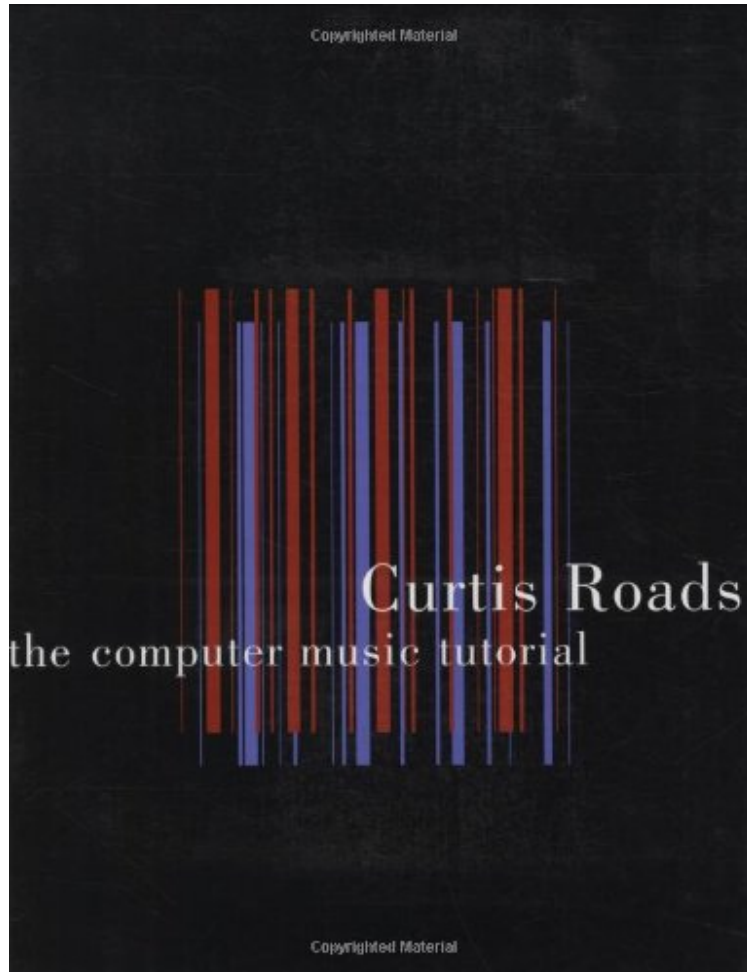


[Pdf free] The Computer Music Tutorial (MIT Press)

The Computer Music Tutorial (MIT Press)

Curtis Roads

*DOC | *audiobook | ebooks | Download PDF | ePub*



[Download](#)

[Read Online](#)

#148474 in Books MIT Press 1996-02-27Ingredients: Example IngredientsOriginal language:EnglishPDF #1 10.00 x 2.06 x 7.88l, 5.36 #File Name: 02626808231234 pages | File size: 78.Mb

Curtis Roads : The Computer Music Tutorial (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Computer Music Tutorial (MIT Press):

1 of 1 people found the following review helpful. Invaluable resourceBy S. B.I use this book both in my own work as a computer music composer and as an instructor in computer music at my university. It is clear and detailed without being cumbersome or laborious. Indeed, for a 1200 page book it feels remarkably concise in its explanations. The biggest drawback for me is that I suck at math, which means there are times when I have to work at it to make sense of some passages. This is a fault of my own (due to sheer laziness) and not of Roads. Even so, I've been able to read about techniques that I didn't know much about beyond their sound and immediately implement them in Max/MSP simply by having had their the mechanics explained in clear detail. This is a brilliant, invaluable book for deepening my understanding of and work in computer music theory and technique.0 of 0 people found the following review helpful. This is a book you can keep going back to!By M. SweetzI've had this book for a few years now, and I'm not

even close to tapping it out. It's well-written and detailed, and since it's not software-specific - it's universally applicable. I found it very helpful when first learning the fundamentals of synthesis, and now that I'm starting to learn Csound, I'll be reading parts of it again. There is so much information here, which makes it the kind of book you can grow into. The level of math is general enough for the attentive layman, yet not dumbed-down (I really should brush up on my trig, of course). If you want more detail on a subject, there are plenty of 'Suggested Reading' lists within. That's not to say the book skimps - it doesn't. I could go on, but a look at the Table of Contents says it better than I would. I'll admit, though - this book doesn't go in-depth on traditional analog techniques. I assume it wasn't meant to, given the title and abundance of analog synth books at the time of publication. This book will help you transfer analog techniques into the computer realm, but to learn those techniques in detail, you may want to supplement this with another - probably older - book. This book is essential. Of course, please don't buy it just to give it a one star because it didn't teach you how to use Fruity Loops - it's not that kind of "computer music" book. If you're genuinely interested in the subject matter, you won't regret owning it!

0 of 0 people found the following review helpful. Best all in one guide to computer sound

By Ivn_Os

Wanted this book for a long time. Some people told me that it is too old, but i think the main concepts did not changed from 96. For me this is an awesome, well written reference book oriented on every aspect of digital audio.

A comprehensive text and reference that covers all aspects of computer music, including digital audio, synthesis techniques, signal processing, musical input devices, performance software, editing systems, algorithmic composition, MIDI, synthesizer architecture, system interconnection, and psychoacoustics. The Computer Music Tutorial is a comprehensive text and reference that covers all aspects of computer music, including digital audio, synthesis techniques, signal processing, musical input devices, performance software, editing systems, algorithmic composition, MIDI, synthesizer architecture, system interconnection, and psychoacoustics. A special effort has been made to impart an appreciation for the rich history behind current activities in the field. Profusely illustrated and exhaustively referenced and cross-referenced, The Computer Music Tutorial provides a step-by-step introduction to the entire field of computer music techniques. Written for nontechnical as well as technical readers, it uses hundreds of charts, diagrams, screen images, and photographs as well as clear explanations to present basic concepts and terms. Mathematical notation and program code examples are used only when absolutely necessary. Explanations are not tied to any specific software or hardware.

Curtis Roads has served as editor-in-chief of Computer Music Journal for more than a decade and is a recognized authority in the field. The material in this book was compiled and refined over a period of several years of teaching in classes at Harvard University, Oberlin Conservatory, the University of Naples, IRCAM, Les Ateliers UPIC, and in seminars and workshops in North America, Europe, and Asia.