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\"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 i n 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\".

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Music: Electronic Music and Sound Design - UWA

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. GENRE. Arts & Entertainment.

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This is the first of a series of three volumes dedicated to digital synthesis and sound design. It is ideal for those who are newcomers to the field, but it will also prove to be an indispensable resource for those who wish to deepen existing skills in sound design, in electronic music, or in Max.

Electronic Music and Sound Design su Apple Books

Sound design is the art and practice of creating sound tracks for a variety of needs. It involves specifying, acquiring or creating auditory elements using audio production techniques and tools. It is employed in a variety of disciplines including filmmaking, television production, video game development, theatre, sound recording and reproduction, live performance, sound art, post-production, radio and musical instrument development. Sound design commonly involves performing and editing of previ

Sound design - Wikipedia

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EMaSD - Electronic Music and Sound Design Interactive Examples Vol. 1 All the synthesis and sound processing techniques explained in the book are implemented in Max/MSP. Project Links

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