

MEDIALAB SANDBERG INSTITUUT | OCTOBER 2023

NEWSLETTER # 2

Upcoming activities and How to sign up for the workshops.

Interview: Re:master Opera student Diane about Super-Collider.

Technical How to: format your USB stick for specific use and presentations.

Pictures to remember the introduction and Opening Day of the Year.

Due to the Autumn Holiday, the Medialab Office is closed from October 22 to 27. **Medialab Computer room is open. Enter with your cortex card.**



Activities:

October 13th, the research group Third cycle in Artistic Research at the Rietveld (TARR) organizes Sharing Artistic Research. "Brian McKenna will give a short presentation about his theory and practice of deconstructing machines; at the moment this concerns typewriting, old and new."

Location: The Gym at Gerrit Rietveld Academie

<https://rietveldacademie.nl/nl/page/27470/sharing-artistic-research>

October 19th, Camera & Video technology by Ivo van Stiphout

Location: Medialab, start 13:00 – 17:00

[Sign-up Here](#)

October 20th, "Microphone and Recording Basics Workshop" by Brian McKenna.

Location: Medialab, start 12:00 – 17:00

**Still 4 places available

If there are many more registrations, we will organize this workshop again in November. We will keep you informed via the Sandberg email.

[Sign-up Here](#)

November 1th, Practicum Generale by Jan Kees van Kampen and Brian McKenna.

Location: Medialab 10:00 - 1300

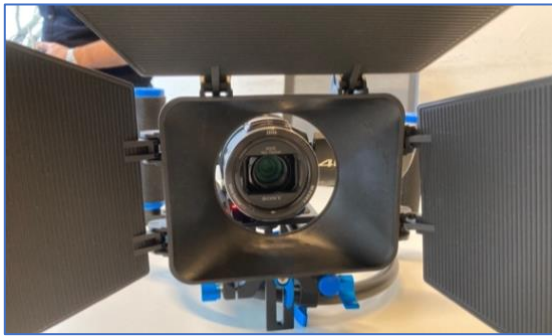
Workshop participants explore the creative coding of digitally synthesized audio using Pure-Data and Super-Collider. It is an introduction to the construction of dynamic sound events from basic building blocks. These live audio synthesis skills can be applied to music and audiovisual performance, installation, analogue / digital hybrid instrumentation setup, to name a few. *Bring your own laptop.*

Of course, you can decide to sign up for all other Rietveld workshops on the <https://reservations.rietveldacademie.nl> (You can book the workshop of your choice one week in advance).

November 2nd, Fellowship Exhibition by Sandberg Research The exhibition is build up by colleague Ramon Coelho with Medialab equipment. We hope that you can look and see how you can use the rental equipment for your own studies.

Location: Fedlev Building

November 6th, Camera & Video technology by Ivo van Stiphout for 1st year Design Department.



If your department is interested in the Camera, Audio, light, or other introduction lesson, please email to medialab@sandberg.nl or come to us. All your ideas are welcome!

Early Bird Video editing. Starting from scratch by Ineke Bakker.

Mail to: ineke.bakker@sandberg.nl

Coming up in November and December:

Camera, Audio, light introductory class that all students can sign up for.

PUB Radio.

Touching all aspects of (making-) internet radio by Jan Kees van Kampen. Coming soon!

An email with a [Sign-Up link](#) will be sent soon!

1st year students Introduction Day on September 19th

Nice that you came to visit us at the Medialab during the tour.



Start of Introduction Day for first year students, 3th floor.



Video editing studio @5th floor

Super-Collider is Super!

'Now I have piece of coding from which I can sculpt the composition, and record samples within Super-Collider'.

**Diane Mahín from Re:master Opera talks about her new step in her research into sound composition with Jan Kees at Medialab.*

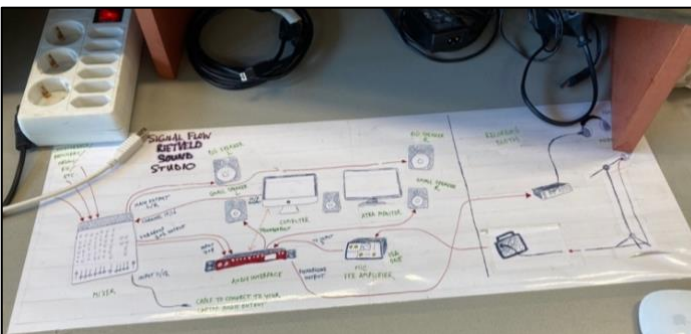
I am currently making a performance with my brother for which I need a mini composition for a long static scene. I worked in the sound studio for a day with the semi-modular synthesizers, but I only managed to get very dark sounds out. When I mentioned this to Jan Kees, he offered to help and show me a different way of sound synthesis. We spent an afternoon where he introduced me to Super-Collider. I didn't know about it before but it's a coding software for sound synthesis. Because it's a coding software you are forced to really understand each step of building the sound, understanding the oscillators, the filters, the modulations, etc. You can't get away with turning random knobs, which can be a good or bad thing depending on your project and needs. Jan Kees took me through the coding process of constructing a basis for the ambient looped composition I'm trying to create. He also showed me a few really intricate self-coded compositions to illustrate what is possible with the software. Now I have piece of coding from which I can sculpt the composition, and record samples within Super-Collider. I'm very excited to work on it the coming weeks, on my own and with the help of Jan Kees. Both to create the composition I need and to learn a lot more about sound synthesis and composition.

```
35 Tdef('loop').clear,  
36  
37 (  
38 a = [60, 63, 67, 72];  
39 b = ["ui", "garlic", "melon", "lemon"];  
40 Tdef('mel',{  
41   inf.do{| i |  
42     j = i % 4;  
43     // j.post;  
44     // ('instrument': 'snd', 'note': rrand(60, 96), 'rls': 0.2, 'am  
45     ('instrument': 'snd', 'note': a[j], 'rls': 0.2, 'amp': 0.2).play  
46     b[j].postln;  
47     0.125.wait;  
48   }  
49 }).play  
50 )
```

Thanks Diane!



Computer room @5th floor



Audio Studio 5th floor

USB sticks and other solid-state memory.

USB sticks are usually pre-formatted and can be used right away. Some devices require a different format to operate.

FAT32 is most used and works on all devices but... has a file size limitation of 4 GB, even if your stick can contain 128GB, an individual file cannot be bigger than 4 GB.

To escape from this limitation you need to reformat your USB stick/ drive into another format. For Windows, NTFS is the common format, for Mac choose Mac OS Extended.

Windows cannot read or write Mac OS formatted media without extra software (MacDrive).

Apple can READ (windows) NTFS formatted media but cannot WRITE to it without special software (Paragon NTFS for Mac).

The last format is ExFat.

ExFat has no limitations for Windows, Mac, Linux and can be read and written by all common operating systems.

So the best file system format should be **ExFat**.

This is also valid for other solid-state memory like SD cards.

Sometimes your (micro)SD card does not use the total capacity of your medium. You need SD formatting Tool to erase and format your SD card to restore the full capacity of your medium.

visit <https://www.sdcard.org/downloads/formatter/>

USB for Mediaplayers or built-in screen players.

Most of the time these players have format limitation.

If your video file is not bigger than 4 Gb Fat32 is fine to use.

For bigger files use NTFS or try EXFAT.

Apple file systems is mostly not supported.

Make sure your USB stick only contains your video file(s) and nothing else.

First Reformat the stick. Preferable on a Windows computer.

Tip: on our Mede8er Media Players you can play a file automatically at startup.



MED600X3D
High Definition 3D Multimedia Player

MED8ER Media Player:

Video encoded in H264.mp4 or MPEG2.mpeg, CBR max 20 MBps, SD, HD only (not UHD 4k) media: SD CARD or USB stick formatted FAT32 or NTFS (not ExFAT or Apple file system). Copy videofile(s) in the root of the card/usb stick **and remove all other files from the card or usb stick.**

Check in video settings if single or multiple file loop is activated.

Create a folder on the root of your SD card or USB stick called **Autoplay** copy your videofile into this folder.

After a restart, the video will play automatically.

Note that FAT32 formatted Media can only hold videofiles not bigger than 3,75 GB (4GB limit)

Bigger files need to be copied on a NTFS formatted stick (limit capacity of your media) analog and digital outputs available.

Recommended Media is Sandisk Ultra SD cards

<https://www.dataio.nl/sandisk-ultra-flair-usb-stick/> do not use cheap Philips USB sticks.

Opening day of the year 2023-2024



WISHING YOU A WONDERFUL AUTUMN. GREETINGS MEDIALAB

Opening hours Medialab

Monday	08:00 – 21:45
Tuesday	08:00 – 21:45
Wednesday	08:00 – 21:45
Thursday	08:00 – 21:45
Friday	08:00 – 18:00
Saturday	12:00 – 18:00

Photo/Film studio (FedLev Building-Basement)

(shared with Rietveld Academy) Need introduction first time.

Wednesday 09:00 – 21:00

Thursday 09:00 – 21:00

Reservation: filmstudio@rietveldacademie.nl cc: ivo@sandberg.nl

Sound studio (5th floor B&C Building)

(shared with Rietveld Academy)

Monday 09:00 – 19:00

Tuesday 17:00 – 21:00

Friday 15:00 – 21:00

Saturday 10:00 – 14:00

reservation: medialab@sandberg.nl

After the introduction you can work independently in the studio.

Software: Ableton live, Logic, Protools, Audacity, Audition etc.

Occupation/Affinities/Specialties Medialab Staff

Jan Kees van Kampen (Mon – Tue) - jk@sandberg.nl Sound/Music, Coding, Interactivity/Performance, Light, Radio, Linux

Ineke Bakker (Tue – Wed – Thu) – ineke.bakker@sandberg.nl Video editing, activities and Medialab Coordination

Ivo van Stiphout (Wed – Thu) – ivo@sandberg.nl Video/Film recording and postproduction, Installation and Presentation

Brian McKenna (Friday) – brianski@sandberg.nl Electronics, Sound and Experimental Video

Email: medialab@sandberg.nl

Phone: +31-205-882-411 (office hours, not on Friday)

