COMP 471, Fall 2006
Assignment 1

Description

In this assignment you are to create a real time video processing instrument using the Max/MSP/Jitter programming language. You are free to use any of the jitter objects but **required** to use the jit.matrix and jit.op objects.

Two themes/challengs are proposed by which you can focus and extend your initial exploration of jitter.

1. Use multiple frames of video in creating your output (e.g. layering)
2. Use multiple sources of video, at least one of which **must** be live input (e.g. compositing).

The assignment will be graded on a 15 point scale:
    5 points given for having a working patch that processes live video and outputs it to screen, 0 otherwise
    5 points given for submission of accompanying text, video and well formated patch, 0 otherwise
    The 5 remaining points will be given according to how well your response exceeds basic expectations. Criteria include: addressing the challenges proposed above, reactivity/interactivity, technical exploration of max/jitter, aesthetics/creativity etc.

Submission Requirements

For this assignment you are to submit:
    1. The Max patch defining your instrument. This patch should be runnable in the mac lab .
    2. A Quicktime video showing the input to and output of your patch (you may submit this as two videos - one for input, one for output).
    3. A text description of your work, this text should contain a **clear** description of how to operate the patch as well as a description of techniques used and any relationships to material (technical or conceptual) discussed in lecture.