

## **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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### **Project 2 (Midterm)**

This project will consist of one brief Csound composition saved as a .csd file. It must be 3-5 minutes in length. The orchestra file must be well commented.

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

Instrument 1: sampled sound that you recorded; with filtering, panning, amplitude envelope, etc.

Instrument 2: FM, waveshaping, or granular synthesis, with panning, amplitude envelope, etc.

Instrument 3: Global processing instrument such as reverb or delay. Each of the instruments which send their signal to this instrument for processing 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 before mid-semester break. 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.