150
1 1 0
sel 1 0

# R & D

A
V
Y
JUPITER

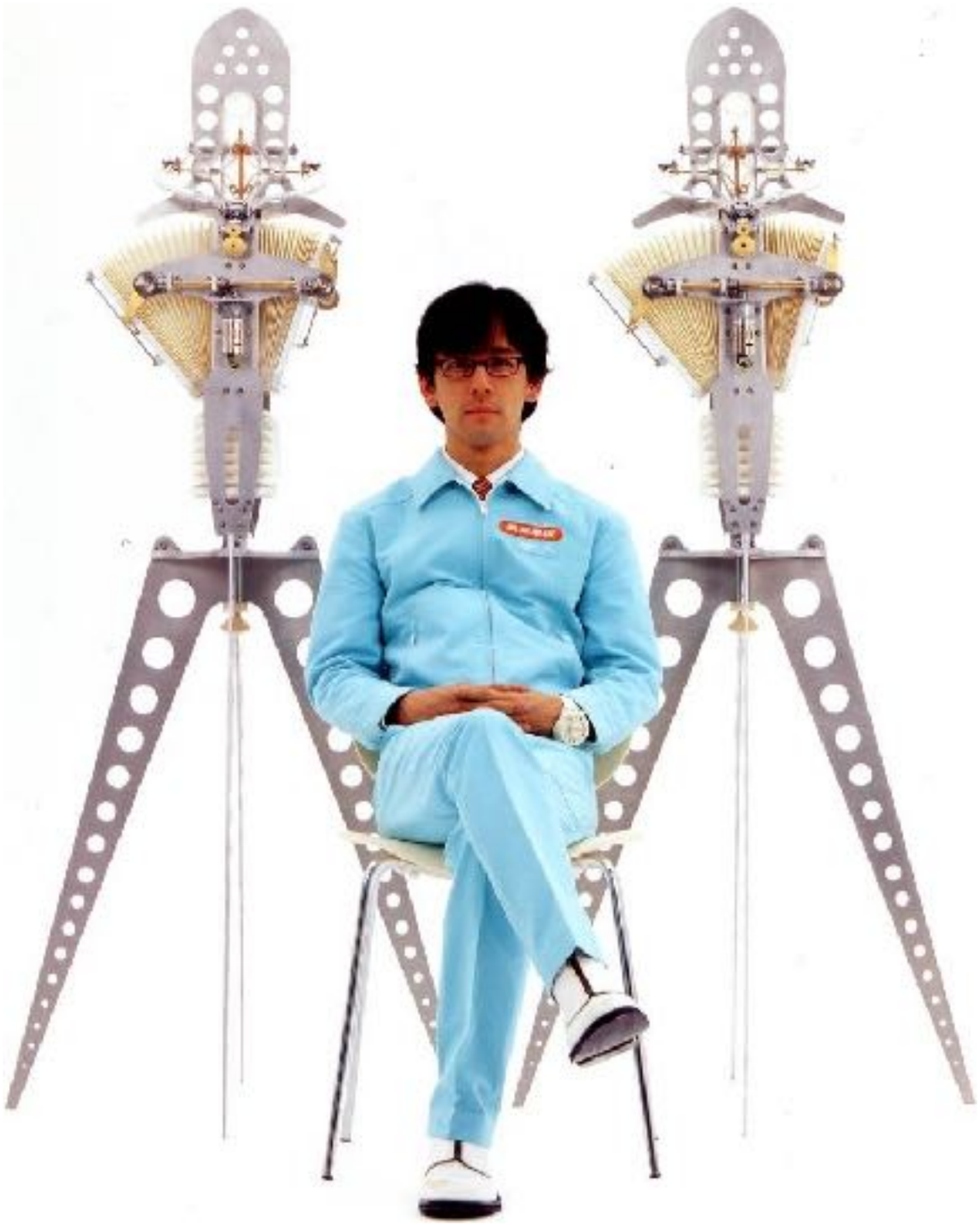
# Influences

DEVO

Sun Ra

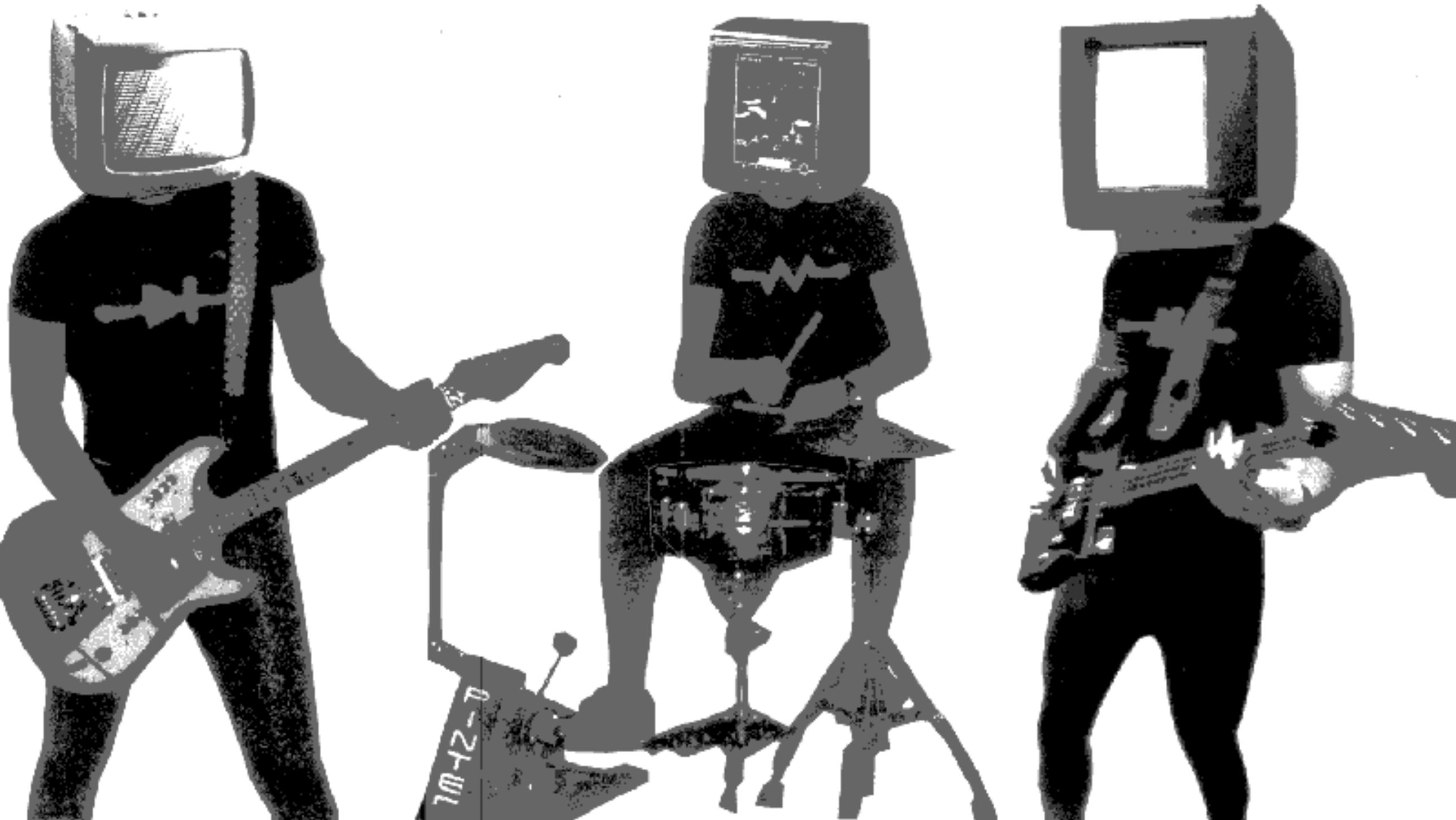
Laurie Anderson

# Maywa Denki



robotcowboy

7inchWave - 2004-05



# Experiments

# The Sloppy Bytes - 2005

First Activation - 2006

Xybernaut MA-I

Pentium II

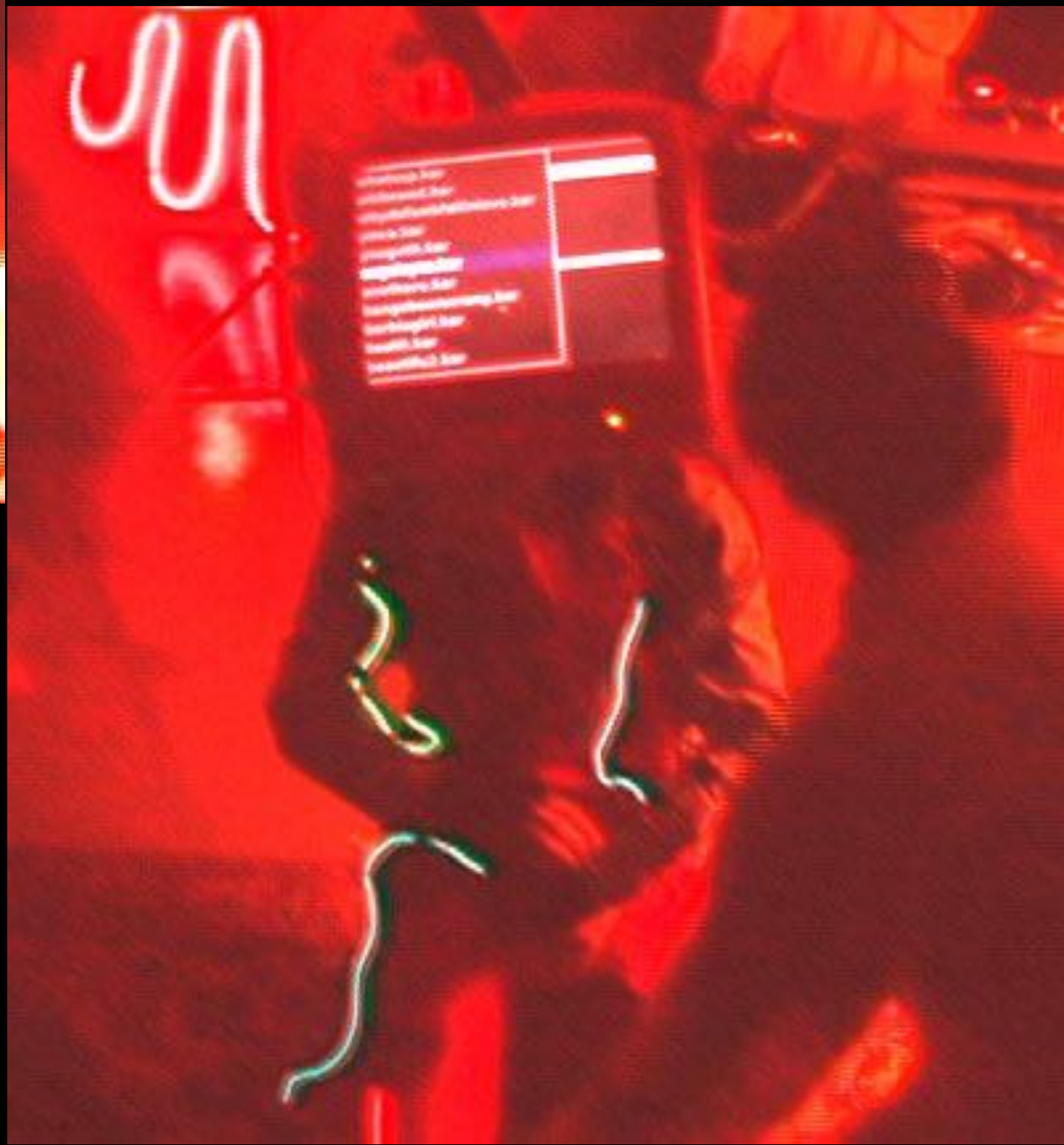
recharge - 2006

cowboyrobot - 2006

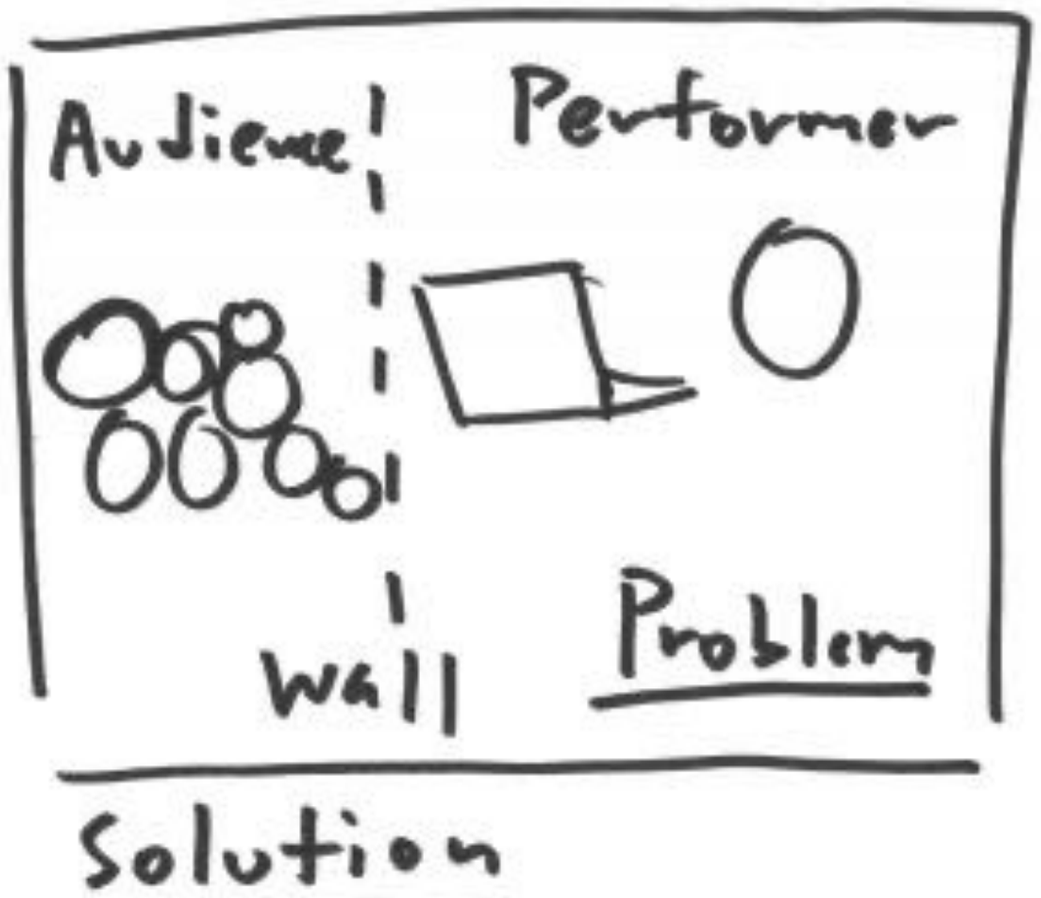
w/ Oscar Ramos MX/SE
as
Golden

Dancing for Brandon Harrod - US

midi_karaoke - 2006
w/ Oscar Ramos



# robotcowboy: Cabled Madness


Audience
Performer
Wall
Problem

Solution
Audience + Performer
display
I/O Devices

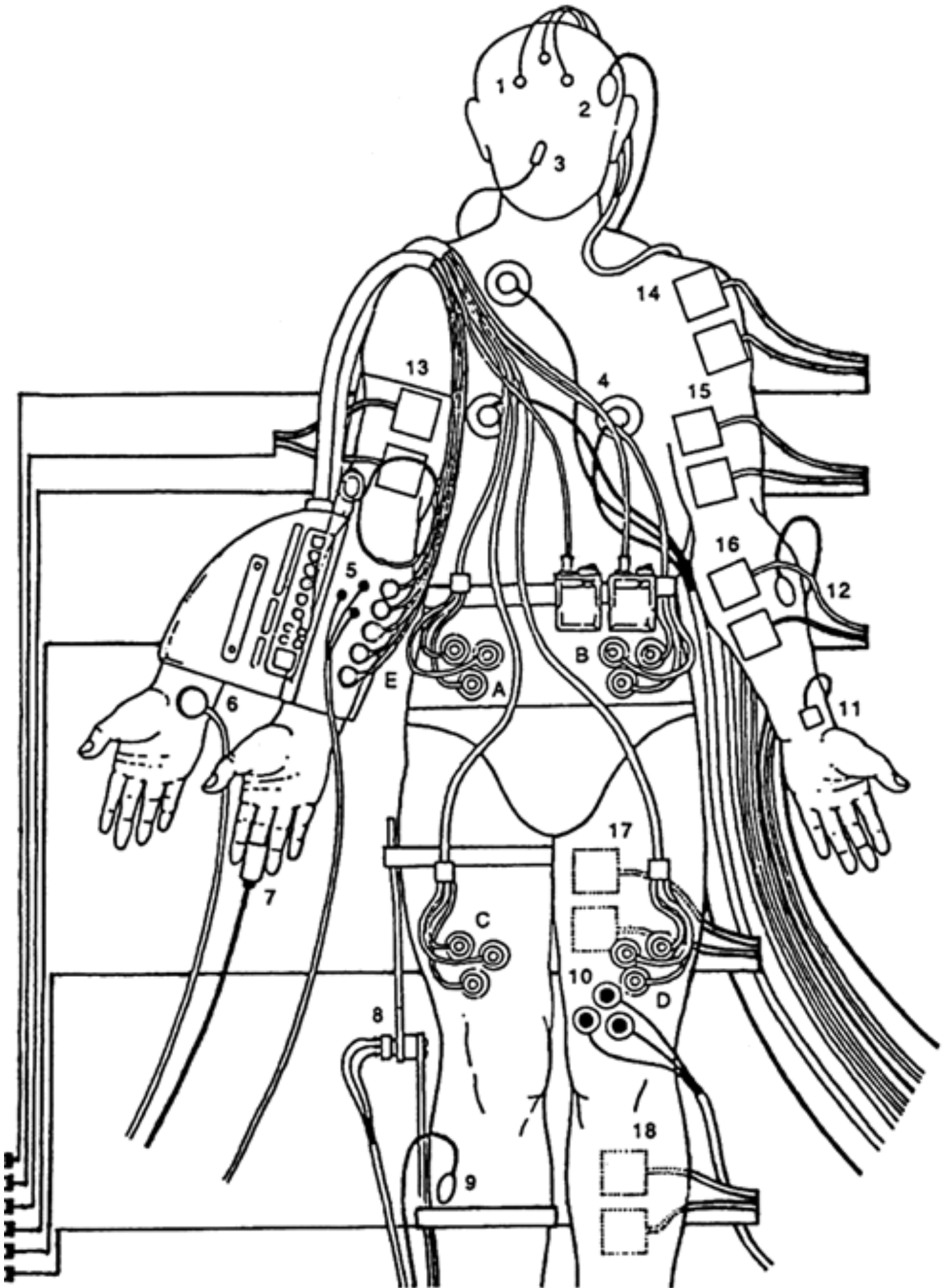
AFASIA 1998 INTRO scene.Marcel.lí Antunez & D.Koehli

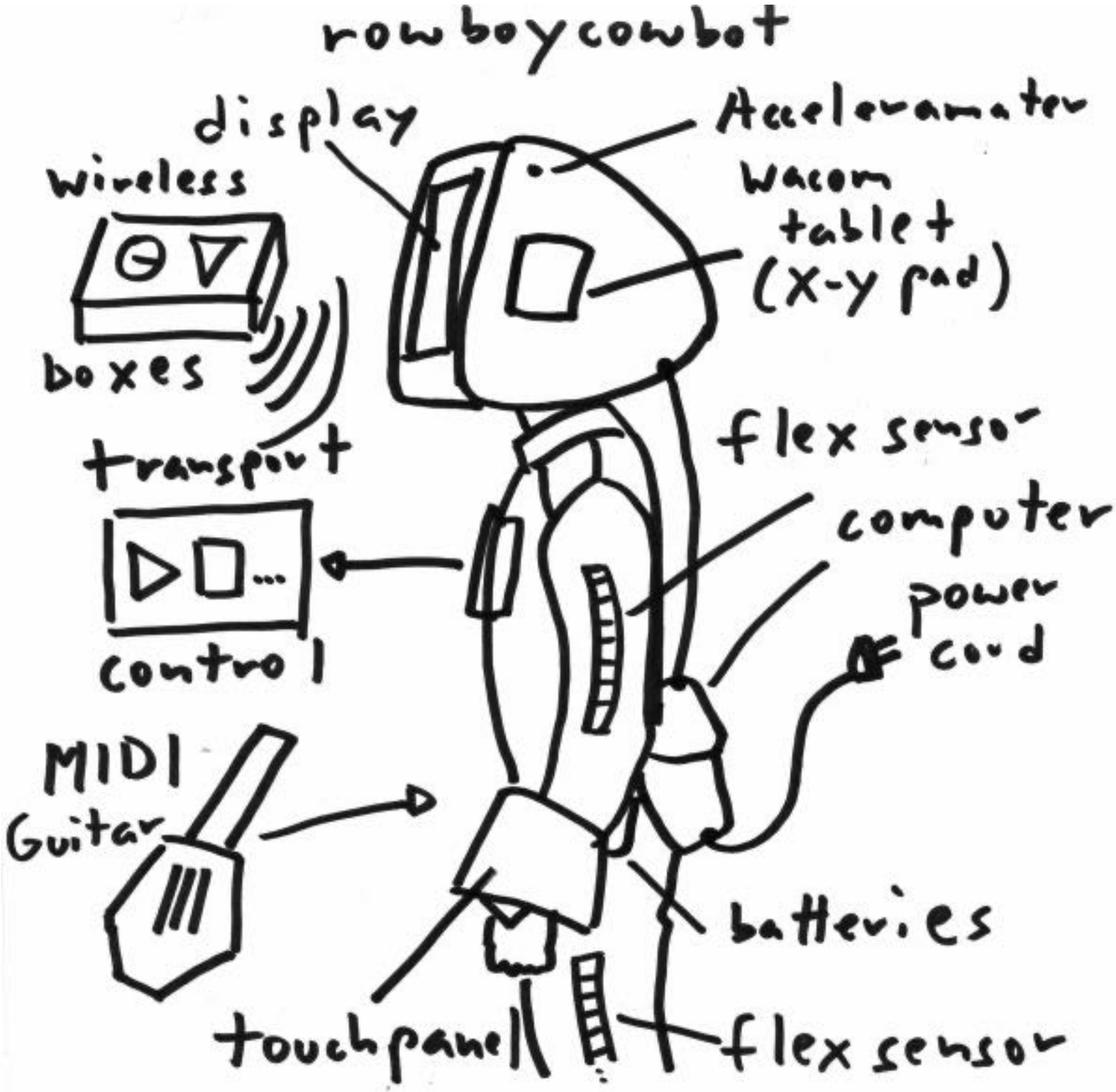
RICHARD TARLTON.

Joe Barrick
and Piatarbajo

Rahsaan
Roland Kirk

Vic Ellis, of Sussex


1
2
3
14
13
4
15
16
5
12
B
E
A
6
11
17
7
C
10
D
8
18
9


rowboycowbot
display
wireless
boxes
transport
control
MIDI
Guitar
touchpanel
Accelerometer
Wacom
tablet
(X-y pad)
flex sensor
computer
power
cord
batteries
flex sensor

# 10 Tenets of robotcowboy
# (A Manifesto)

1. The cyborg embodies the computation: all of the gear must be worn on the body

2. Plug and play: plug in the system, turn it on, it works

3. Human frailty: there must be room to fail

4. Human energy: live sweat must be felt when listening to every song

5. Good with the bad: the human is enabling/disabling, the machine is enabling/disabling

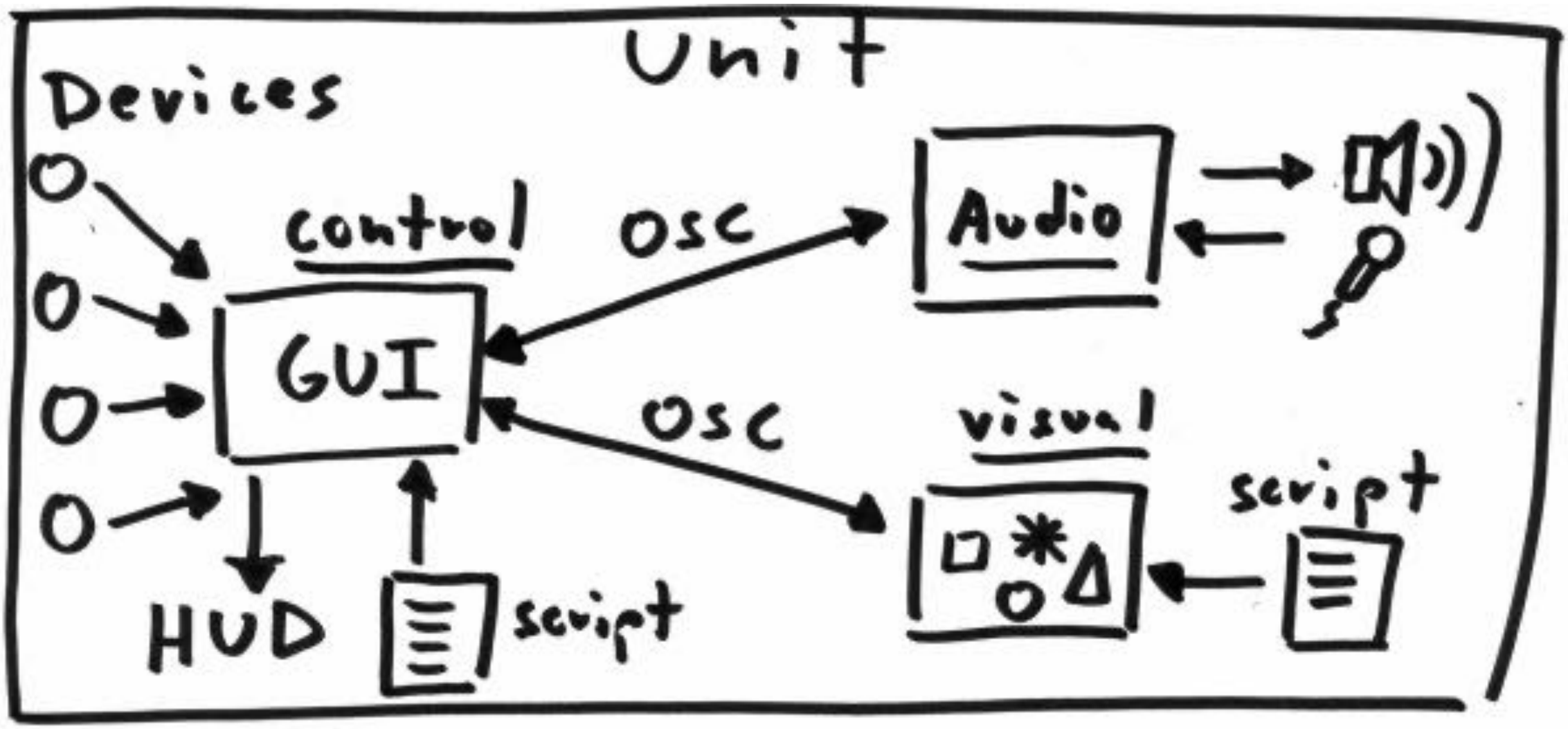
6. A real prototype: new ideas and gear must be tested in a real environment, risks must be taken

7. The non-recording artist: the performance is the commodity, recordings should be live

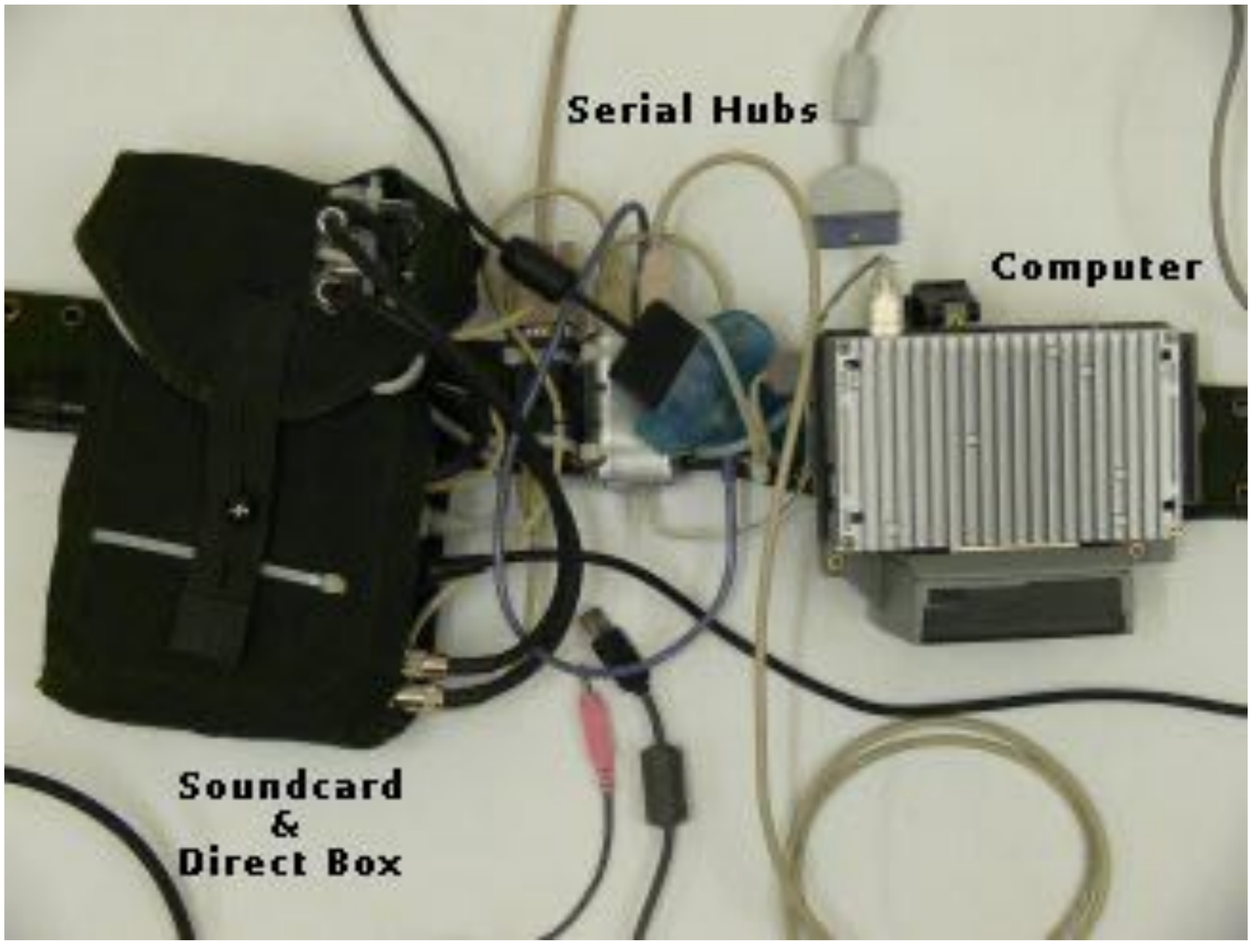
8. WY SEE IWYG: sound and action should be proportional

9. WY HEAR IWYG: everything should be reproducible live

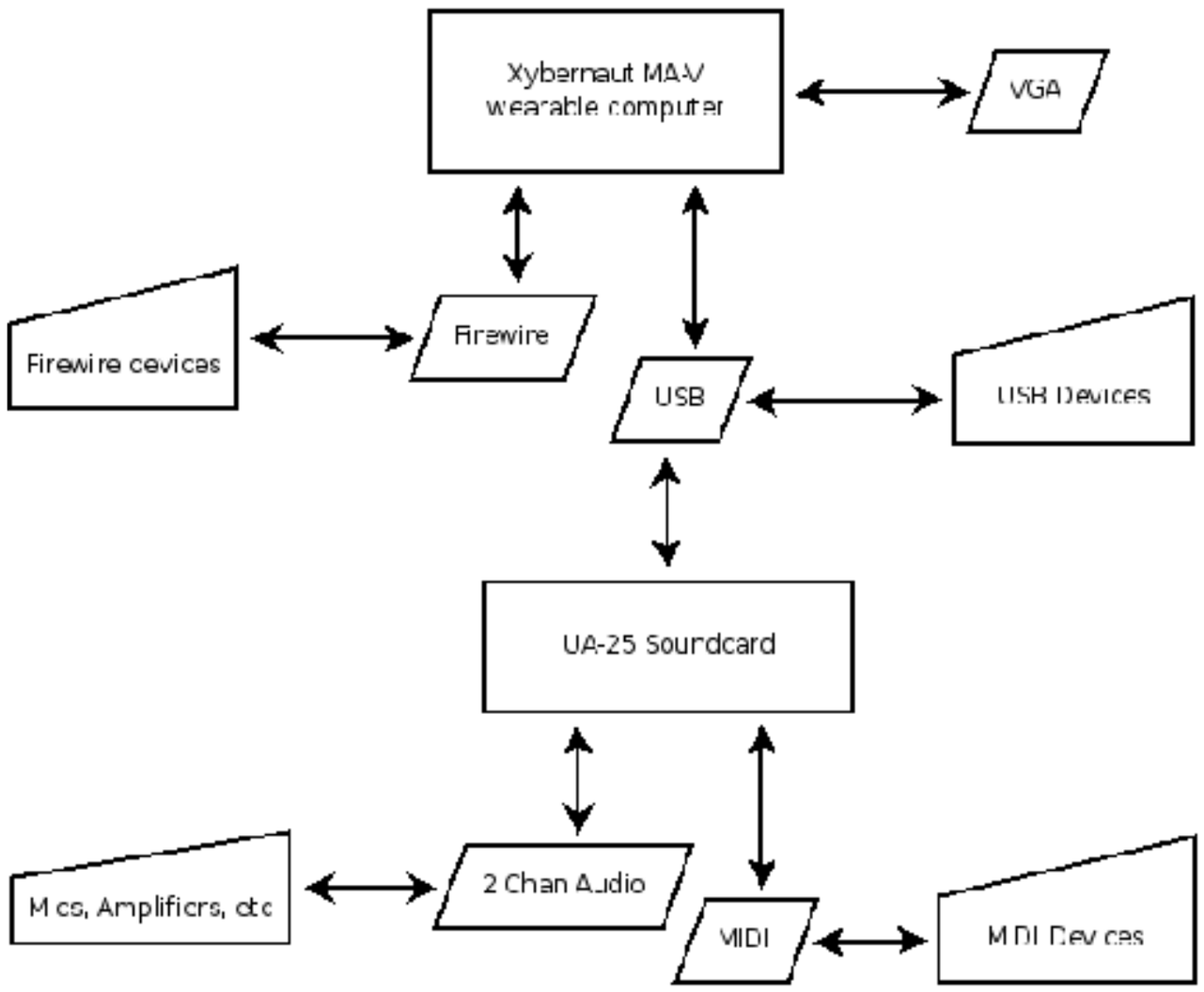
10. Creative freedom: open source software should be used as much as possible

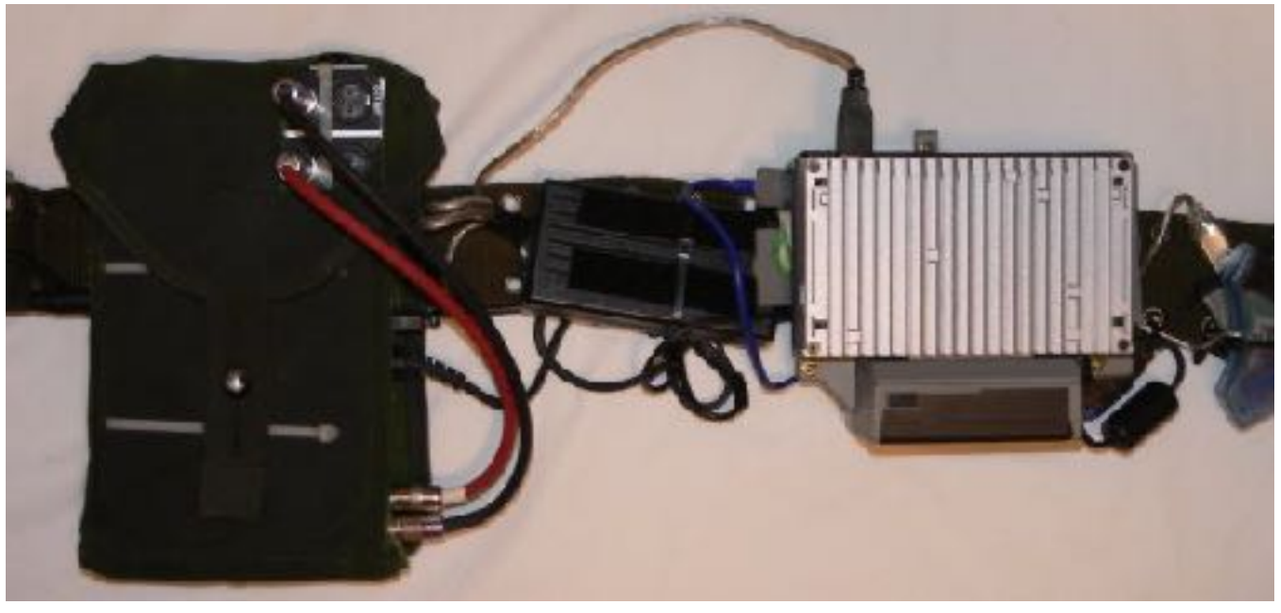

Unit
Devices
control
osc
Audio
GUI
osc
visual
script
HUD
script

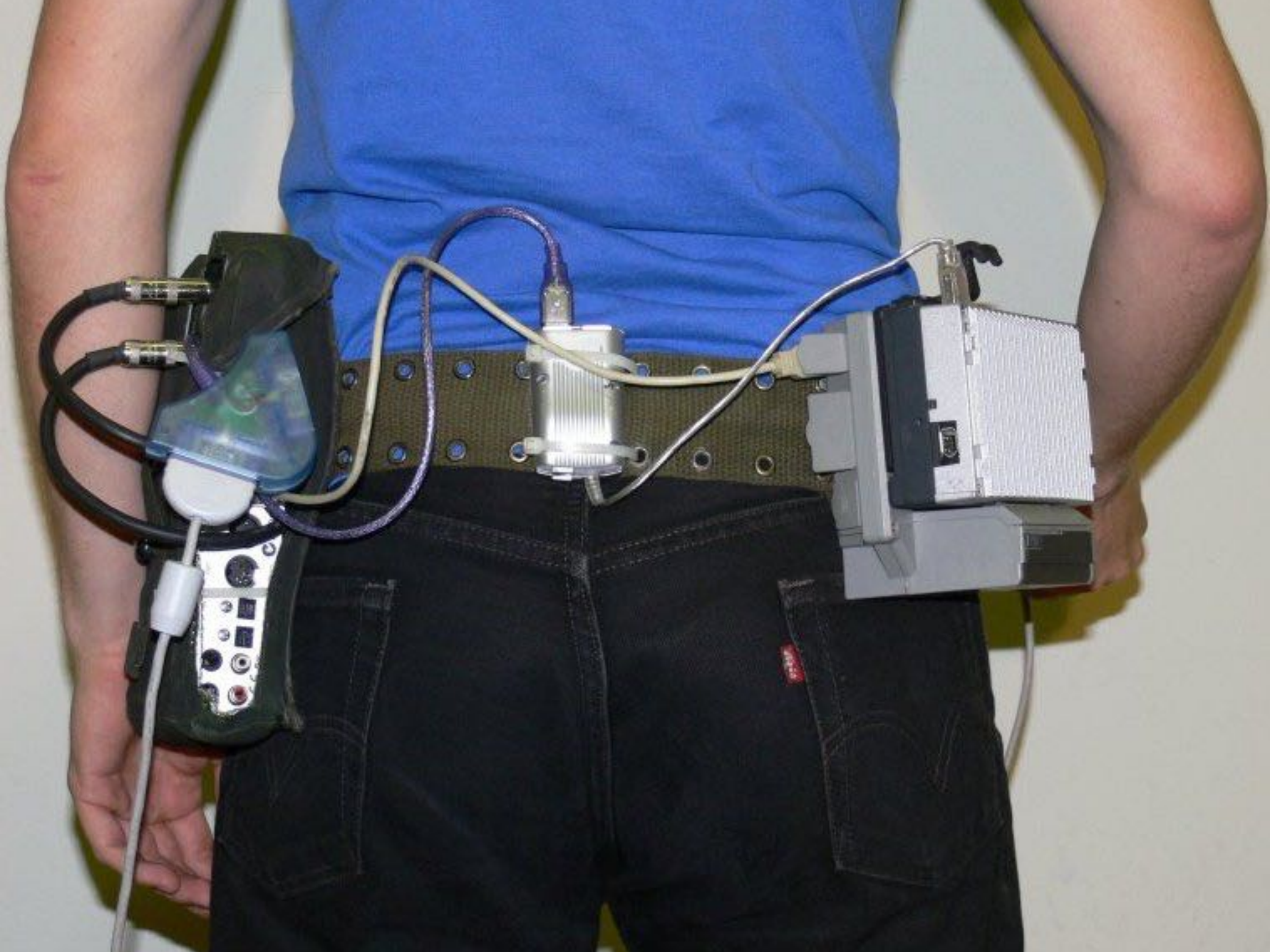
# Xybernaut MA-V
# Pentium 3 500

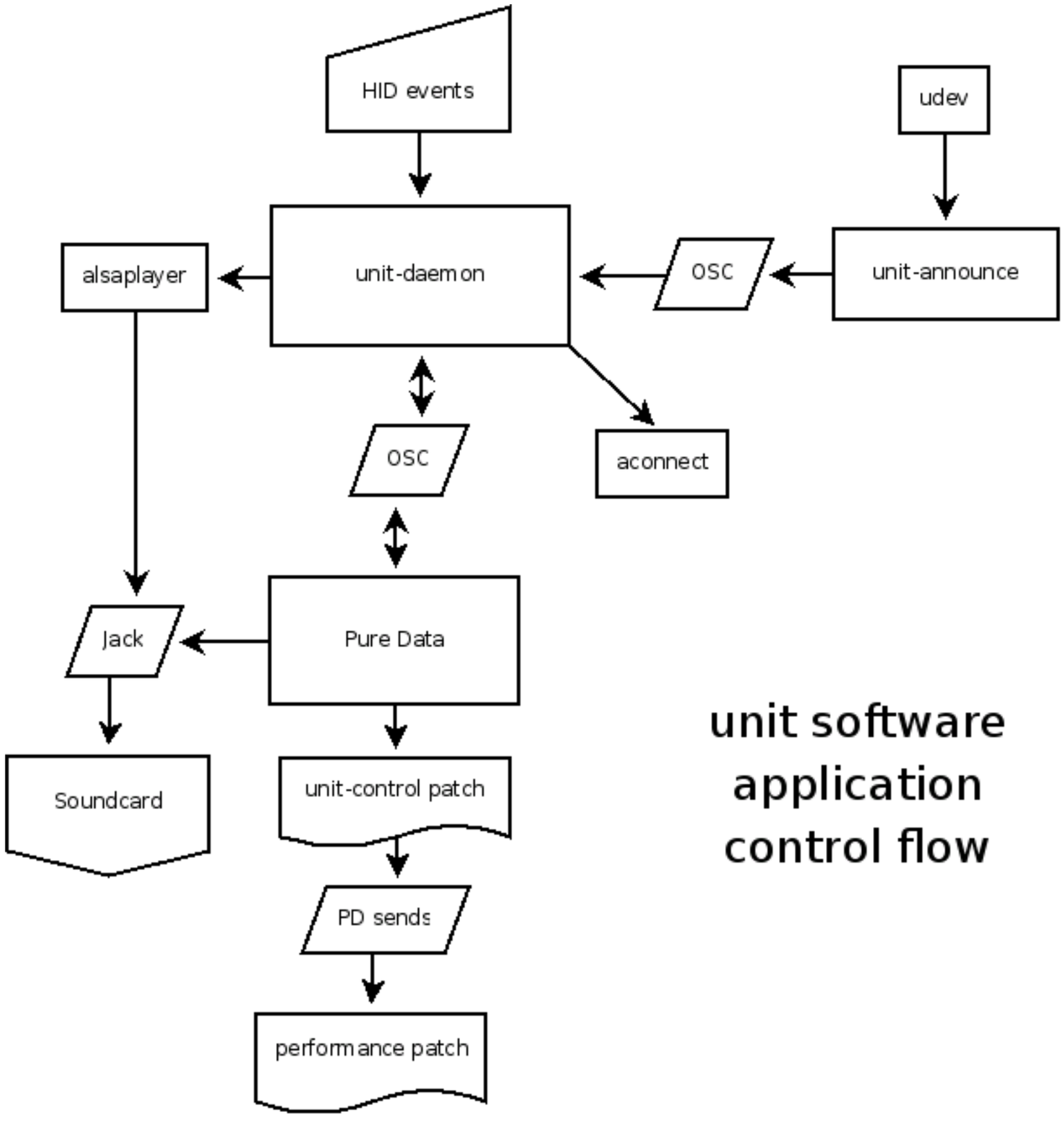


# robotcowboy hardware signal flow



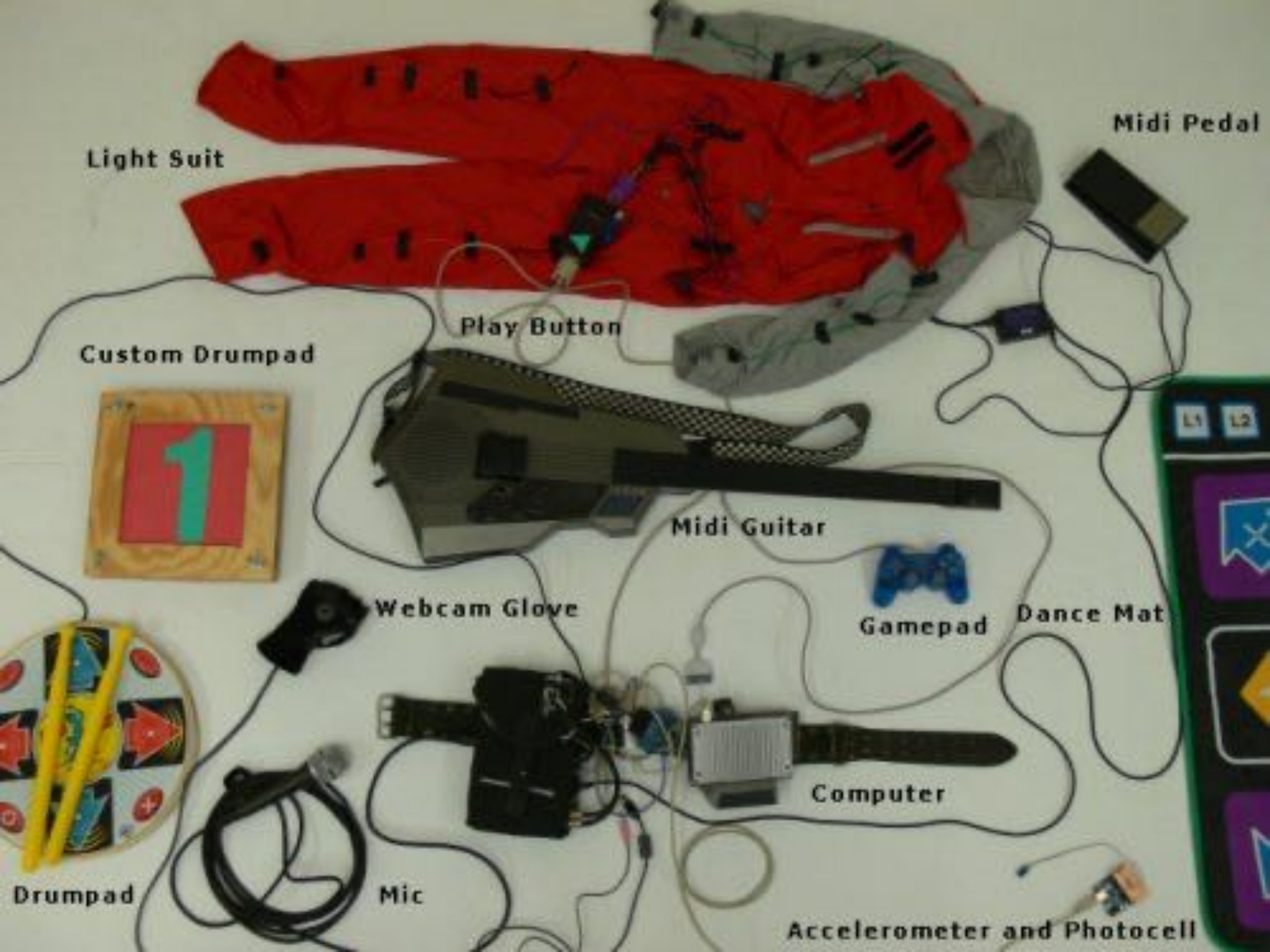





unit software
application
control flow

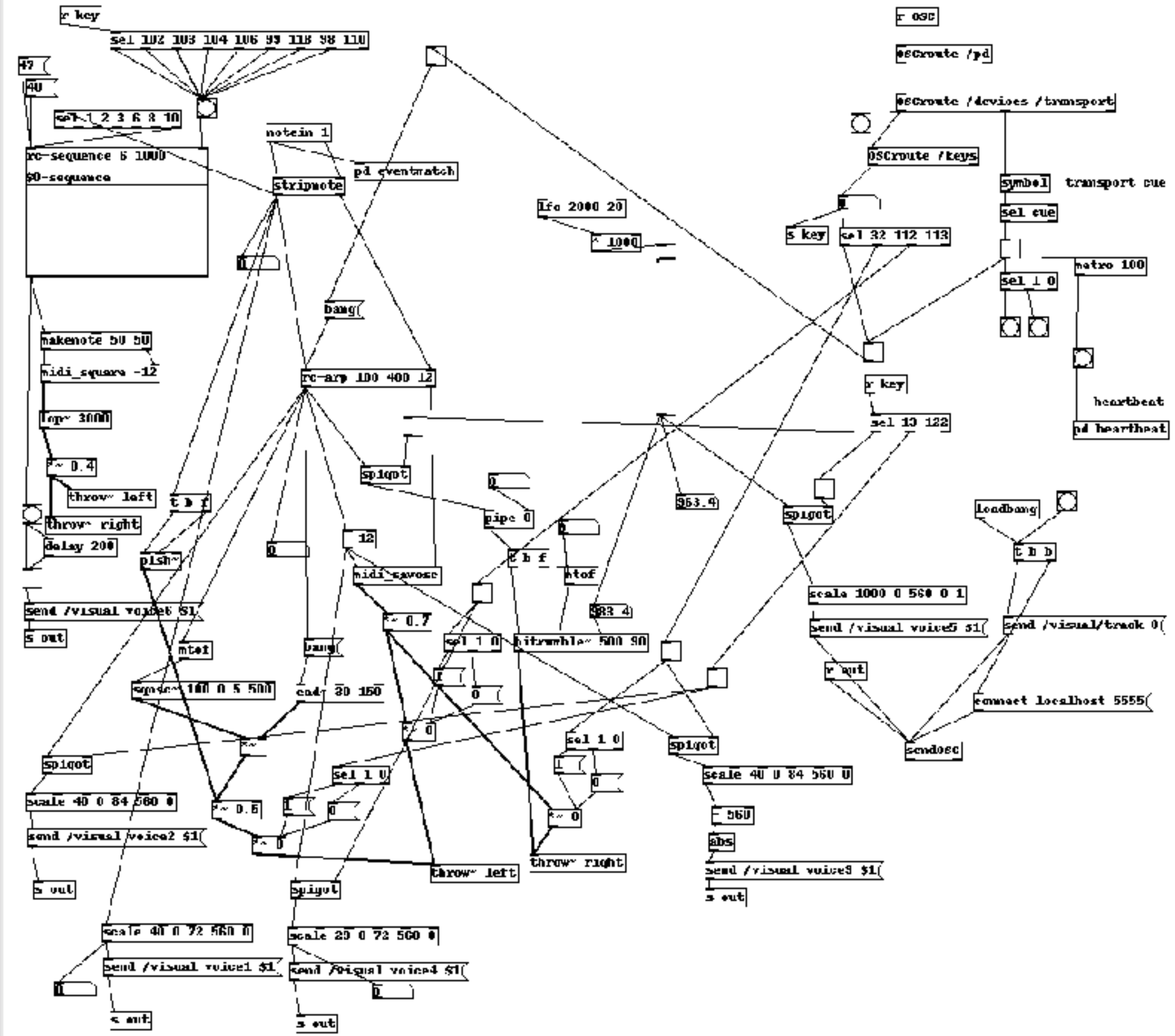
Button Box v1 - 2006

# Button Box v2 - 2007


Light Suit
Midi Pedal
Play Button
Custom Drumpad
Midi Guitar
Webcam Glove
Gamepad
Dance Mat
Computer
Drumpad
Mic
Accelerometer and Photocell

ArpeggiateNow.pd - /home/dano/Creative/pd

File Edit Put Find Windows Media Help



turn dsp on

loadbang

;
pd dsp 1

key

sel 32  manual cue via spoacebar

/pd/transport cue

s OSC

Velocipede.pd

RunningMan.pd

t a b

/home/dano/Creative/pd

symbol

pack s s

send /pd/patch/open $1 $2

manual patch open

<-debug

manual patch close

Velocipede.pd

RunningMan.pd

symbol

send /pd/patch/close $1

loadbang  connect at start

connect localhost 8880

sendOSC 8880

dumpOSC 8880  OSC in

s OSC

OSCroute /pd

OSCroute /transport /patch

OSCroute /cue

OSCroute /open /close

unpack s s

pack s s

;
pd open $1 $2

symbol

makefilename pd-%s

;
$1 menuclose

pd filename

open $1  set wav filename

audio from performance patch

catch~ left

catch~ right

dac~
audio out

cue

sel 1 0

start

stop

writesf~ 2  recording

Visuals Laptop
(provided by me)

VGA

Backstage

Wireless Router
(provided by me)

AC Power 110 - 220V

Stage

Soundboard

**Notes:**

* I wl move about, so long cords are necessary

* I prefer to play on the floor in front of the stage surrounded by the audience

* feedback should not be an issue if I am in front of the speakers, this is controlled in software

* visuals can be run on a projector, if available, but are not required for a performance

2 XLR cables for Stereo

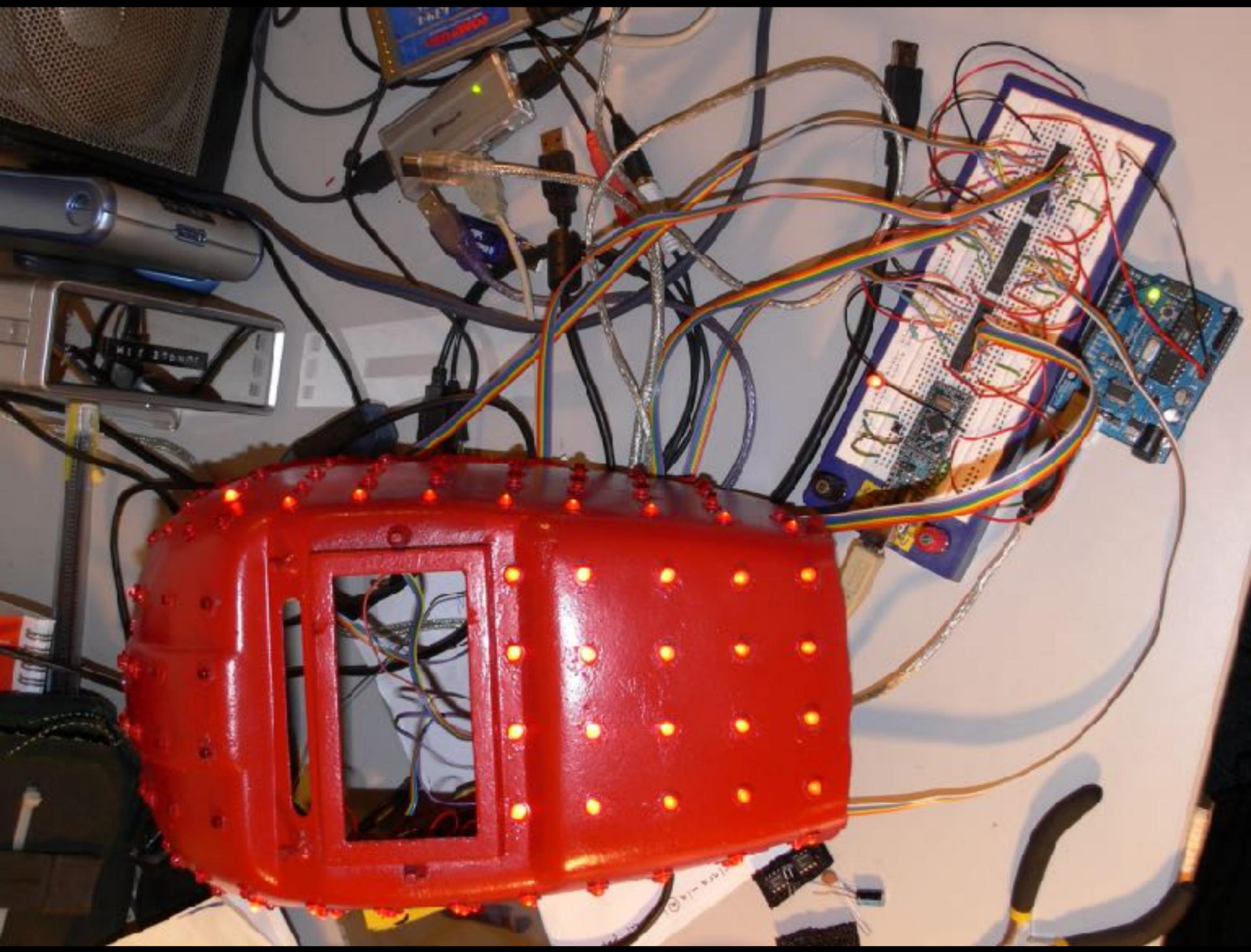
Long XLRs for mobility

+ 48V phantom power on at least 1 channel

Long Extension cord for mobility

VGA

Blingo!



United States
Canada
United
México
POWERED BY
Google
Terms of Use

BallOfLove.pd

reload

load BallOfLove_export.midi

rc-midimetro /bol/timer

reset load

bpm 165 tk/bt 4

BallOfLove_export.midi

eof_stop midiin

timer position bookmarks

250 1500 0

rc-transport /bol/timer 1232

loadbang

load save state

rc-sssad /bol

save load clear

pd datastore

pd bass

pd samples

pd drums

pd input

pd send2visual

pd v1.0

Unit-Control.pd

pd playlist

play

space

prev next load close

BallOfLove.pd

empty

pos 0 ld_list edit

pd audio

record

arm vu

wav

mp3

12 +6 +2 -0 -2 -6 12 20 30 50 oo

pd connections

visual 0 1 debug

pd cpu load

0 MAIV 0

pd mixer

pd v3.5.0

mixer

pd DRUMS

pd GUITAR

pd VOX

pd BASS

pd LEAD

pd SAMPLES

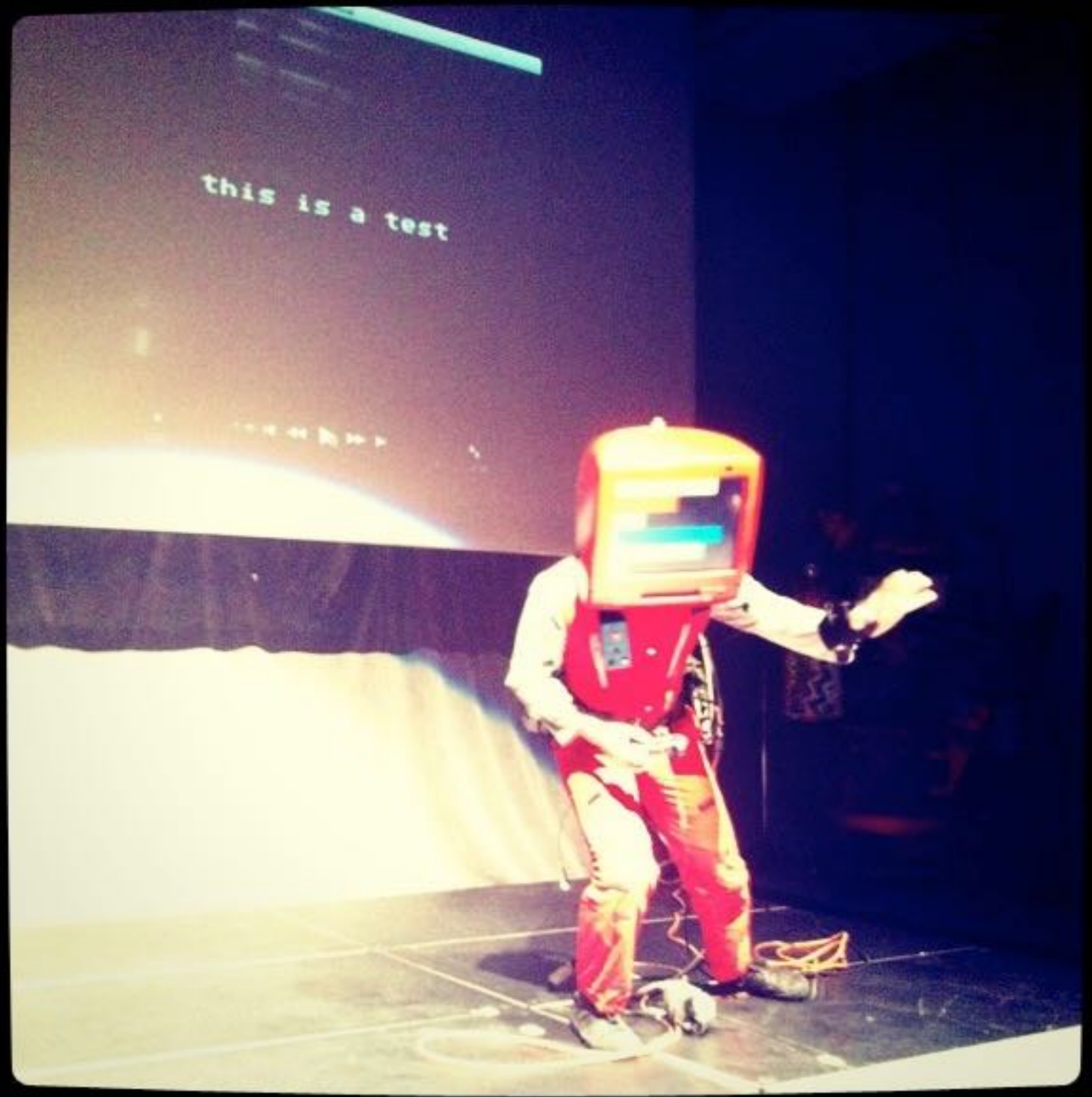
pd FX

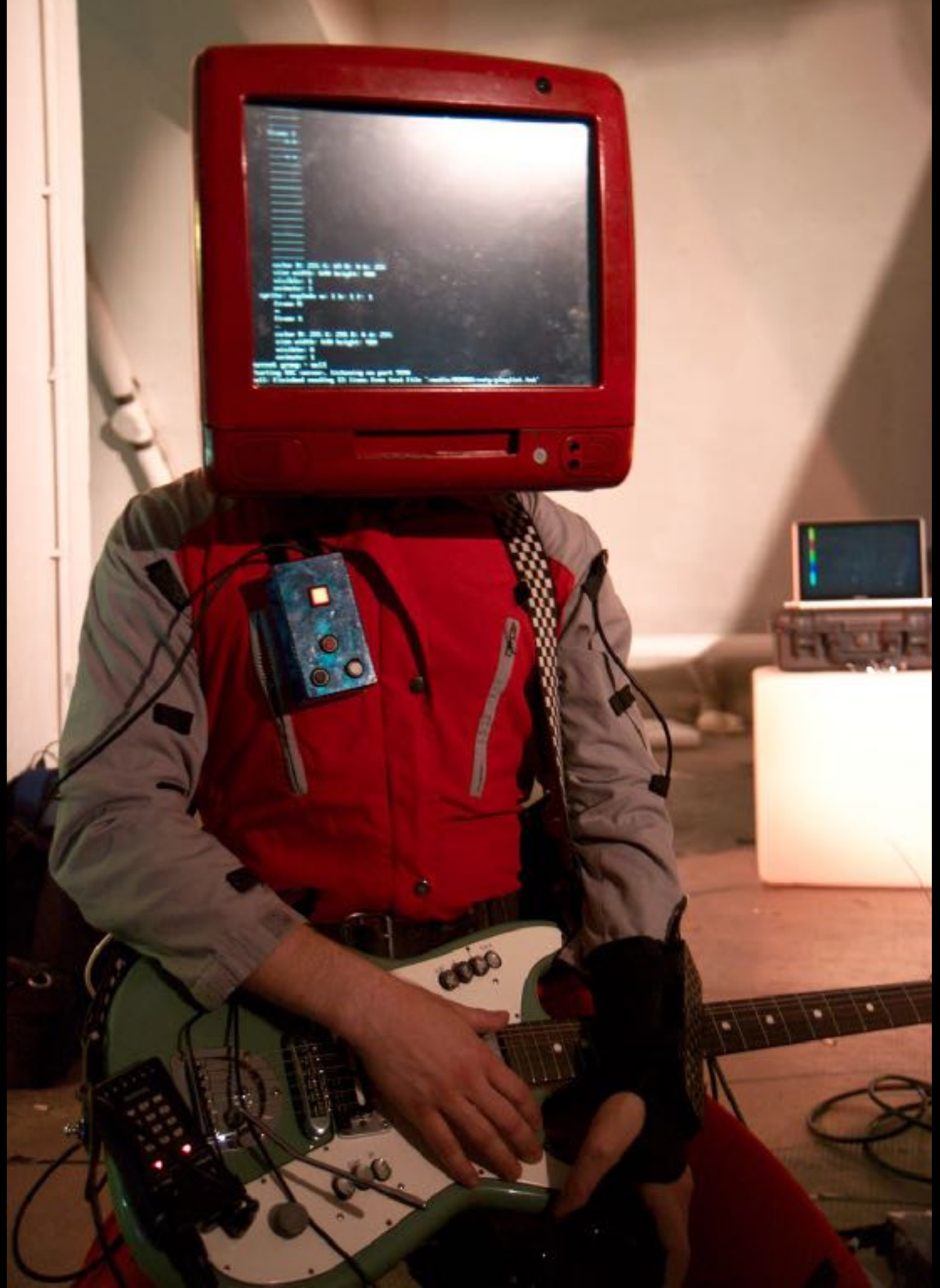
pd CHAN8

mute

12 +6 +2 -0 -2 -6 12 20 30 50 oo

Robot Cowboy


this is a test



# Close Encounters of the Bit Kind - 2009

Simple Science - 2008

2010

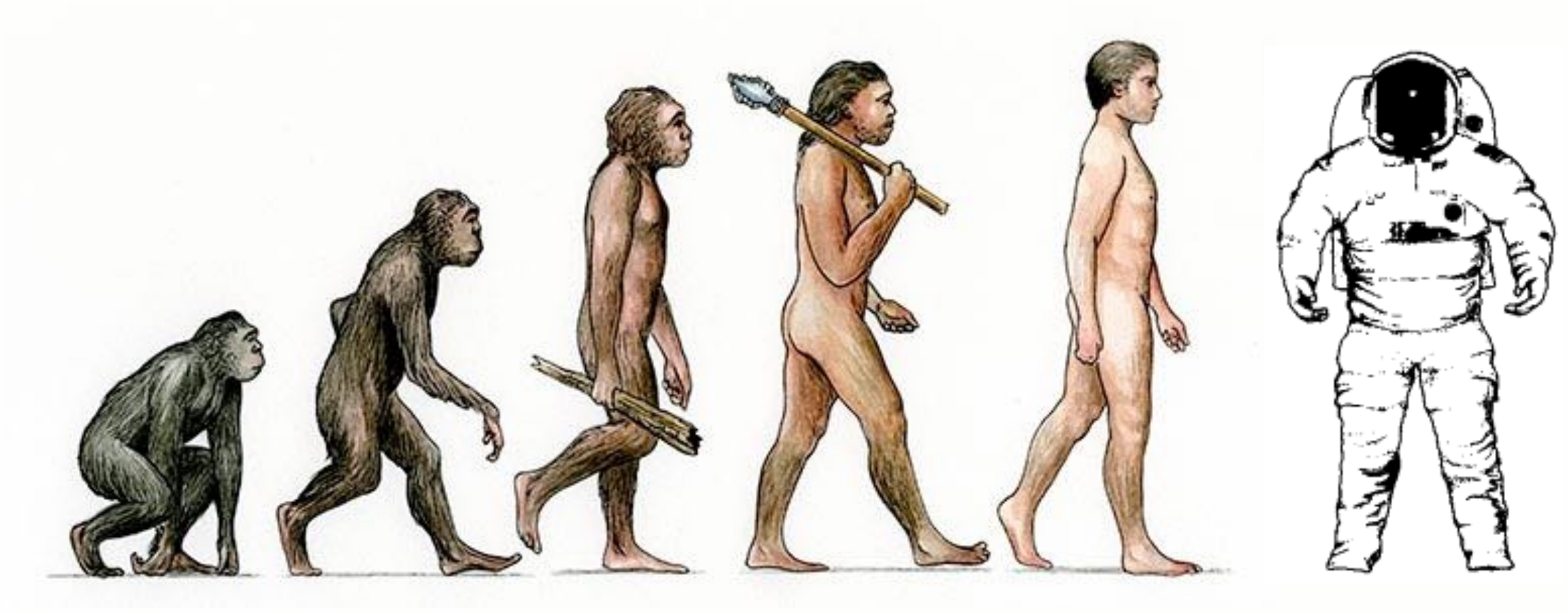
robotcowboy:

Onward to Mars

robotcowboy

# Onward to Mars

MIT Technology Review
HAS QUANTUM COMPUTING FINALLY ARRIVED?
Upfront p24
HOW TOMORROW'S STARTUPS WILL BE FUNDED
Business Report p75
TECH TRANSFORMS MUSIC, ART, AND PROSE
Reviews p87
Buzz Aldrin, Apollo 11 moonwalker, would like a word with you.
You Promised Me Mars Colonies. Instead, I Got Facebook.
We've stopped solving big problems. Meet the technologists who refuse to give up. p28



2

MARS SOCIETY DESERT RESEARCH STATION

MAJOR SPONSORS

6

4

1
2

1
3
5
2
4
6
Grey clay
Red clay NE
#5
Red/Grey clay NNW
#6
Blue/purple clay NE
#7
Pink clay
NNW
#8
Dark Red/Grey
GARMIN

N
Image © 2012 GeoEye
Image State of Utah
Google earth

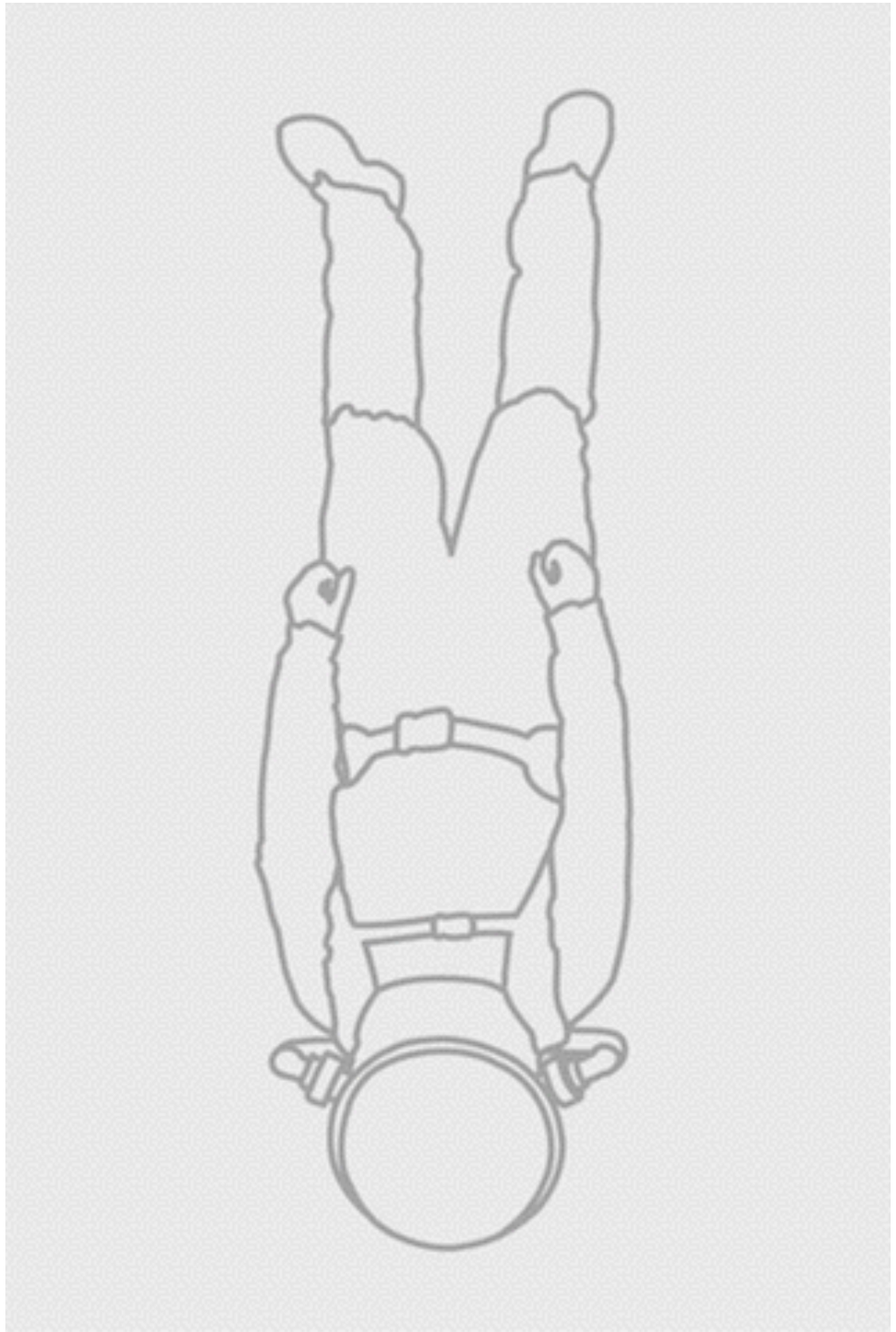


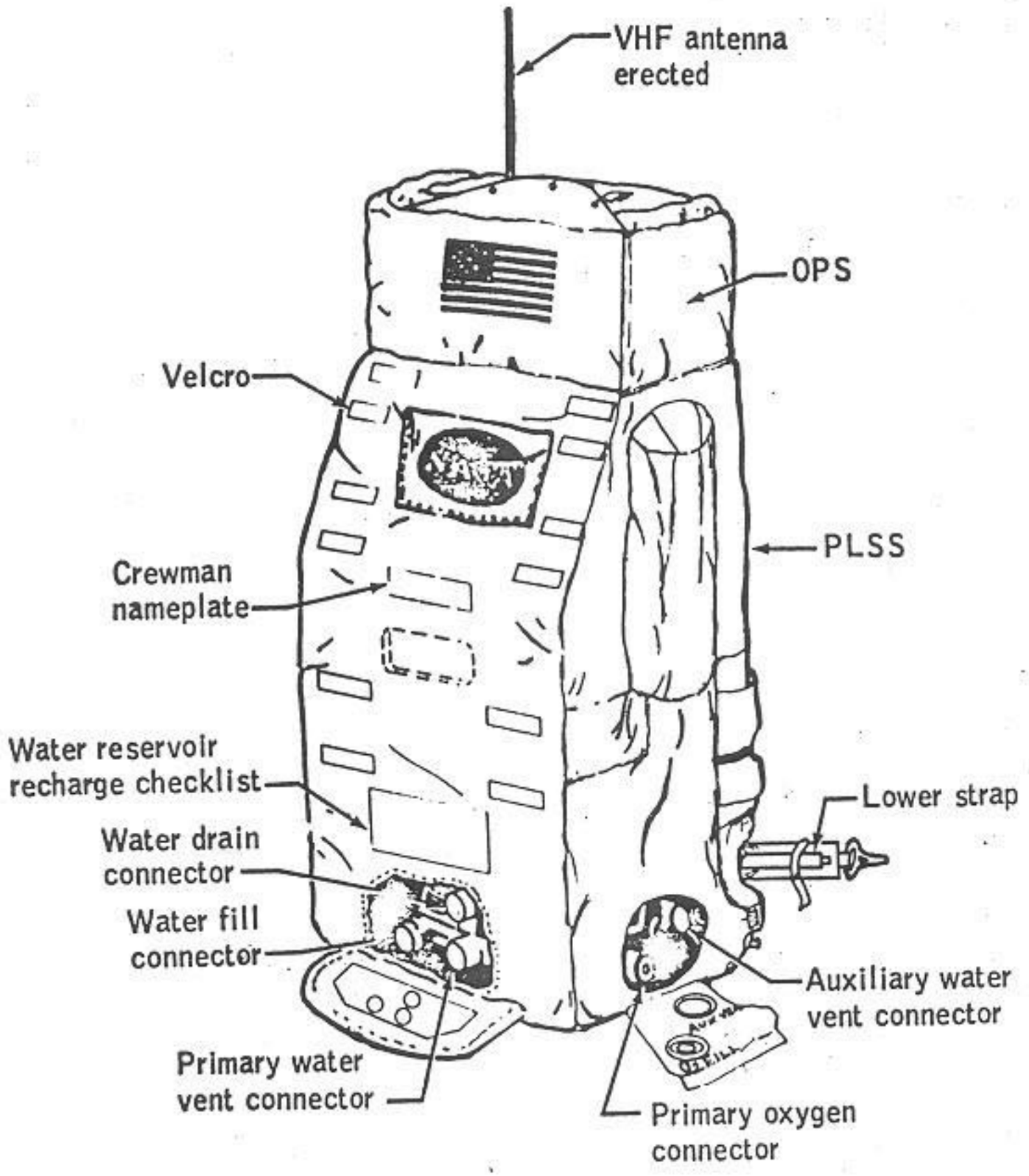
Foto: danomatika
www.danomatika.com

# ESKAPISMUS

## ARCHITEKTUR ALS MITTEL ZUR WELTFLUCHT

cabinet
A QUARTERLY OF ART AND CULTURE
ISSUE 83 THE DESERT
US $12 CANADA $12 UK £7
4
6

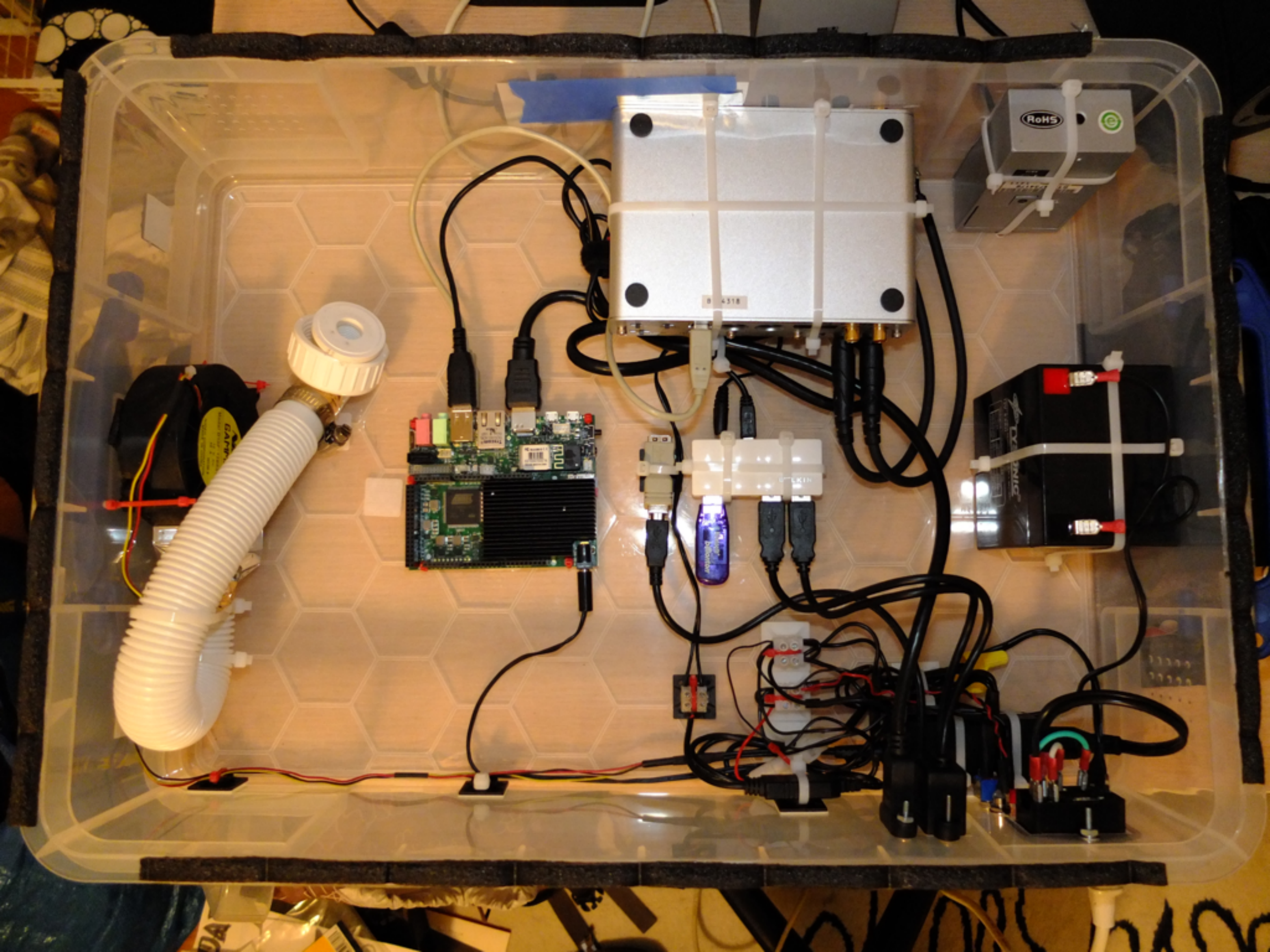
U.S. SPACE CAMP
HUNTSVILLE, ALA.

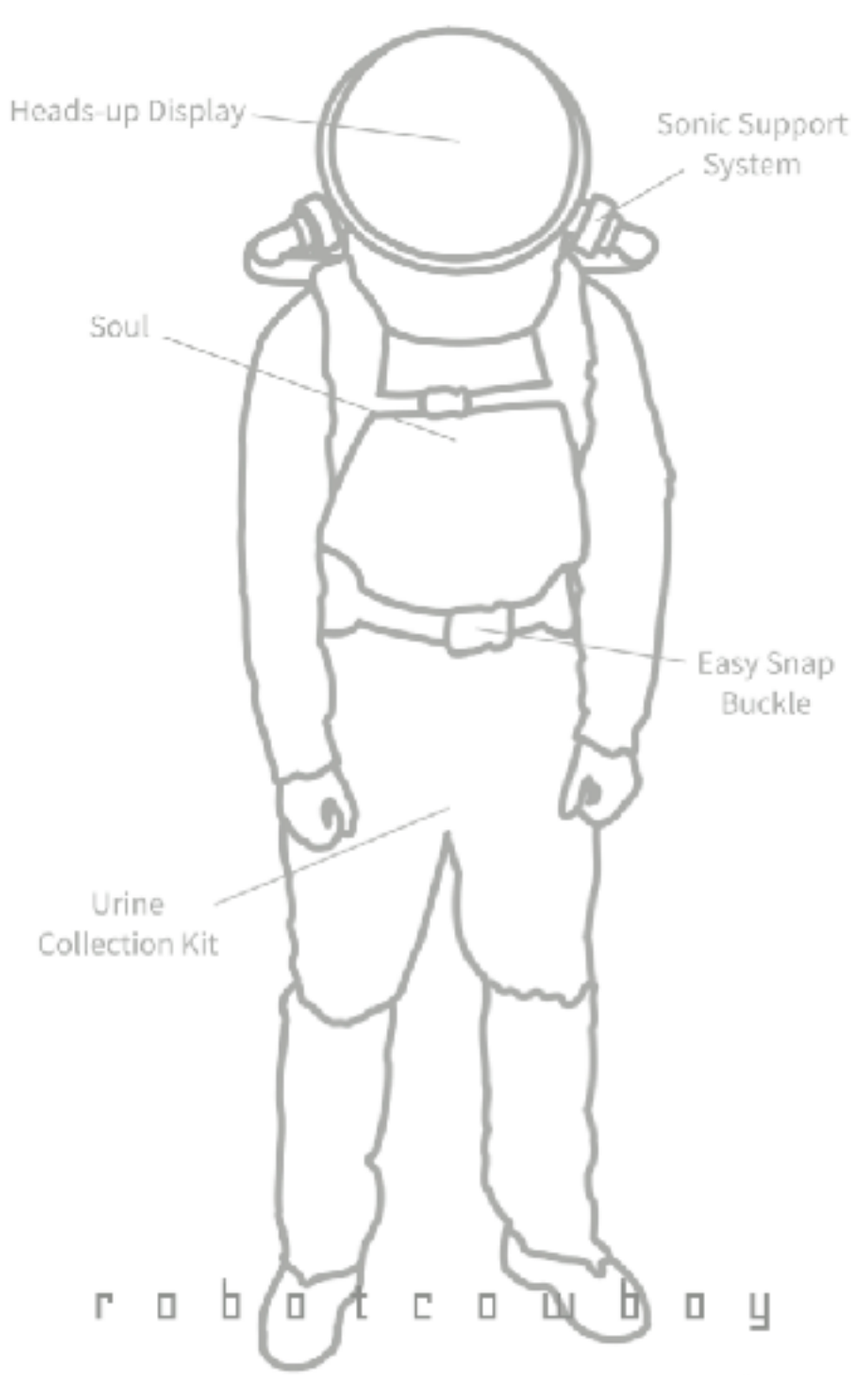



Portable *Life* Support System

Portable *Audio* Support System

DT9205A
Active.
This carton is recyclable.


RoHS

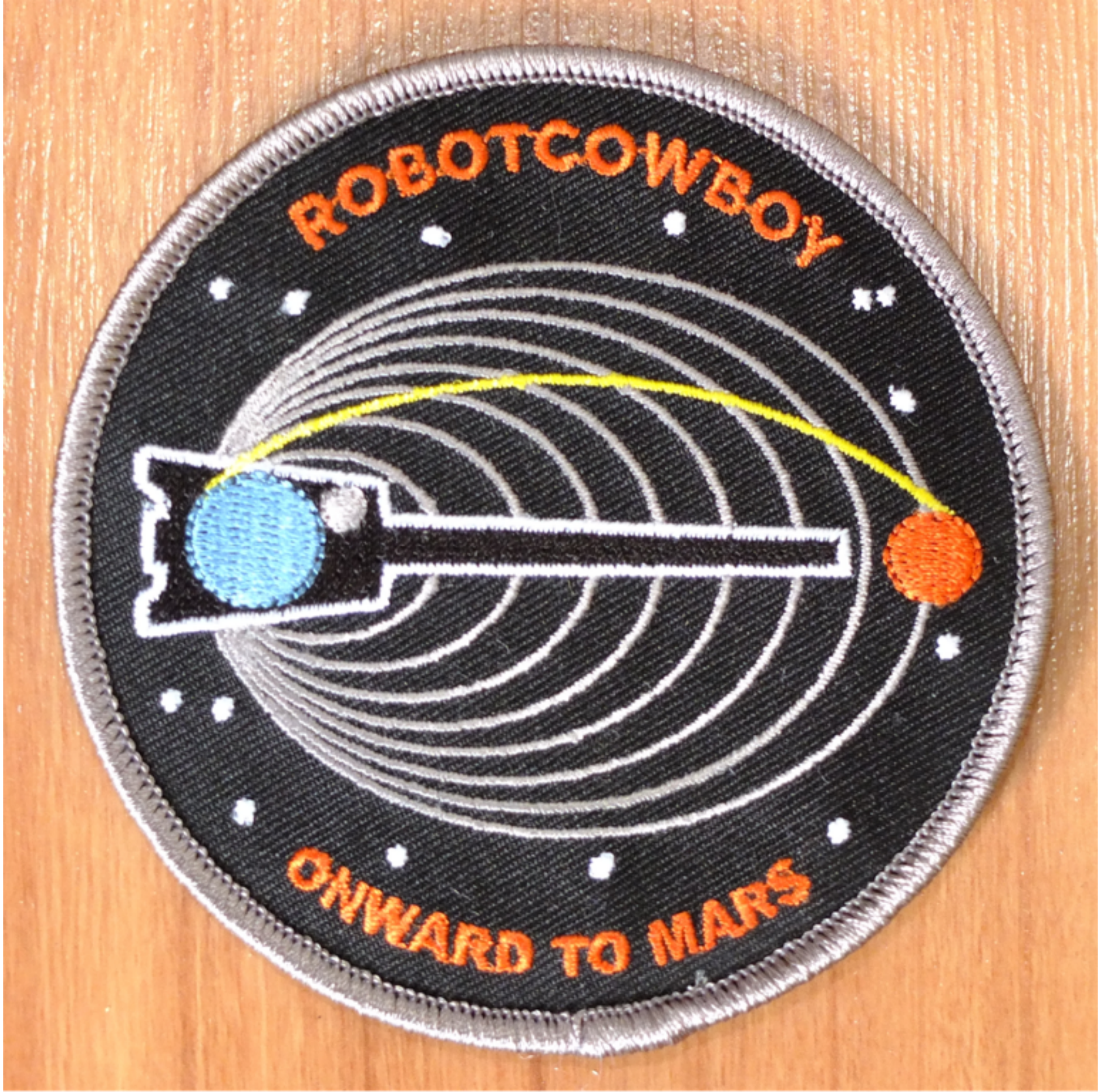


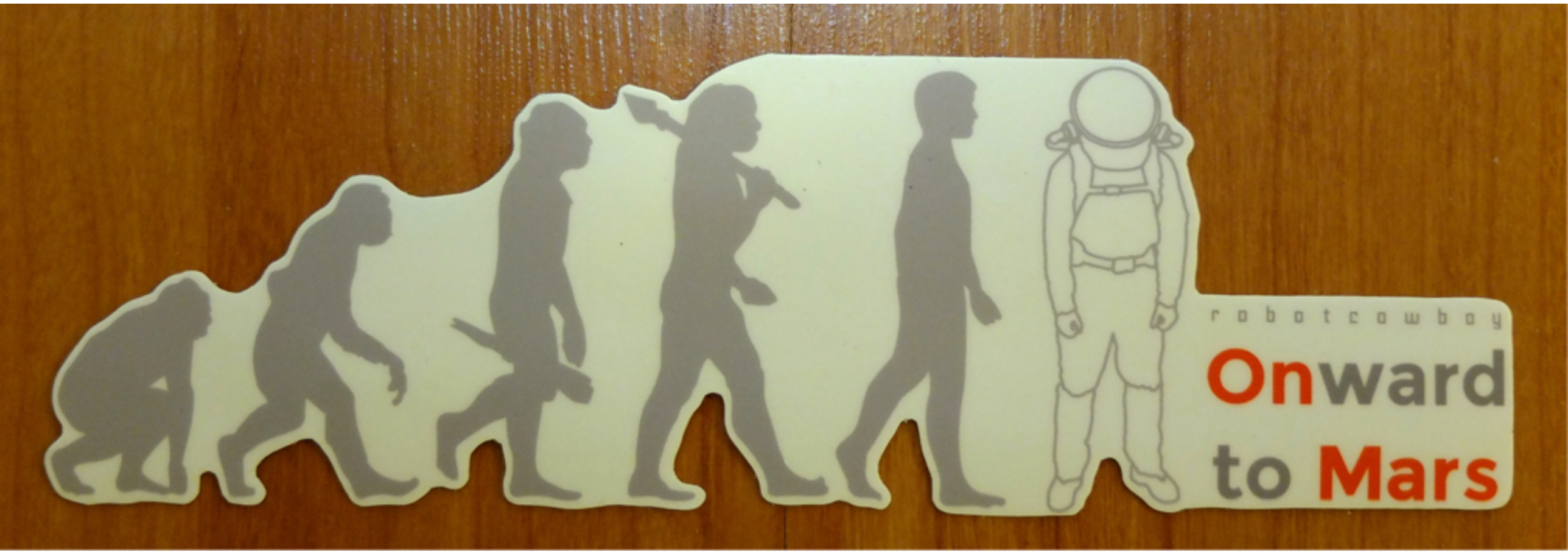

robotcowboy

# Onward to Mars

**FEBRUARY 8 | 8PM**

newhazletttheater.org


ROBOTCOWBOY
ONWARD TO MARS

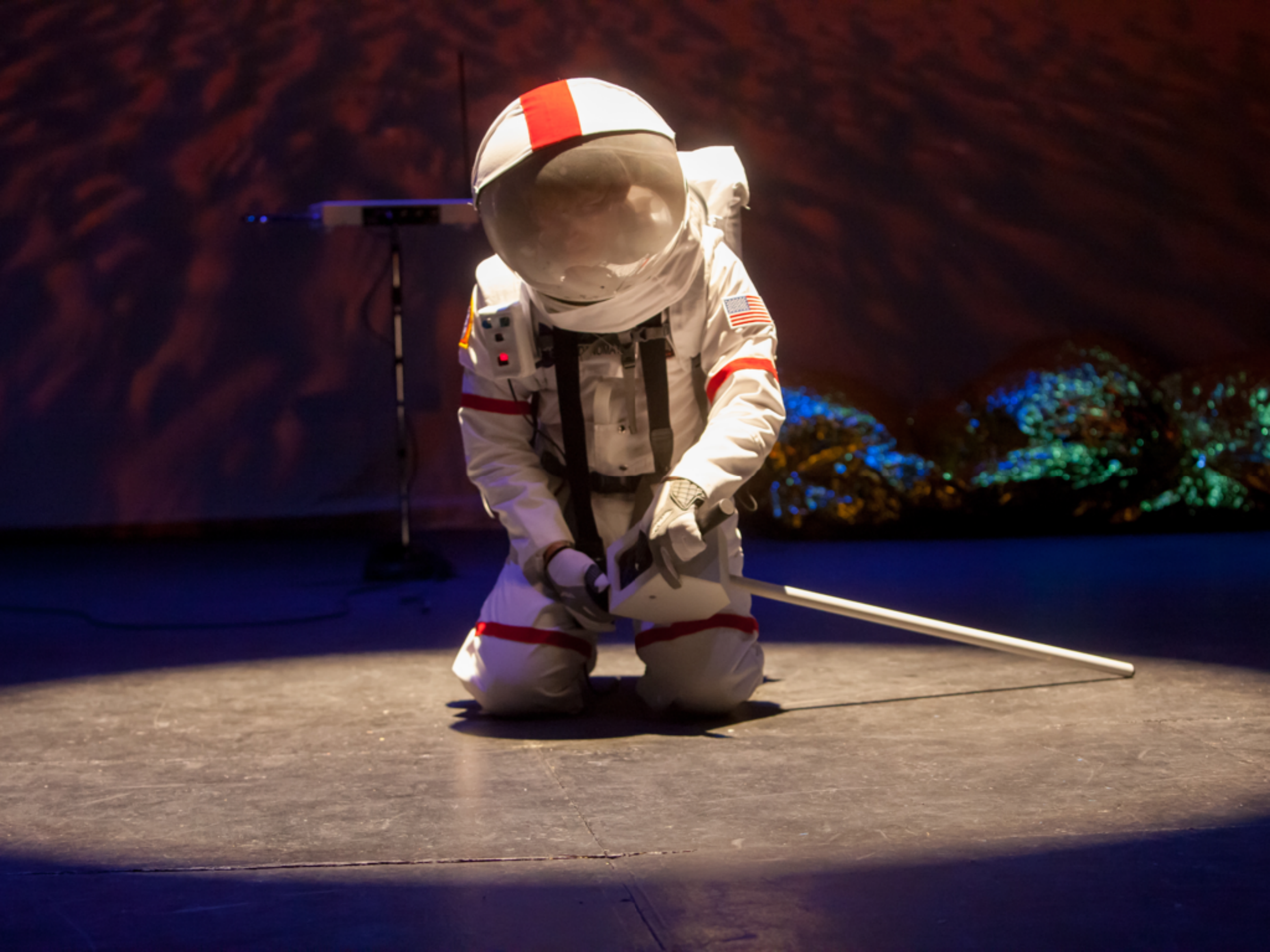

robotcowboy
Onward
to Mars

60
surface

instrument
calibration
in progress

status:processing

DANOMAT

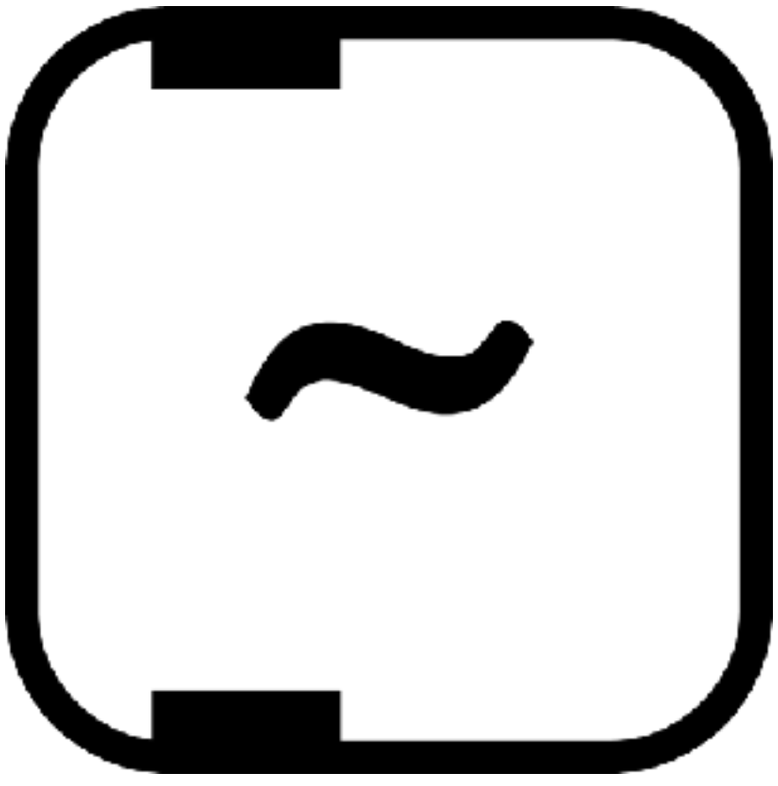


robotcowboy

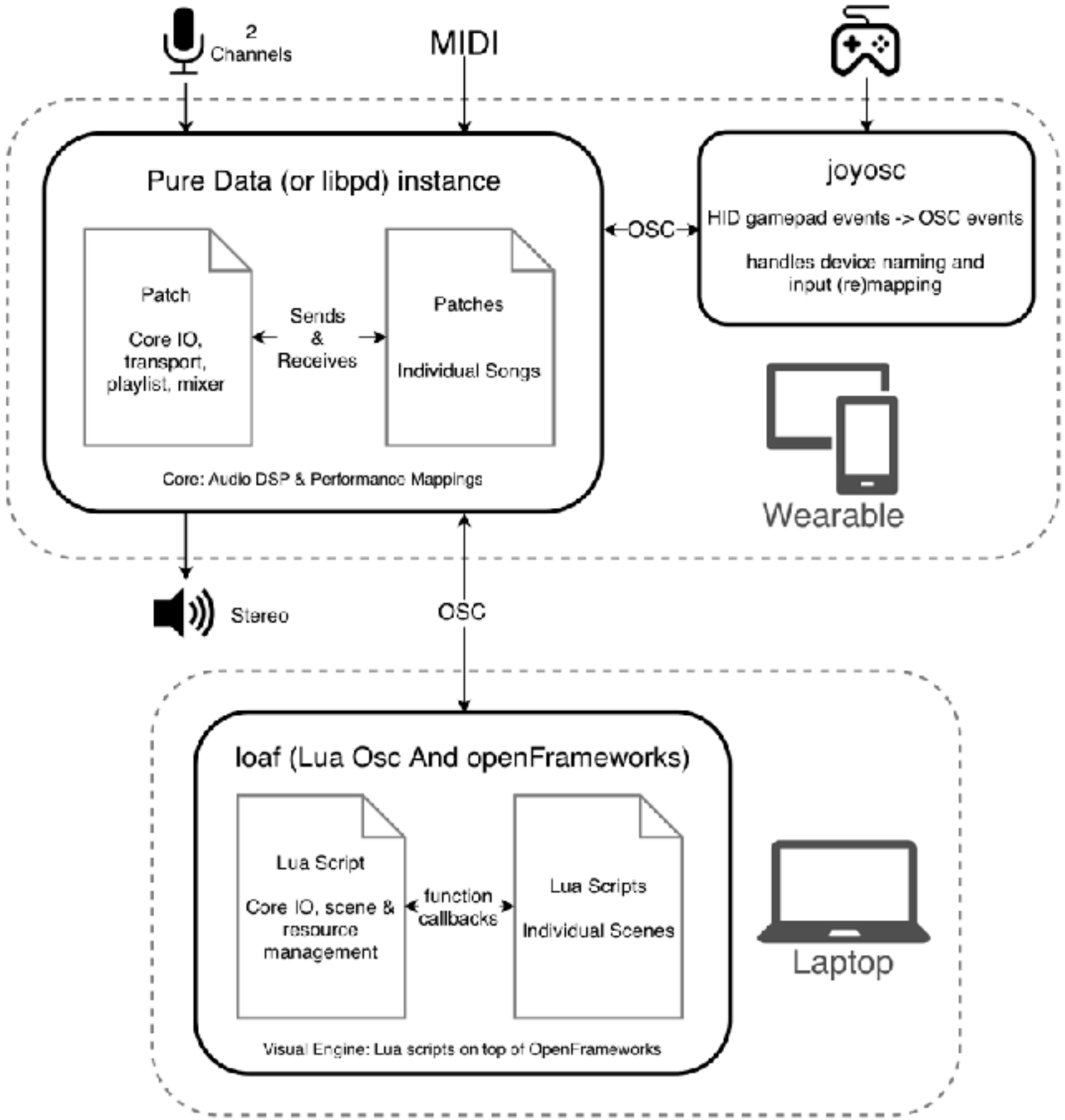
# Onward to Mars

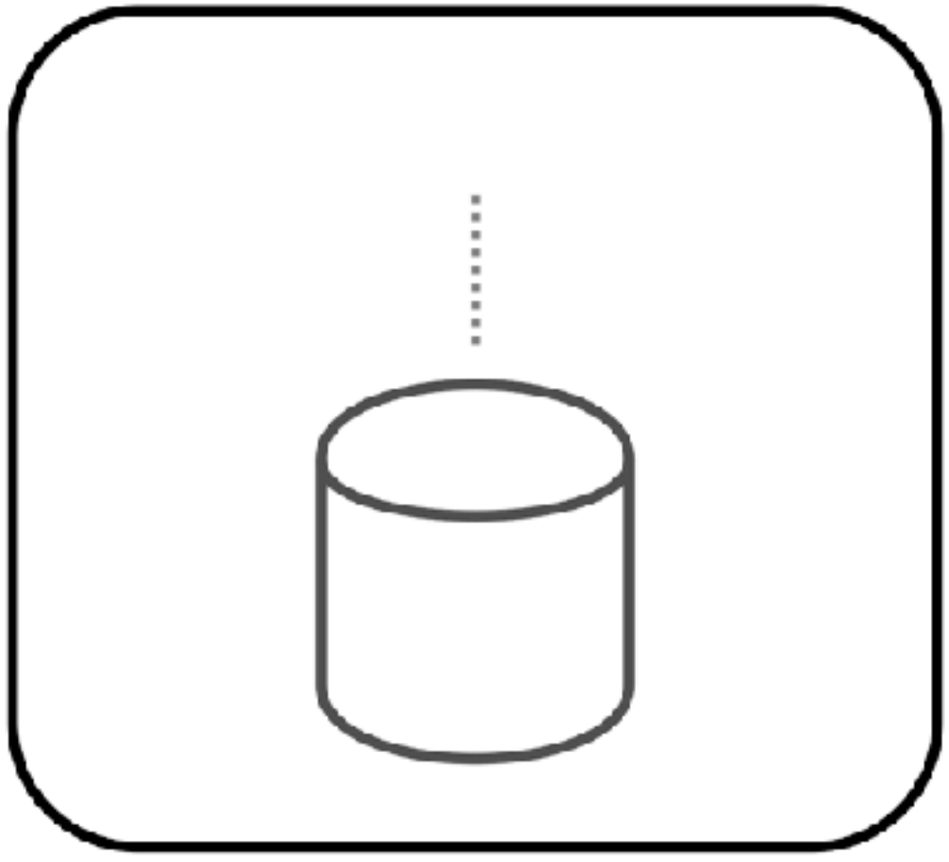
robotcowboy:
Elements(?)

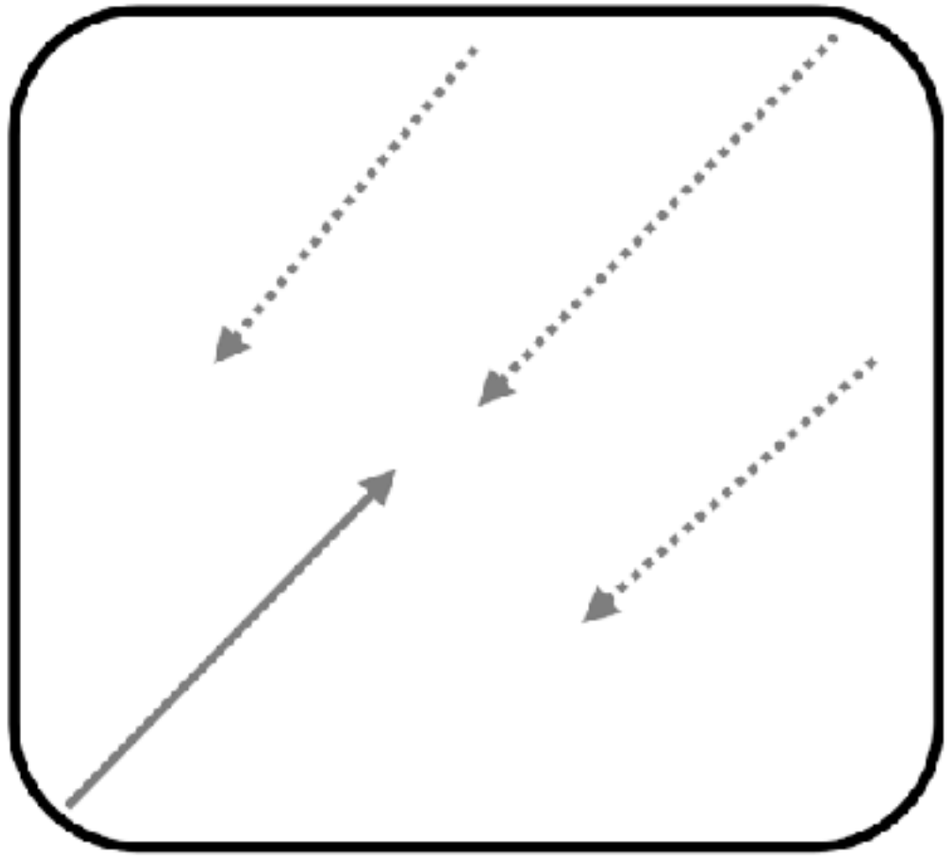
iPhone 5s

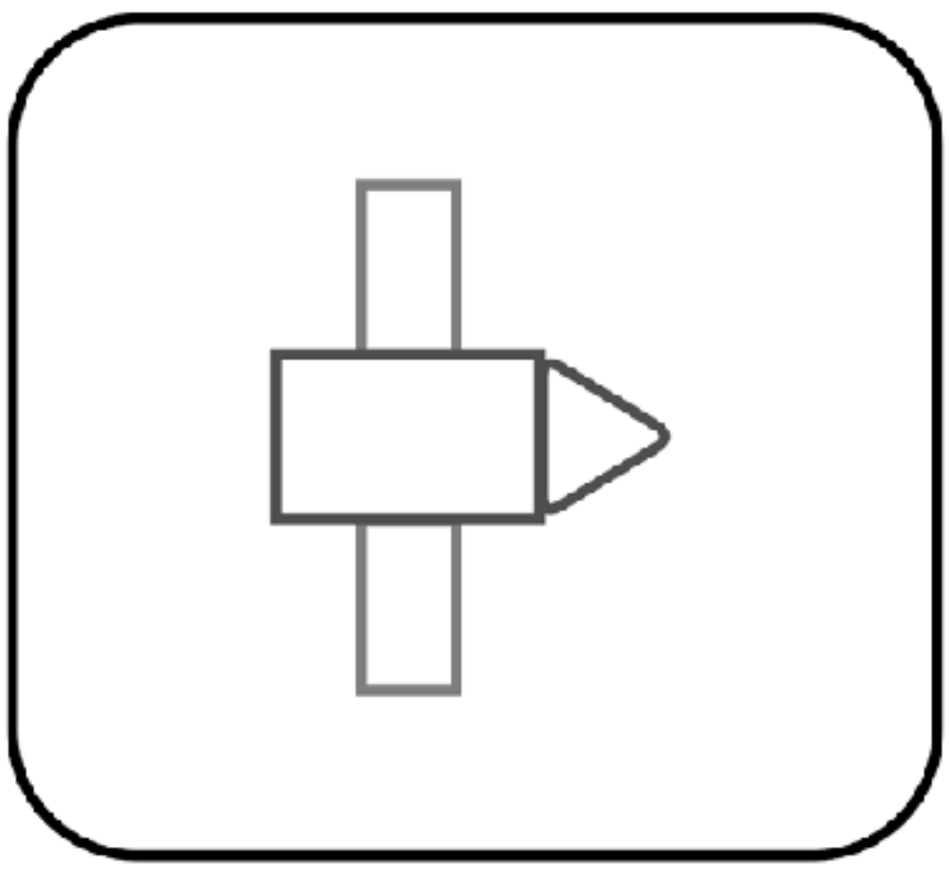


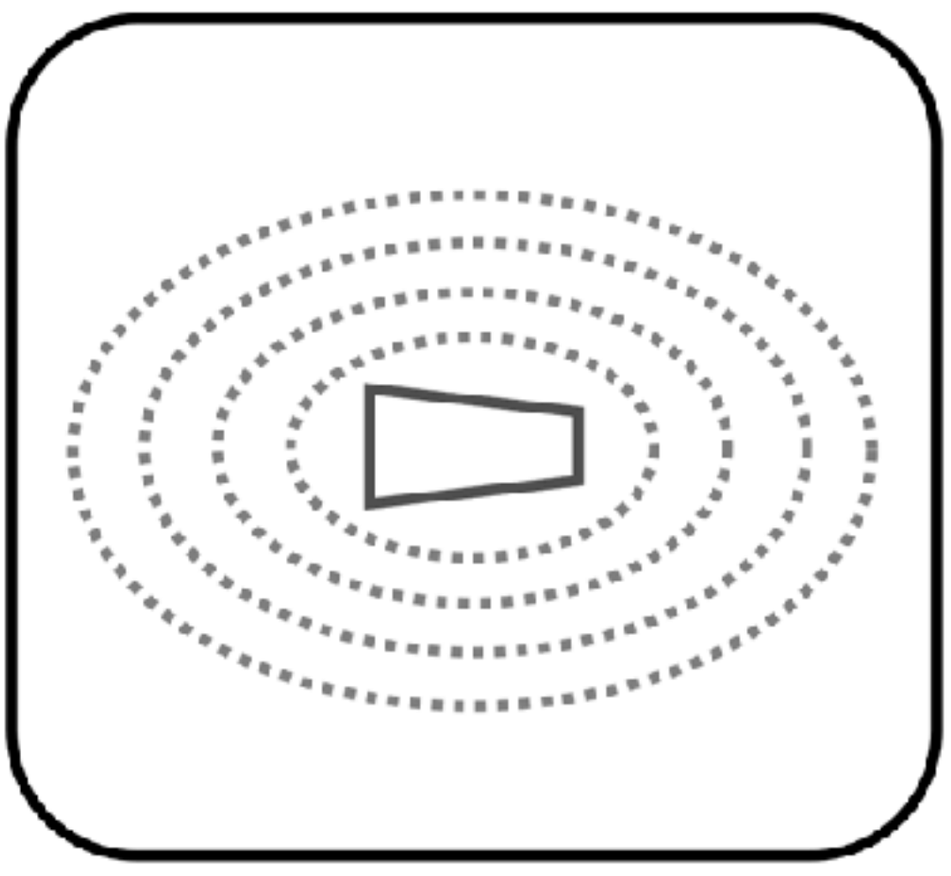
PdParty - 2011/2016


2
Channels
MIDI
Pure Data (or libpd) instance
Patch
Core IO,
transport,
playlist, mixer
Sends
&
Receives
Patches
Individual Songs
Core: Audio DSP & Performance Mappings
OSC
joyosc
HID gamepad events -> OSC events
handles device naming and
input (re)mapping
Wearable
Stereo
OSC
loaf (Lua Osc And openFrameworks)
Lua Script
Core IO, scene &
resource
management
function
callbacks
Lua Scripts
Individual Scenes
Visual Engine: Lua scripts on top of OpenFrameworks
Laptop









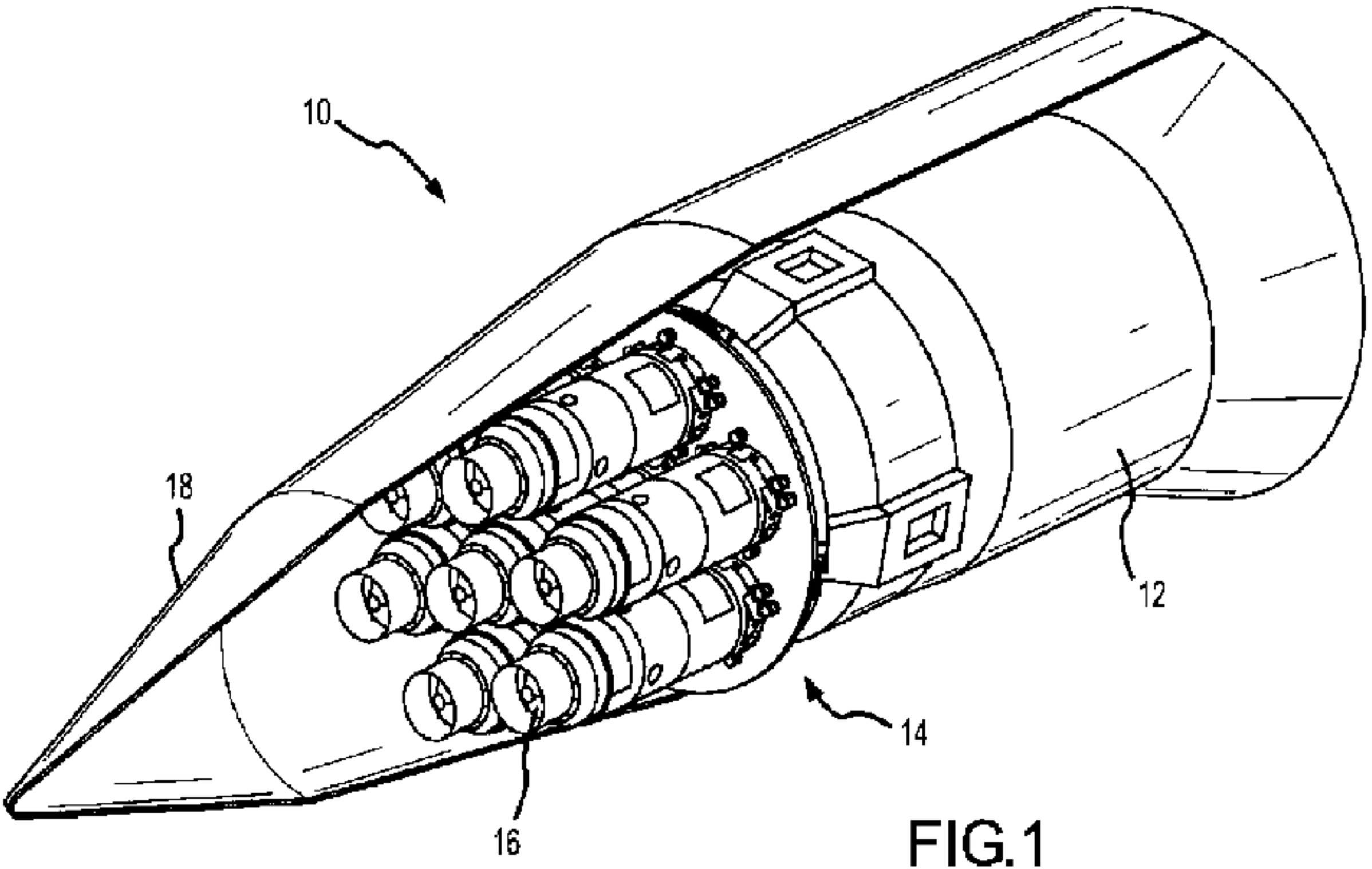
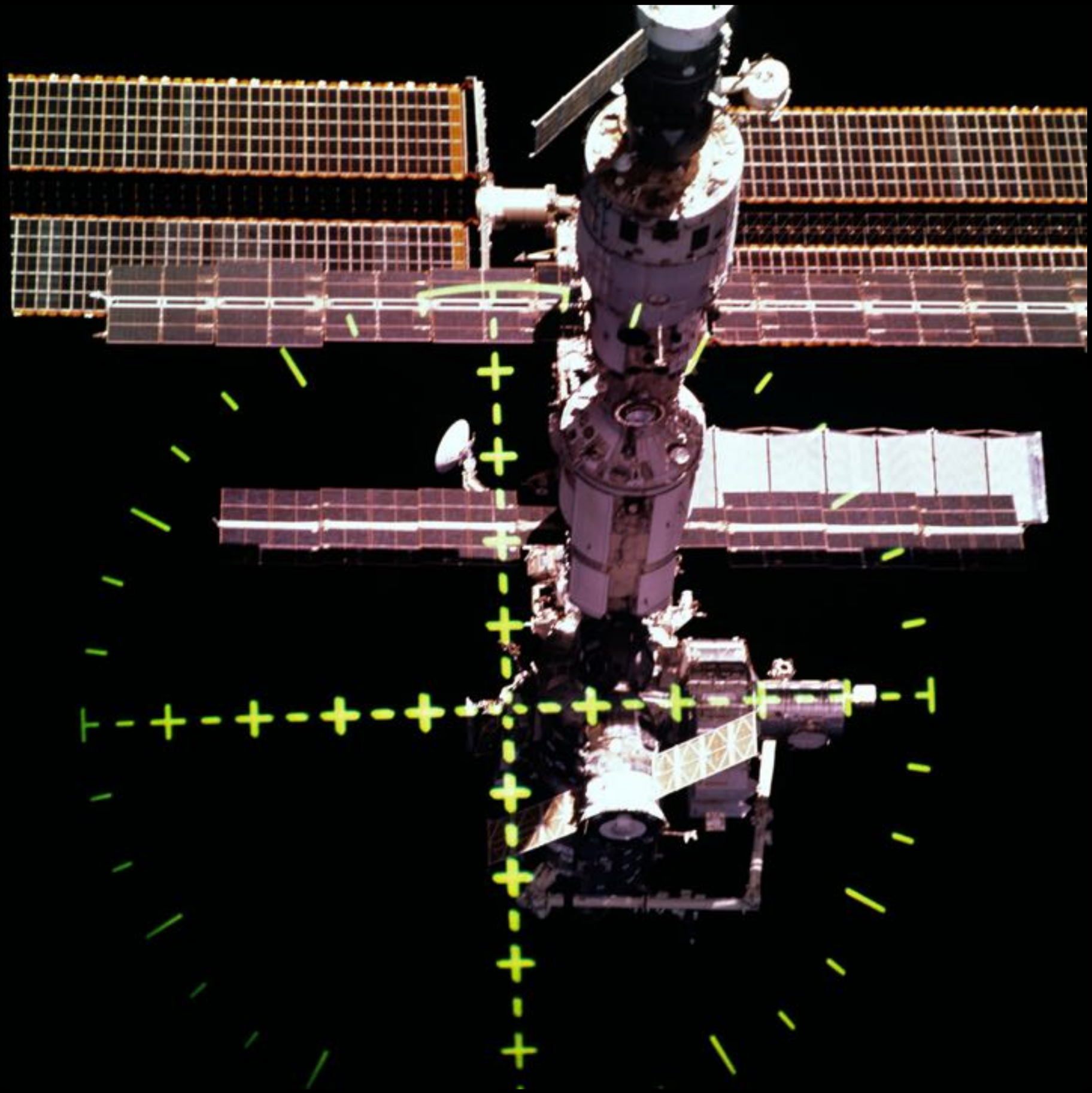
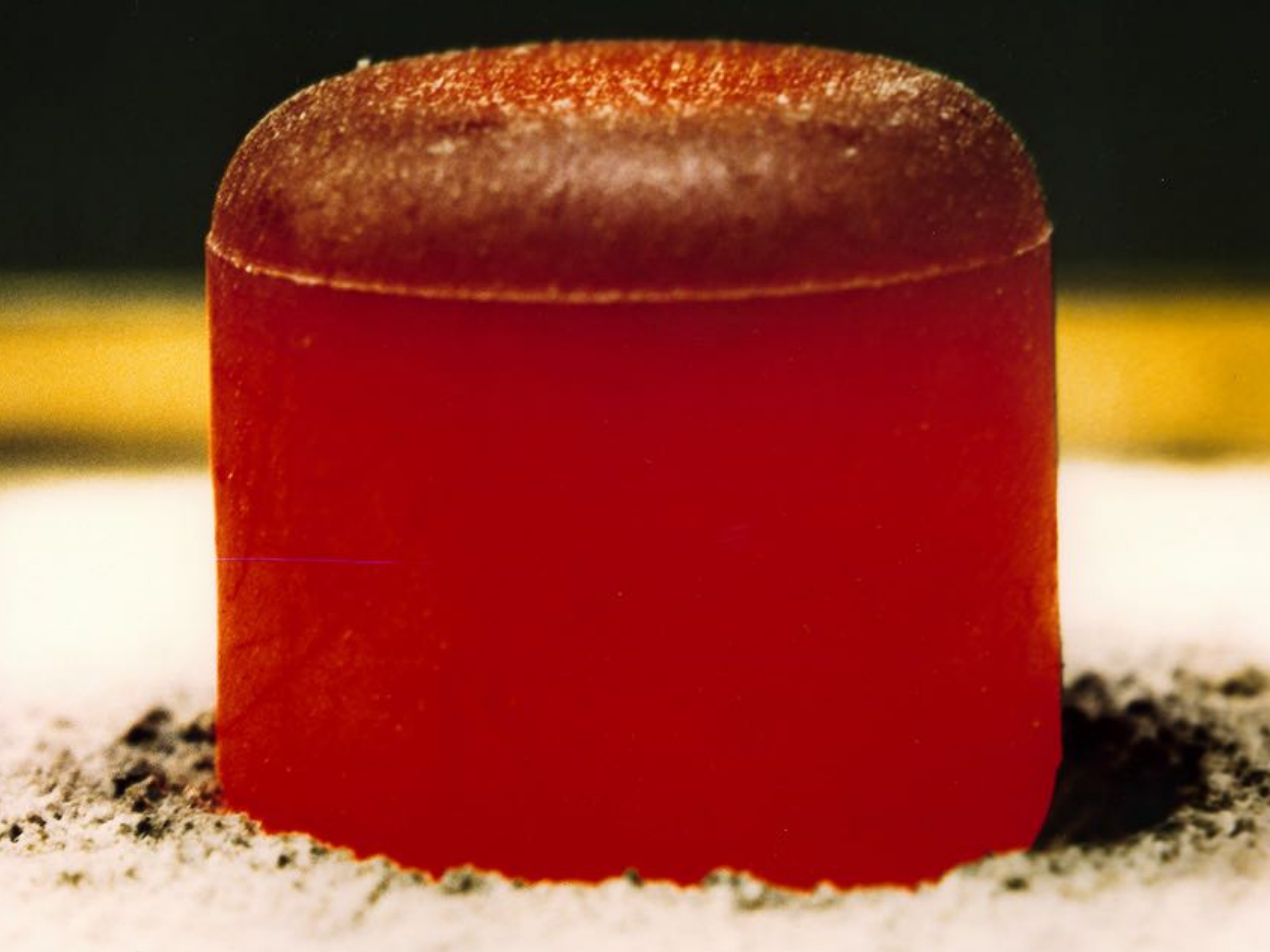


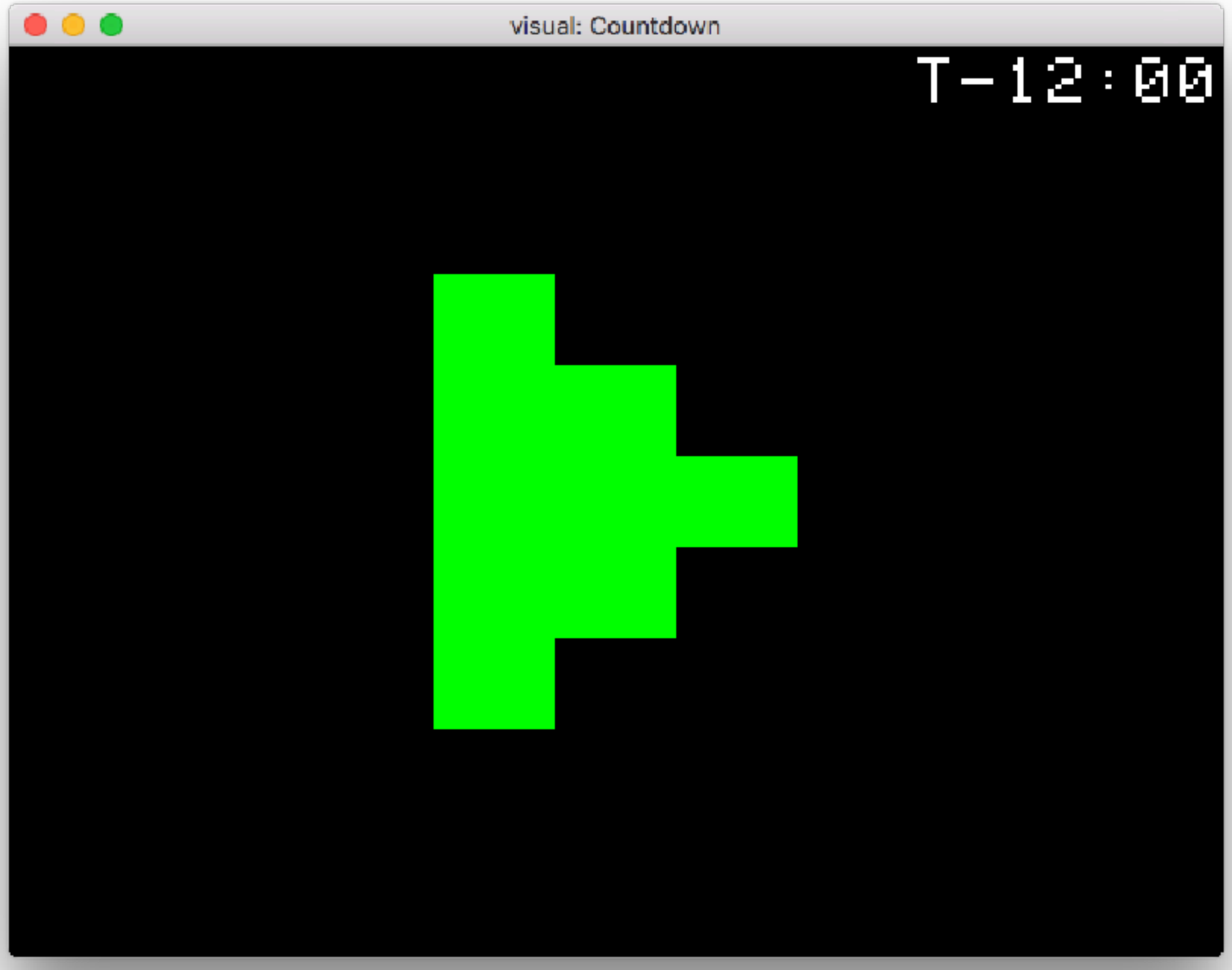

FIG.1





See you tonight …

late (and last!)


visual: Countdown
T-12:00