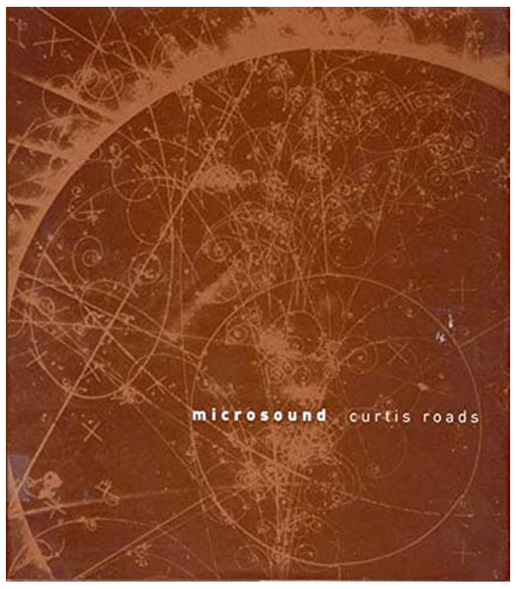

[Book] Microsound (The MIT Press)

Microsound-Curtis Roads 2004 A comprehensive presentation of the techniques and aesthetics of composition with sound particles.

The SuperCollider Book-Scott Wilson 2011 The essential reference to SuperCollider, a powerful, flexible, open-source, cross-platform audio programming language. SuperCollider is one of the most important domain-specific audio programming languages, with potential applications that include real-time interaction, installations, electroacoustic pieces, generative music, and audiovisuals. The SuperCollider Book is the essential reference to this powerful and flexible language, offering students and professionals a collection of tutorials, essays, and projects. With contributions from top academics, artists, and technologists that cover topics at levels from the introductory to the specialized, it will be a valuable sourcebook both for beginners and for advanced users. SuperCollider, first developed by James McCartney, is an accessible blend of Smalltalk, C, and further ideas from a number of programming languages. Free, open-source, cross-platform, and with a diverse and supportive developer community, it is often the first programming language sound artists and computer musicians learn. The SuperCollider Book is the long-awaited guide to the design, syntax, and use of the SuperCollider language. The first chapters offer an introduction to the basics, including a friendly tutorial for absolute beginners, providing the reader with skills that can serve as a foundation for further learning. Later chapters cover more advanced topics and particular topics in computer music, including programming, sonification, spatialization, microsound, GUIs, machine listening, alternative tunings, and non-real-time synthesis; practical applications and philosophical insights from the composer's and artist's perspectives; and "under the hood," developer's-eye views of SuperCollider's inner workings. A Web site accompanying the book offers code, links to the application itself and its source code, and a variety of third-party extras, extensions, libraries, and examples.

The Computer Music Tutorial-Professor of Media Arts and Technology Curtis Roads 1996 A guide to using computers to create music that includes information on digital audio, synthesis techniques, signal processing, musical input devices, editing systems, and performance software.

Composing Electronic Music-Curtis Roads 2015 Electronic music evokes new sensations, feelings, and thoughts in both composers and listeners. Opening the door to an unlimited universe of sound, it engages spatialization as an integral aspect of composition and focuses on sound transformation as a core structural strategy. In this new domain, pitch occurs as a flowing and ephemeral substance that can be bent, modulated, or dissolved into noise. Similarly, time occurs not merely as a fixed duration subdivided by ratios, but as a plastic medium that can be generated, modulated, reversed, warped, scrambled, and granulated. Envelope and waveform undulations on all time scales interweave to generate form. The power of algorithmic methods amplify the capabilities of music technology. Taken together, these constitute game-changing possibilities. This convergence of technical and aesthetic trends prompts the need for a new text focused on the opportunities of a sound oriented, multiscale approach to composition of electronic music. Sound oriented means a practice that takes place in the presence of sound. Multiscale means an approach that takes into account the perceptual and physical reality of multiple, interacting time scales-each of which can be composed. After more than a century of research and development, now is an appropriate moment to step back and reevaluate all that has changed under the ground of artistic practice. Composing Electronic Music outlines a new theory of composition based on the toolkit of electronic music techniques. The theory consists of a framework of concepts and a vocabulary of terms describing musical materials, their transformation, and their organization. Central to this discourse is the notion of narrative structure in composition-how sounds are born, interact, transform, and die. It presents a guidebook: a tour of facts, history, commentary, opinions, and pointers to interesting ideas and new possibilities to consider and explore.

Designing Sound-Andy Farnell 2010 "A monumental work. This surely has the potential of becoming the sound designer's bible!"---Kees van den Doel, Scientific Computing Laboratory, University of British Columbia --

Understanding the Art of Sound Organization-Leigh Landy 2007-08-17 The first work to propose a comprehensive musicological framework to study sound-based music, a rapidly developing body of work that includes electroacoustic art music, turntable composition, and acoustic and digital sound installations. The art of sound organization, also known as electroacoustic music, uses sounds not available to traditional music making, including prerecorded, synthesized, and processed sounds. The body of work of such sound-based music (which includes electroacoustic art music, turntable composition, computer games, and acoustic and digital sound installations) has developed more rapidly than its musicology. Understanding the Art of Sound Organization proposes the first general foundational framework for the study of the art of sound organization, defining terms, discussing relevant forms of music, categorizing works, and setting sound-based music in interdisciplinary contexts. Leigh Landy's goal in this book is not only to create a theoretical framework but also to make the work more accessible—to suggest a way to understand sound-based music, to give a listener what he terms “something to hold on to,” for example, by connecting elements in a work to everyday experience. Landy considers the difficulties of categorizing works and discusses such types of works as sonic art and electroacoustic music, pointing out where they overlap and how they are distinctive. He proposes a “sound-based music paradigm” that transcends such traditional categories as art and pop music. Landy defines patterns that suggest a general framework and places the studies of sound-based music into interdisciplinary contexts, from acoustics to semiotics, proposing a holistic research approach that considers the interconnectedness of a given work's history, theory, technological aspects, and social impact. The author's ElectroAcoustic Resource Site (EARS, www.ears.dmu.ac.uk), the architecture of which parallels this book's structure, offers updated bibliographic resource abstracts and related information.

The Music Machine-Curtis Roads 1989 In The Music Machine, Curtis Roads brings together 53 classic articles published in Computer Music Journal between 1980 and 1985.

The San Francisco Tape Music Center-David W. Bernstein 2008-07-08 DVD, entitled Wow and flutter, contains recordings of concerts at the festival, held Oct. 1-2. 2004, RPI Playhouse, Rensselaer Polytechnic Institute, Troy, N.Y.

The Audio Programming Book-Richard Charles Boulanger 2011 Accompanying CD-ROM contains ... "code and additional chapters."--CD-ROM label.

Electronic Music-Allen Strange 1972

Musical Signal Processing-Curtis Roads 2013-12-19 First Published in 1997. Routledge is an imprint of Taylor & Francis, an informa company.

Sound Design Theory and Practice-Leo Murray 2019-05-22 Sound Design Theory and Practice is a comprehensive and accessible guide to the concepts which underpin the creative decisions that inform the creation of sound design. A fundamental problem facing anyone wishing to practice, study, teach or research about sound is the lack of a theoretical language to describe the way sound is used and a comprehensive and rigorous overarching framework that describes all forms of sound. With the recent growth of interest in sound studies, there is an urgent need to provide scholarly resources that can be used to inform both the practice and analysis of sound. Using a range of examples from classic and contemporary cinema, television and games this book provides a thorough theoretical foundation for the artistic practice of sound design, which is too frequently seen as a ‘technical’ or secondary part of the production process. Engaging with practices in film, television and other digital media, Sound Design Theory and Practice provides a set of tools for systematic analysis of sound for both practitioners and scholars.

Introduction to Computer Music-Nick Collins 2010-02-01 This title deals with both the practical use of technology in music and the key principles underpinning the discipline. It targets both musicians exploring computers, and technologists engaging with music, and does so in the confidence that both groups can learn tremendously from the cross-disciplinary encounter.

Tactics of Interfacing-Ksenia Fedorova 2020-08-11 How digital technologies affect the way we conceive of the self and its relation to the world, considered through the lens of media art practices. In Tactics of Interfacing, Ksenia Fedorova explores how digital technologies affect the way we conceive of the self and its relation to the world. With the advent of ubiquitous computing, the self becomes an object of technological application, increasingly defined by data received from tracking technologies. Subtly, these technologies encourage versions of ourselves that are easier to interpret computationally. Fedorova views these shifts in self-perception through the lens of contemporary media art practices, examining a range of artistic tactics that enable embodied and intimate experiences of machinic operations on our lives.

Sound Art-Peter Weibel 2019-10-29 Essays and images that map art's new sonic cosmos, illustrated in color throughout.

Auditory Display-Sølvi Ystad 2010-05-09 This book constitutes the thoroughly refereed post-conference proceedings of the 6th International Symposium on Computer Music Modeling and Retrieval, CMMR 2009, held in Copenhagen, Denmark, in May 2009. The 25 revised full papers presented were specially reviewed and corrected for this proceedings volume. The conference's topics include auditory exploration of data via sonification and audification; real time monitoring of multivariate date; sound in immersive interfaces and teleoperation; perceptual issues in auditory display; sound in generalized computer interfaces; technologies supporting auditory display creation; data handling for auditory display systems; applications of auditory display.

The Theory and Technique of Electronic Music-Miller Puckette 2007 Develops both the theory and the practice of synthesizing musical sounds using computers. This work contains chapters that starts with a theoretical description of one technique or problem area and ends with a series of working examples, covering a range of applications. It is also suitable for computer music researchers.

An Introduction to Music Technology-Dan Hosken 2014-08-01 An Introduction to Music Technology, Second Edition provides a clear overview of the essential elements of music technology for today’s musician. This book focuses on the topics that underlie the hardware and software in use today: Sound, Audio, MIDI, Computer Notation, and Computer- Assisted Instruction. Appendices cover necessary computer hardware and software concepts. Written for both music technology majors and non-majors, this textbook introduces fundamental principles and practices so students can learn to work with a wide range of software programs, adapt to new music technologies, and apply music technology in their performance, composition, teaching, and analysis. Features: Thorough explanations of key topics in music technology Content applicable to all software and hardware, not linked to just one piece of software or gear In-depth discussion of digital audio topics, such as sampling rates, resolutions, and file formats Explanations of standard audio plug-ins including dynamics processors, EQs, and delay based effects Coverage of synthesis and sampling in software instruments Pedagogical features, including: Further Reading sections that allow the student to delve deeper into topics of interest Suggested Activities that can be carried out with a variety of different programs Key Terms at the end of each chapter What Do I Need? Chapters covering the types of hardware and software needed in order to put together Audio and MIDI systems A companion website with links to audio examples that demonstrate various concepts, step-by-step tutorials, relevant hardware, software, and additional audio and video resources. The new edition has been fully updated to cover new technologies that have emerged since the first edition, including iOS and mobile platforms, online notation software, alternate controllers, and Open Sound Control (OSC).

Sound Design-David Sonnenschein 2013-04-01 Offers user-friendly knowledge and stimulating exercises to help compose story, develop characters and create emotion through skillful creation of the sound track.

Musimathics-Gareth Loy 2011-08-19 "Mathematics can be as effortless as humming a tune, if you know the tune," writes Gareth Loy. In Musimathics, Loy teaches us the tune, providing a friendly and spirited tour of the mathematics of music--a commonsense, self-contained introduction for the nonspecialist reader. It is designed for musicians who find their art increasingly mediated by technology, and for anyone who is interested in the intersection of art and science.In this volume, Loy presents the materials of music (notes, intervals, and scales); the physical properties of music (frequency, amplitude, duration, and timbre); the perception of music and sound (how we hear); and music composition. Musimathics is carefully structured so that new topics depend strictly on topics already presented, carrying the reader progressively from basic subjects to more advanced ones. Cross-references point to related topics and an extensive glossary defines commonly used terms. The book explains the mathematics and physics of music for the reader whose mathematics may not have gone beyond the early undergraduate level. Calling himself "a composer seduced into mathematics," Loy provides answers to foundational questions about the mathematics of music accessibly yet rigorously. The topics are all subjects that contemporary composers, musicians, and musical engineers have found to be important. The examples given are all practical problems in music and audio. The level of scholarship and the pedagogical approach also make Musimathics ideal for classroom use. Additional material can be found at a companion web site.

Listening through the Noise-Joanna Demers 2010-07-30 Contemporary electronic music has splintered into numerous genres and subgenres, all of which share a concern with whether sound, in itself, bears meaning. Listening through the Noise considers how the experience of listening to electronic music constitutes a departure from the expectations that have long governed music listening in the West.

Sonic Warfare-Steve Goodman 2012-08 Noise weapons, sound to produce discomfort, acoustic force, new aesthetic experiences and new ways of mobilizing bodies in rhythm.

Daphne Oram-Daphne Oram 2016-10 Daphne Oram (1925-2003) was one of the central figures in the development of British experimental electronic music. Having declined a place at the Royal College of Music to become a music balancer at the BBC, she went on to become the co-founder and first director of the BBC Radiophonic Workshop. Oram left the BBC in 1959 to pursue commercial work in television, advertising, film, and theater, to make her own music for recording and performance, and to continue her personal research into sound technology - a passion she had had since her childhood in rural Wiltshire. Her home, a former oasthouse in Kent, became an unorthodox studio and workshop in which, mostly on a shoestring budget, she developed her pioneering equipment, sounds, and ideas. A significant part of her personal research was the invention of a machine that offered a new form of sound synthesis - the Oramics machine. Oram's contribution to electronic music is receiving considerable attention from new generations of composers, sound engineers, musicians, musicologists, and music lovers around the world. Following her death, the Daphne Oram Trust was established to preserve and promote her work, life, and legacy, and an archive created in the Special Collections Library at Goldsmiths, University of London. One of the Trust's ambitions has been to publish a new edition of Oram's one and only book, 'An Individual Note of Music, Sound and Electronics', which was originally published in 1972. With support from the Daphne Oram Archive, the Trust has now been able to realize this ambition.'An Individual Note' is both curious and remarkable. When commissioned to write a book, she was keen to avoid it becoming a manual or how-to guide, preferring instead to use the opportunity to muse on the subjects of music, sound, and electronics, and the relationships between them. At a time when the world was just starting to engage with electronic music and the technology was still primarily in the hands of music studios, universities, and corporations, her approach was both innovative and inspiring, encouraging anyone with an interest in music to think about the nature, capabilities, and possibilities that the new sounds could bring. And her thinking was not limited to just the future of the orchestra, synthesizer, computer, and home studio, but ventured, with great spirit and wit, into other realms of science, technology, culture, and thought. 'An Individual Note' is a playful yet compelling manifesto for the dawn of electronic music and for our individual capacity to use, experience, and enjoy it.This new edition of 'An Individual Note' features a specially commissioned introduction from the British composer, performer, roboticist, and sound historian Sarah Angliss.

Iannis Xenakis, la musique électroacoustique-Makis Solomos 2015-08-15 Les oeuvres électroacoustiques de Xenakis ne comptent que pour un dixième dans sa production, mais elles sont très importantes. Composées à des moments clés de l'évolution de Xenakis, ces oeuvres peuvent s'analyser pour comprendre divers aspects de sa pensée musicale, théorique, esthétique et interdisciplinaire : recherches sur le bruit, théorie du granulaire, expérimentations en matière de spatialisation, réalisations interartistiques. (Des articles en français et en anglais).

Sonic Interaction Design-Karmen Franinović 2013 An overview of emerging topics, theories, methods, and practices in sonic interactive design, with a focus on the multisensory aspects of sonic experience. Sound is an integral part of every user experience but a neglected medium in design disciplines. Design of an artifact's sonic qualities is often limited to the shaping of functional, representational, and signaling roles of sound. The interdisciplinary field of sonic interaction design (SID) challenges these prevalent approaches by considering sound as an active medium that can enable novel sensory and social experiences through interactive technologies. This book offers an overview of the emerging SID research, discussing theories, methods, and practices, with a focus on the multisensory aspects of sonic experience. Sonic Interaction Design gathers contributions from scholars, artists, and designers working at the intersections of fields ranging from electronic music to cognitive science. They offer both theoretical considerations of key themes and case studies of products and systems created for such contexts as mobile music, sensorimotor learning, rehabilitation, and gaming. The goal is not only to extend the existing research and pedagogical approaches to SID but also to foster domains of practice for sound designers, architects, interaction designers, media artists, product designers, and urban planners. Taken together, the chapters provide a foundation for a still-emerging field, affording a new generation of designers a fresh perspective on interactive sound as a situated and multisensory experience. Contributors Federico Avanzini, Gerold Baier, Stephen Barrass, Olivier Bau, Karin Bijsterveld, Roberto Bresin, Stephen Brewster, Jeremy Coopersotck, Amalia De Gotzen, Stefano Delle Monache, Cumhur Erkut, George Essl, Karmen Franinović, Bruno L. Giordano, Antti Jylhä, Thomas Hermann, Daniel Hug, Johan Kildal, Stefan Krebs, Anatole Lecuyer, Wendy Mackay, David Merrill, Roderick Murray-Smith, Sile O'Modhrain, Pietro Polotti, Hayes Raffle, Michal Rinott, Davide Rocchesso, Antonio Rodà, Christopher Salter, Zack Settel, Stefania Serafin, Simone Spagnol, Jean Sreng, Patrick Susini, Atau Tanaka, Yon Visell, Mike Wezniewski, John Williamson

Software Studies-Roger F. Malina 2008 This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.

The Soundscape-R. Murray Schafer 1993-10-01 The soundscape--a term coined by the author--is our sonic environment, the ever-present array of noises with which we all live. Beginning with the primordial sounds of nature, we have experienced an ever-increasing complexity of our sonic surroundings. As civilization develops, new noises rise up around us: from the creaking wheel, the clang of the blacksmith’s hammer, and the distant chugging of steam trains to the “sound imperialism” of airports, city streets, and factories. The author contends that we now suffer from an overabundance of acoustic information and a proportionate diminishing of our ability to hear the nuances and subtleties of sound. Our task, he maintains, is to listen, analyze, and make distinctions. As a society we have become more aware of the toxic wastes that can enter our bodies through the air we breathe and the water we drink. In fact, the pollution of our sonic environment is no less real. Schafer emphasizes the importance of discerning the sounds that enrich and feed us and using them to create healthier environments. To this end, he explains how to classify sounds, appreciating their beauty or ugliness, and provides exercises and “soundwalks” to help us become more discriminating and sensitive to the sounds around us. This book is a pioneering exploration of our acoustic environment, past and present, and an attempt to imagine what it might become in the future.

Composers and the Computer-Professor of Media Arts and Technology Curtis Roads 1985

Representations of Musical Signals-Giovanni De Poli 1991-05-13 Representations of Musical Signals describes a new generation of digital audio and computer music systems made possible by recent advances in digital signal processing theory, hardware design, and programming techniques.

Formalized Music-Iannis Xenakis 1992 Pendragon Press is proud to offer this new, revised, and expanded edition of Formalized Music, Iannis Xenakis's landmark book of 1971. In addition to three totally new chapters examining recent breakthroughs in music theory, two original computer programs illustrating the actual realization of newly proposed methods of composition, and an appendix of the very latest developments of stochastic synthesis as an invitation to future exploration, Xenakis offers a very critical self-examination of his theoretical propositions and artistic output of the past thirty-five years. This edition of Formalized Music is an essential tool for understanding the man and the thought processes of one of this century's most important and revolutionary musical figures.

Music Technology with Swing-Mitsuko Aramaki 2018-11-23 This book constitutes the refereed proceedings of the 13th International Symposium on Music Technology with Swing, CMMR 2017, held in Matosinhos, Portugal, in September 2017. The 44 full papers presented were selected from 64 submissions. The papers are grouped in eight sections: music information retrieval, automatic recognition, estimation and classification, electronic dance music and rhythm, computational musicology, sound in practice: auditory guidance and feedback in the context of motor learning and motor adaptation, human perception in multimodal context, cooperative music networks and musical HCIs, virtual and augmented reality, research and creation: spaces and modalities.

Conversations with Iannis Xenakis-Bálint András Varga 1996 The music of the Greek-born composer, Iannis Xenakis, has been called brutal and violent. He first studied as an architect, but then turned to composition and put to musical use his knowledge of higher mathematics. In these conversations he talks about his life and music.

Ambisonics-Matthias Frank 2020-10-08 This open access book provides a concise explanation of the fundamentals and background of the surround sound recording and playback technology Ambisonics. It equips readers with the psychoacoustical, signal processing, acoustical, and mathematical knowledge needed to understand the inner workings of modern processing utilities, special equipment for recording, manipulation, and reproduction in the higher-order Ambisonic format. The book comes with various practical examples based on free software tools and open scientific data for reproducible research. The book's introductory section offers a perspective on Ambisonics spanning from the origins of coincident recordings in the 1930s to the Ambisonic concepts of the 1970s, as well as classical ways of applying Ambisonics in first-order coincident sound scene recording and reproduction that have been practiced since the 1980s. As, from time to time, the underlying mathematics become quite involved, but should be comprehensive without sacrificing readability, the book includes an extensive mathematical appendix. The book offers readers a deeper understanding of Ambisonic technologies, and will especially benefit scientists, audio-system and audio-recording engineers. In the advanced sections of the book, fundamentals and modern techniques as higher-order Ambisonic decoding, 3D audio effects, and higher-order recording are explained. Those techniques are shown to be suitable to supply audience areas ranging from studio-sized to hundreds of listeners, or headphone-based playback, regardless whether it is live, interactive, or studio-produced 3D audio material. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

Earth Sound Earth Signal-Douglas Kahn 2013-08-30 Earth Sound Earth Signal is a study of energies in aesthetics and the arts, from the birth of modern communications in the nineteenth century to the global transmissions of the present day. Grounded in the Aeolian sphere music that Henry David Thoreau heard blowing in telegraph lines and in the Aelectrosonic sounds of natural radio that Thomas Watson heard in telephone lines, the book moves through the histories of science, media, music, and the arts to the 1960s, when the composer Alvin Lucier worked with the ""natural electromagnetic sounds"" present from ""brainwaves to outer.

Deep Listening-Pauline Oliveros 2005 Deep Listening: A Composer's Sound Practice offers an exciting guide to ways of listening and sounding. This book provides unique insights and perspectives for artists, students, teachers, mediators and anyone interested in how consciousness may be effected by profound attention to the sonic environment. Deep Listeningr is a practice created by composer Pauline Oliveros in order to enhance her own as well as other's listening skills. She teaches this practice worldwide in workshops, retreats and in her ground breaking Deep Listening classes at Rensselaer Polytechnic Institute and Mills College. Deep Listening practice is accessible to anyone with an interest in listening. Undergraduates with no musical training benefit from the practices and successfully engage in creative sound projects. Many report life changing effects from participating in the Deep Listening classes and retreats. Oliveros is recognized as a pioneer in electronic music and a leader in contemporary music as composer, performer, educator and author. Her works are performed internationally and her improvisational performances are documented extensively on recordings, in the literature and on the worldwide web.

Cultural Analytics-Lev Manovich 2020-10-20 A book at the intersection of data science and media studies, presenting concepts and methods for computational analysis of cultural data. How can we see a billion images? What analytical methods can we bring to bear on the astonishing scale of digital culture--the billions of photographs shared on social media every day, the hundreds of millions of songs created by twenty million musicians on Soundcloud, the content of four billion Pinterest boards? In Cultural Analytics, Lev Manovich presents concepts and methods for computational analysis of cultural data. Drawing on more than a decade of research and projects from his own lab, Manovich offers a gentle, nontechnical introduction to the core ideas of data analytics and discusses the ways that our society uses data and algorithms.

The Routledge Companion to Sounding Art-Marcel Cobussen 2016-07-15 The Routledge Companion to Sounding Art presents an overview of the issues, methods, and approaches crucial for the study of sound in artistic practice. Thirty-six essays cover a variety of interdisciplinary approaches to studying sounding art from the fields of musicology, cultural studies, sound design, auditory culture, art history, and philosophy. The companion website hosts sound examples and links to further resources. The collection is organized around six main themes: Sounding Art: The notion of sounding art, its relation to sound studies, and its evolution and possibilities. Acoustic Knowledge and Communication: How we approach, study, and analyze sound and the challenges of writing about sound. Listening and Memory: Listening from different perspectives, from the psychology of listening to embodied and technologically mediated listening. Acoustic Spaces, Identities and Communities: How humans arrange their sonic environments, how this relates to sonic identity, how music contributes to our environment, and the ethical and political implications of sound. Sonic Histories: How studying sounding art can contribute methodologically and epistemologically to historiography. Sound Technologies and Media: The impact of sonic technologies on contemporary culture, electroacoustic innovation, and how the way we make and access music has changed. With contributions from leading scholars and cutting-edge researchers, The Routledge Companion to Sounding Art is an essential resource for anyone studying the intersection of sound and art.

The Oxford Handbook of Algorithmic Music-Alex McLean 2018-01-18 With the ongoing development of algorithmic composition programs and communities of practice expanding, algorithmic music faces a turning point. Joining dozens of emerging and established scholars alongside leading practitioners in the field, chapters in this Handbook both describe the state of algorithmic composition and also set the agenda for critical research on and analysis of algorithmic music. Organized into four sections, chapters explore the music's history, utility, community, politics, and potential for mass consumption. Contributors address such issues as the role of algorithms as co-performers, live coding practices, and discussions of the algorithmic culture as it currently exists and what it can potentially contribute society, education, and ecommerce. Chapters engage particularly with post-human perspectives - what new musics are now being found through algorithmic means which humans could not otherwise have made - and, in reciprocation, how algorithmic music is being assimilated back into human culture and what meanings it subsequently takes. Blending technical, artistic, cultural, and scientific viewpoints, this Handbook positions algorithmic music making as an essentially human activity.

Treatise on Musical Objects-Pierre Schaeffer 2017-07-25 The Treatise on Musical Objects is regarded as Pierre Schaeffer’s most important work on music and its relationship with technology. Schaeffer expands his earlier research in musique concrète to suggest a methodology of working with sounds based on his experiences in radio broadcasting and the recording studio. Drawing on acoustics, physics, and physiology, but also on philosophy and the relationship between subject and object, Schaeffer’s essay summarizes his theoretical and practical work in music composition. Translators Christine North and John Dack present an important book in the history of ideas in Europe that will resonate far beyond electroacoustic music.

The Science of Musical Sound-John Robinson Pierce 1992 Sound - Pitch - Waves - Scales and beats - Architectural acoustics - Sound reproduction - Musical instruments.