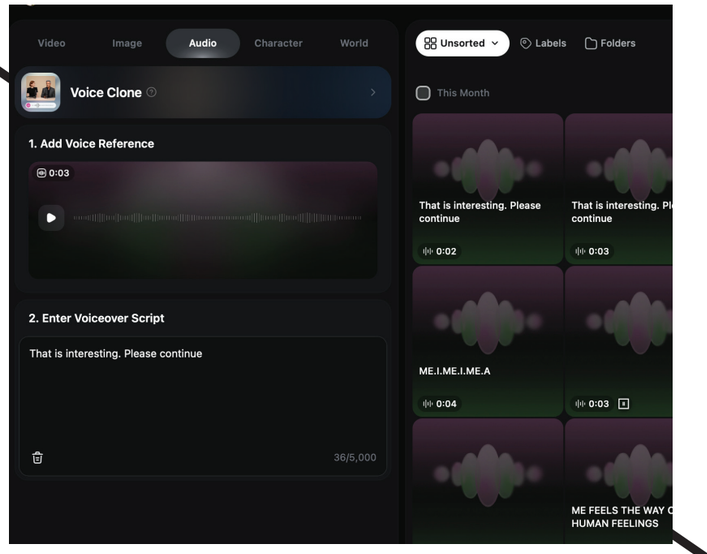
X 20



FIRST COMPUTER CHATBOT
(TEXT)



MY VOICE



AI

```
// ✦ voice instrument — sketch 01
setcpm(105/4)   // темп: меняйте 105, если нужно быстрее или медленнее

// 1. мерцание: воздушное арпеджио в ля-минорной пентатонике
$  : n("<0 2 7 7 [9 7] 4 2 ~>*8")
  .scale("A3:minor:pentatonic")
  .s("triangle")
  .attack(.01).decay(.25).sustain(0)
  .lpf(sine.range(1200, 4000).slow(8))
  .room(.8).delay(.35).delaytime(.375).delayfeedback(.45)
  .gain(.5)
  ._punchcard()

// 2. мягкий пэд под арпеджио
$: n("<[0,2,4] [-2,0,2] [1,3,5] [-1,1,4]>")
  .scale("A2:minor:pentatonic")
  .s("sawtooth").lpf(700)
  .attack(.8).release(2)
  .room(1).gain(.25)

// 3. ритм: включите позже, убрав "_" перед $
$: s("[bd ~ ~ bd] [~ ~ bd ~]").bank("RolandTR808").gain(.8)
$: s("hh*8").bank("RolandTR808").gain(perlin.range(.2, .5)).pan(sine)
$: s("~ cp").bank("RolandTR808").room(.5).gain(.5)

// 4. ВАШ ГОЛОС: загрузите записи во вкладке "sounds" (import sounds folder),
// поставьте имя папки вместо "myvoice" и уберите "_"
_$: s("myvoice:0")
  .chop(16)
```

welcome patterns sounds reference export console settings

welcome

You have found strudel, a new live coding platform to write dynamic music pieces in the browser! It is free and open-source and made for beginners and experts alike. To get started:

1. hit play – 2. change something – 3. hit update

To get started, check out the interactive tutorial. Also feel free to join the discord channel to ask any questions, give feedback or just say hello.

about

strudel is a JavaScript version of tidalcycles, which is a popular live coding language for music, written in Haskell. Strudel is free/open source software, with copyright owned by its [contributors](https://codeberg.org/uzu/strudel/activity/contributors). You can redistribute and/or modify it under the terms of the GNU Affero General Public License. You can find the source code at codeberg. You can also find licensing info for the default sound banks there. Please consider to support this project to ensure ongoing development 💖

STRUDEL (EDITING MY AI VOICE)

```
CLOSE: s("voice").n(11)
  .chop(16).scrub(rand).pan(sine.slow(4))
  .lpf(3000).room(.2)
  .gain(body.mul(.35))
```

```
  .lpf(haze).room(1).roomsize(10)
  .gain(spirit.mul(.35))

// glass notes that drift
GLASS: n(irand(10).segment(8))
  .scale("A4:minor:pentatonic")
  .s("gm_celesta")
  .degradeBy(.4)
  .delay(.5).delaytime(.416).delayfeedback(
  .room(1).roomsize(10)
  .gain(spirit.mul(.3))

// ═══════ MY VOICE ═══════

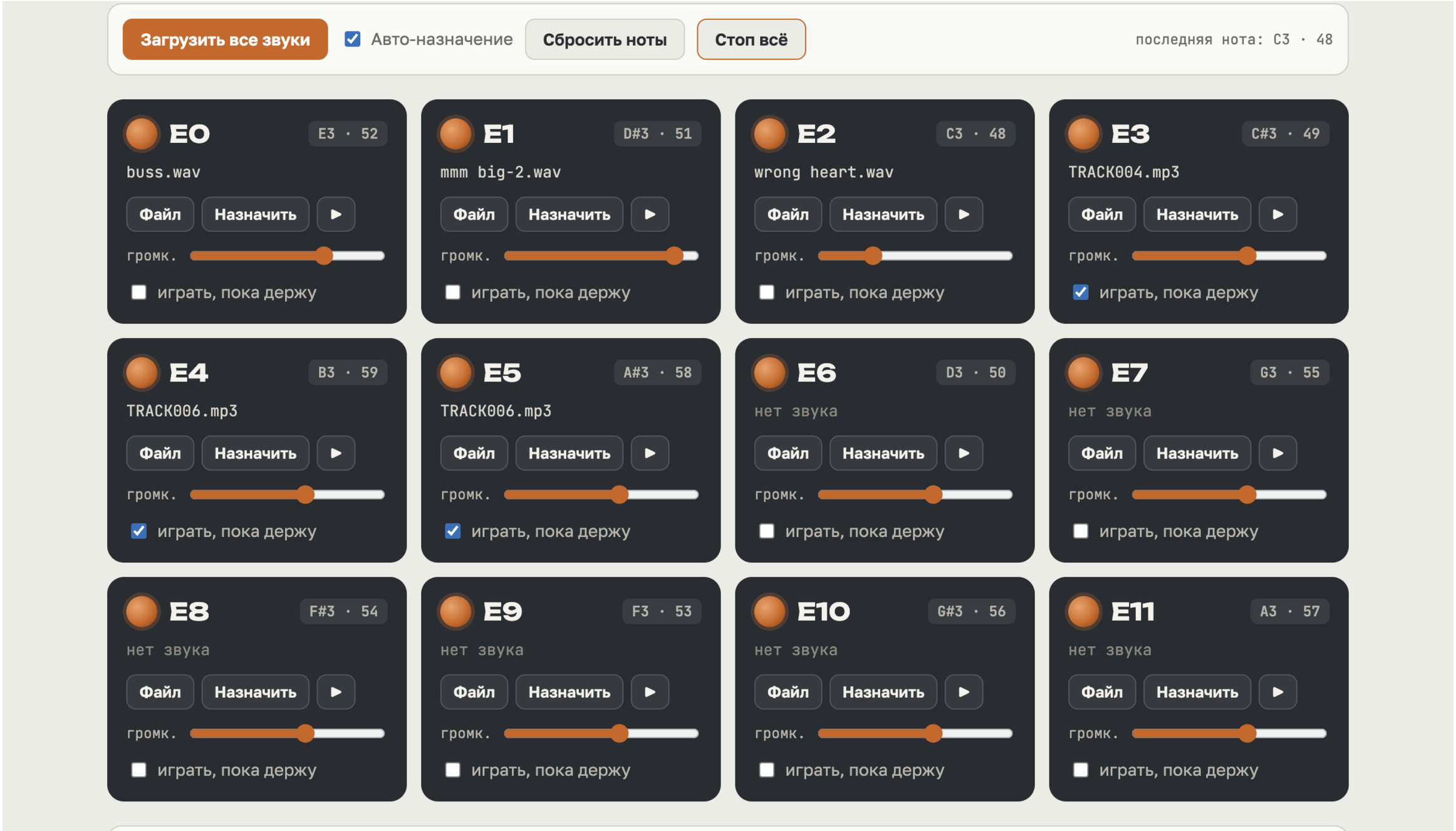
// my questions, far away
_VOICE: s("voice").n(1)
  .room(1).roomsize(10).delay(.4)
  .gain(spirit.mul(.9))
```

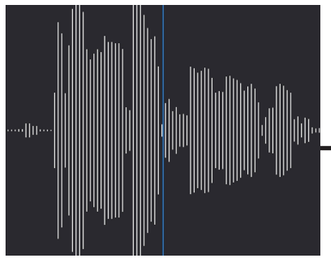
```
54   .add("<0 0 -2 1>")
55   .scale("D#4:minor:pentatonic")
56   .s("triangle").attack(.02).decay(.6).sustain(.2).release(.8)
57   .lpf(2400).room(.8).delay(.3).delayfeedback(.35)
58   .gain(.3)
59   .color("hotpink")
60   ._punchcard()
61
```

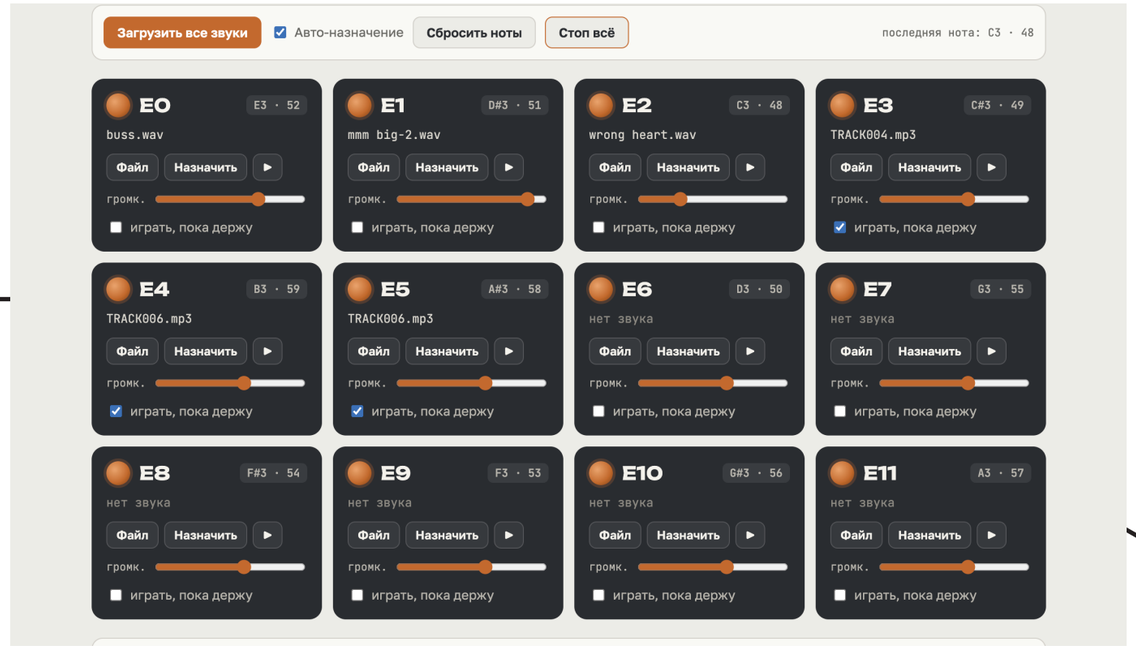
EXPEREMENTING WITH SHAPE AND WORDS SOUND

```
.scale("C3:minor:pentatonic")
.s("uuu")
.begin(saw)
.end(saw.add(2/55))
.room(.5)
.gain(.4)
.slow(4)
.color("hotpink")
._punchcard()
```




Загрузить все звуки
Авто-назначение
Сбросить ноты
Стоп всё
последняя нота: C3 · 48
E0
E3 · 52
buss.wav
Файл
Назначить
громк.
играть, пока держу
E1
D#3 · 51
mmm big-2.wav
E2
C3 · 48
wrong heart.wav
E3
C#3 · 49
TRACK004.mp3
E4
B3 · 59
TRACK006.mp3
E5
A#3 · 58
TRACK006.mp3
E6
D3 · 50
нет звука
E7
G3 · 55
E8
F#3 · 54
E9
F3 · 53
E10
G#3 · 56
E11
A3 · 57




Загрузить все звуки
Авто-назначение
Сбросить ноты
Стоп всё
последняя нота: C3 · 48
E0 E3 · 52 buss.wav Файл Назначить ▶ громк. играть, пока держу
E1 D#3 · 51 mmm big-2.wav Файл Назначить ▶ громк. играть, пока держу
E2 C3 · 48 wrong heart.wav Файл Назначить ▶ громк. играть, пока держу
E3 C#3 · 49 TRACK004.mp3 Файл Назначить ▶ громк. играть, пока держу
E4 B3 · 59 TRACK006.mp3 Файл Назначить ▶ громк. играть, пока держу
E5 A#3 · 58 TRACK006.mp3 Файл Назначить ▶ громк. играть, пока держу
E6 D3 · 50 нет звука Файл Назначить ▶ громк. играть, пока держу
E7 G3 · 55 нет звука Файл Назначить ▶ громк. играть, пока держу
E8 F#3 · 54 нет звука Файл Назначить ▶ громк. играть, пока держу
E9 F3 · 53 нет звука Файл Назначить ▶ громк. играть, пока держу
E10 G#3 · 56 нет звука Файл Назначить ▶ громк. играть, пока держу
E11 A3 · 57 нет звука Файл Назначить ▶ громк. играть, пока держу



