

## **Intro to Computer Music MUA 2105**

Tuesday 2:00 p.m. – 3:50 p.m.

Thursday 2:00 p.m. – 2:50 p.m.

4 MC

Location: YSTCM Computer Music Studio

Instructor: Assoc. Prof. Steven M. Miller

Office: YSTCM Sound Design (2<sup>nd</sup> floor practice room wing)

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www: <http://pubweb.csf.edu/~smill>

### **Project 4 (Final)**

This project will consist of one brief Csound composition saved as a .csd file. It must be 5-7 minutes in length. The orchestra file must be well commented.

The orchestra must be in stereo, and contain at least five separate instruments:

Instrument 1: sampled sound that you recorded

Instrument 2: FM synthesis

Instrument 3: Waveshaping synthesis

Instrument 4: Granular synthesis

Instrument 5: Global processing instrument

All instruments must have filtering, panning, amplitude envelopes, etc., and must include at least one LFO to control a synthesis parameter. Each instrument must be able to send its output signal to the global processing instrument, and must have a variable send level. In general, all a-, k-, and i-rate variables must have descriptive names to help in overall readability, and direct use of p-fields should be avoided (for the same reason).

The project is due on the Thursday of the last week of classes, before reading week. We will render and listen to each project in class. You must email your .csd file to the instructor at least 1 hour prior to class time.

Grading will be based on a combination of programming style and clarity, original and interesting use of Csound concepts and techniques, and compositional interest.