



# Electronic Music and Sound Design - Theory and Practice with Max and Msp - Volume 2

*By Alessandro Cipriani, Maurizio Giri*

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This is the second in a series of three volumes dedicated to digital synthesis and sound design. It is part of a teaching method incorporating a substantial amount of online supporting materials: hundreds of sound examples and interactive examples, programs written in Max, as well as a library of Max objects created especially for this book. Structured for use in university courses, the book is an overview of the theory and practice of Max, with a glossary of terms and suggested tests that allow students to evaluate their progress. This book will provide a reader with skill and understanding in using Max for sound design and musical composition.

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## **Editorial Review**

From the Back Cover

### **Topics**

Digital Audio and Sampled Sounds: decimation, blocks technique, slicing, scrubbing, timing and polyphony \* Delay Lines: echoes, looping, flanger, chorus, comb and allpass filters, phaser, pitch shifting, reverse, variable delay, Karplus-Strong algorithm \* Creative Uses of Dynamics Processors: envelope followers, compressors, limiters, live normalizers, expanders, gates, side chains, ducking \* The Art of Organizing Sound: simple, complex and compound motion processes, motion within timbre, algorithmic control of motion, motion sequences \* MIDI and Handling MIDI Messages in Max \* Max for Live: audio effects, virtual instruments, MIDI effects, Live API and Live Object Model.

"With their Electronic Music and Sound Design: Theory and Practice with Max/MSP (...) Alessandro Cipriani and Maurizio Giri have produced a series of "interactive and enhanced books" that present the student of computer music with the finest and most comprehensive electroacoustic curriculum in the world. By "illustrating" the text with a wealth of figures and clearly explained equations, they take the reader "under the hood" and reveal the algorithms that make our computing machines "sing". By using David Zicarelli's incredibly powerful and intuitive media-toolkit - Max/MSP to create hundreds of synthesis, signal processing, algorithmic composition, interactive performance, and audio analysis software examples, Cipriani and Giri have provided the means for students to learn by hearing, by touching, by modifying, by designing, by creating, and by composing. (...) I firmly believe that this series by Cipriani and Giri, these "interactive and enhanced books", (...) set the stage for the next generation of innovators. (...) In Electronic Music and Sound Design, Cipriani and Giri feed the hands, they feed the ears, and they feed the minds of the students in ways and to a degree that no computer music textbook has ever done."

**From the Foreword by Richard Boulanger**

About the Author

**ALESSANDRO CIPRIANI** is a composer and tenured professor in electronic music at the Conservatory of Frosinone. His compositions have been performed at major festivals (such as the Venice Biennale and the International Computer Music Conference), and have been released on CDs and DVDs issued by Computer Music Journal (MIT Press), among others. He has given seminars at many European and American universities, including the University of California, Santa Barbara and the Sibelius Academy in Helsinki.

**MAURIZIO GIRI** is a conservatory professor of composition and Max/MSP programming. He is an instrumental and electroacoustic composer and developer of Max for Live devices. He was artist in residence at the Cité Internationale des Arts in Paris, and at GRAME in Lyon. He is also an associate member of the Nicod Institute at the École Normale Supérieure in Paris, where he is collaborating on projects relating to the philosophy of sound.

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**Theresa Piercy:**

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