

Intro to Computer Music 2 MUA 2106

Tuesday 2:00 p.m. – 4:00 p.m.

Thursday 2:00 p.m. – 3:00 p.m.

4 MC

Location: YSTCM Computer Music Studio

Instructor: Assoc. Prof. Steven M. Miller

Office: YSTCM Sound Design (2nd floor practice room wing)

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Project Assignments

Brief Descriptions:

Project 1 – due week 3

brief etude created from modified Max tutorial patchers

Project 2 (Midterm) – due week 6

live performance instrument & short composition – MIDI based
input & output

Project 3 – due week 9

brief etude created from modified MSP tutorial patchers

Project 4 (Final) – due week 13

live performance instrument & short composition – MIDI based
input & MSP synthesis/sampling/signal processing output

Detailed Descriptions:

Project 2 (Midterm)

The midterm project will consist of an interactive live performance MIDI-based instrument and a short piece composed for it. The instrument will be programmed in the Max programming environment. The composition will be notated in an appropriate form, dependent on the nature of the piece and the performance instrument. The instrument will make use of an appropriate selection of GUI and MIDI input for performance, and the output will be in the form of MIDI data to an appropriate softsynth sound

module, sampler, etc. (such as Lounge Lizard, Tassman Studio, etc.)

The instrument will be fully functional, and fully commented. An online or printed instruction manual for 3rd party users will accompany it.

The composition must be 3-5 minutes in length, and may incorporate aspects of improvisation within an otherwise structured form. It must be fully notated in an appropriate manner, which may include graphic elements, traditional notation, event/timing list, etc., depending on the nature of the piece and the instrument.

The bulk of the work for the piece will be done outside of class, though there will be some in-class workshops, as well.

A copy of the instrument patcher file, instruction manual, and score for the associated piece will be turned in for credit. The pieces will be performed in class on the due date.

Project 4 (Final)

The final project will be similar in scope to the midterm, but will incorporate real-time synthesis and DSP objects from the MSP package. It will consist of an interactive live performance instrument and associated short composition. The instrument will not use an outside MIDI sound source, but will generate and process all sound within the computer & Max/MSP software/hardware environment. Input devices may include GUI & MIDI controllers.

The instrument will be fully functional, and fully commented. An online or printed instruction manual for 3rd party users will accompany it.

The composition must be 3-5 minutes in length, and may incorporate aspects of improvisation within an otherwise structured form. It must be fully notated in an appropriate manner, which may include graphic elements, traditional notation, event/timing list, etc., depending on the nature of the piece and the instrument.

The bulk of the work for the piece will be done outside of class, though there will be some in-class workshops, as well.

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