Composing Interactive Music
Techniques and Ideas Using Max

Todd Winkler
Composing Interactive Music: Techniques and Ideas Using Max, Todd Winkler, MIT Press, 2001, 0262731398, 9780262731393, 350 pages. Interactive music refers to a composition or improvisation in which software interprets live performances to produce music generated or modified by computers. In Composing Interactive Music, Todd Winkler presents both the technical and aesthetic possibilities of this increasingly popular area of computer music. His own numerous compositions have been the laboratory for the research and development that resulted in this book. The author's examples use a graphical programming language called Max. Each example in the text is accompanied by a picture of how it appears on the computer screen. The same examples are included as software on the accompanying CD-ROM, playable on a Macintosh computer with a MIDI keyboard. Although the book is aimed at those interested in writing music and software using Max, the casual reader can learn the basic concepts of interactive composition by just reading the text, without running any software. The book concludes with a discussion of recent multimedia work incorporating projected images and video playback with sound for concert performances and art installations.

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An introduction to the creation of electroacoustic music, Samuel Pellman, Jan 1, 1994, Music, 441 pages. This text aims to be accessible to students relatively inexperienced with electronic musical technology, while also sufficiently detailed for technical and musical achievement.


Electronic Music Composition for Beginners, Robert Train Adams, Feb 1, 1992, Music, 293 pages.

An Open Design for Computer-Aided Algorithmic Music Composition, Christopher Ariza, 2005, Computers, 484 pages. This dissertation introduces a new design for a computer-aided algorithmic music composition system. Rather than exploring specific algorithms, this study focuses on system and.

Music through MIDI using MIDI to create your own electronic music system, Michael Boom, 1987, Computers, 302 pages.


The Algorithmic Composer, David Cope, Jan 1, 2000, Music, 302 pages.

Machine Musicianship, Robert Rowe, 2004, Computers, 399 pages. This book explores the technology of implementing musical processes such as segmentation, pattern processing, and interactive improvisation in computer music programs.

Notes from the Metalevel: Introduction to Algorithmic Music ..., Volume 1 Introduction to Algorithmic Music Composition, Heinrich Taube, 2004, Music, 338 pages. This book explores the world of computer-assisted music composition by way of Rick Taube's amazing Common Music. Common Music has been in consistent development for many years.

Improvisation Its Nature and Practice in Music, Derek Bailey, 1993, Music, 146 pages. Derek Bailey's IMPROVISATION, originally published in 1980, now revised with additional interviews and photographs, deals with the nature of improvisation in all its forms.

Composing Music with Computers, Volume 1, Eduardo Reck Miranda, 2001, Music, 238 pages. Focuses on
the role of the computer as a generative tool for music composition. Miranda introduces a number of computer music composition techniques ranging from probabilities ....

Electronic and Computer Music, Peter Manning, 2004, Music, 474 pages. This updated and expanded third edition of Peter Manning's classic text, Electronic and Computer Music, deals with the development of the medium from its birth to the 21st ....

Interactivation Towards an E-cology of People, Our Technological Environment, and the Arts, Bert Bongers, 2006, Human-computer interaction, 309 pages.


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