

[[[Tre 1.0]]]

[<http://korova.dyne.org/codedoc>]

:: a study on the number Three in pre-christian philosophy ::

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:: CONCEPT

The Number Three has been a crucial reference in many philosophical theories from early ages, while also religions inherited and injected meanings from and to this numerical, geometrical and magical entity.

This sourcecode depicts a vision about the number three as it was conceptualized in pre-christian philosophy, following in particular the picture traced by Pitagora's fragments and subsequent theorizations done by its scholars.

Pitagoric and Orfic religions used a geometrical way to represent numbers with units displaced by a fixed scheme:

```
1  2  3  4  5  6  7
   o  o  oo oo  ooo ooo
o   o   o   o   o
   o  o  oo oo  ooo ooo
```

As we can see from the rightmost middle point, which is present only

in odd numbers, these geometrical figures are either open or closed:
we can imagine that with a line crossing them in the middle, from left
to right. The tuples of numbers, which nowadays we simply consider
odd/even, were associated by pitagoreans to different properties:

odd/even

masculine/feminine

determined/undetermined

limited/unlimited

perfect/unperfect

squared/rectangular

The number three was chosen as the subject of this study: keeping in
mind all its attributes and the way to represent it, i followed my
imagination in a picture traced in C language which can be compiled
and executed to render a live interactive painting.

In fact you can interact with your voice, to mark your immediate
presence in front of the code painting, to provoke a turbulence in the
water surface it is immerged: like a menace the the finity of the
number Three.

Your presence and interaction in the space determined by this painting
(its eye watching you, its ear listening to you, its surface reacting
to your voice) is realizing a unity of Time, Space and Action. It is
about the triplet formulated by Aristoteles which defines the three
fundamental attributes of Tragedy.

:: TECHNICAL OVERVIEW

This sourcecode has been composed using the framework of FreeJ: a free software implementing digital instrument for video livesets, featuring realtime rendering of multilayered video and chained effect filtering directly on the screen.

FreeJ is Free Software written in C, C++ and some assembler, its sourcecode is released under the Gnu Public License, it comes with absolutely no warranty and you are welcome to redistribute it under certain conditions (refer to the license for details).

FreeJ is being developed in the hope to provide the free software community with a modular and highly customizable application to perform video livesets; a free and open framework that lets anybody implement hisown filters concentrating simply on the dsp algorithm developed and furthermore to combine them over any supported layer.

:: REQUIREMENTS

To run Tre is necessary to have:

- a working GNU/Linux workstation with a MMX capable CPU
- SDL libraries <<http://www.libsdl.org>>

- PNG libraries <<http://www.libpng.org>>
- NASM <<http://www.kernel.org/pub/software/devel/nasm>>
- XFree86 4.2 or latest, better with an accelerated videocard
- a video4linux supported grabbing card for live video

For better fullscreen support try to add to your XF86Config file the modelines in doc/x11.modelines.

:: INSTALL FROM SOURCE

YOU MUST READ THE INSTALL FILE

once you have installed all the required libraries, just do:

```
./configure
```

```
make
```

```
make install
```

filter plugins will be installed into /usr/local/lib/freej (or another prefix if you changed the default one).

For fullscreen support you might want to add in your XF86Config file the modelines included into doc/x11.modelines.

:: AVAILABILITY

Updated informations and FreeJ releases are made available on

<http://freej.dyne.org> . The bleeding edge sourcecode is also publicly available thru CVS on <http://savannah.gnu.org/projects/freej> (there you will find instructions on how to get and browse online the code).

:: DISCLAIMER

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