Healing the pain

Patterns and practices to ease managing art & technology projects

What is the problem?

- Different people, different languages
- Code reuse, maintenance
- Delegation, coupling reduction

Different people

(competence groups)

- research
- implementation
- patch
- control, tuning

Typical code life cycle

• Custom code, good docs, tests

- Hack to make it work for the premiere
- ... zzz sleep
- ?? Does not compile anymore, too hard to understand, cannot reuse...
- Restart from scratch

Code at work

videos

inner-voice

partition for 8 muscles and 1 sampler

Use case

home: dance as a side effect of music production (2008)



Competence groups * where the problems begin *

- EPFL, LANOS: algorithmic research
- HEIG-VD, Yverdon: custom radio chip
- motilis, Lausanne: custom capture device
- Gaspard Bucher: software
- Gaspard Buma: choreography

What happend Damn!

What's wrong with this crap ?

In the mean time...

Are you sure this one doesn't work ?



And the rest of the team * spends time in the cafeteria *



What went wrong?

we mixed competence groups: 1 + 1 + 1 = 50% work, 250% stress



Solutions





(Moon) rock solid

- Easy to start (museum)
- Easy to setup
- Easy to maintain



Plug & play

- no IP / port settings
- to the lowest level (embed)
- auto-documenting
- enable settings recording and restoring



5 years of pregnancy and abortions

- 2006: "I need a tool which I can hack"
- 2006: Let's build a patcher in C++ (PureData not working, jMax dead)
- 2008: Rubyk used in "home": only crashes on startup.
- 2009-2010: Tried to add network transparency.
- end 2010.. Rewrite with Lua as core language.

Details

- Using library xyz with Lubyk (dub C++)
- Threading model
- Distributed programming
- The bugs that byte (sic)
- Multi-track recorder/playback with SQLite3



lubyk.org

Gaspard Bucher 2011