

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

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Max/MSP tutorials assignments

For each tutorial, do the following steps. Take notes during all of the steps, and bring your notes to class for discussion. Save all your MaxMSP work in your own folder, and bring to class for sharing and discussion.

- 1) Read the tutorial through and follow along with the associated Max/MSP/Jitter tutorial patcher.
- 2) Open and work with the help file for each newly introduced object.
- 3) Look up all newly introduced objects in the associated Max/MSP/Jitter reference manual.
- 4) Read all reference manual pages for objects referred to in the 'See Also' section at the end of each object in step 3 above.
- 5) Modify/repurpose the tutorial in some substantial way - change variables, replace objects, reroute data/signals, insert new objects into the data/signal flow, etc. Save these modified tutorials under a new name and bring them to class for sharing & discussion.

After every 3-4 tutorials:

- 6) Modify 2 or 3 of them to work together in some way to accomplish some new task.
- 7) Create a short etude or piece from significantly modified tutorials.