

## MUMET 242—Computer Music III

### Project III | Final Project Performance Patch

**ASSIGNMENT:** Your final project should draw from your previous projects, as well as the topics we investigated at the end of the semester (audio buffers, video, etc). You will create a composition to perform in class.

#### GENERAL GUIDELINES:

1. This project will build upon the synthesis techniques, live audio input, soundfile manipulation, , and jitter topics that we have discussed in class. You may incorporate any configuration of sounds, synths, and videos that you like. Your objective should be to create a performance patch that features real-time control of 8 different parameters. You may consider building synths that will work in conjunction with the data storage objects (tables, histograms, coll, umemu, etc) and control of the basic MIDI parameters that we discussed earlier in class. You may choose to expand your pervious projects, or simply start from scratch. You should make every effort to be creative with this project; as always, aesthetics are important. Make music that is interesting to you. Draw upon your knowledge of experimental art music forms and unique beat-based compositions.
2. You should complete a composition to perform that is **TWO MINUTES** in length.
  - Your patch should make use of the Presentation Mode feature in max. Include any objects that are necessary to your performance interface.
  - Your project should have routed patch cables, encapsulated sub-patchers, and a general sense of organized chaos. Patches that are messy, poorly documented, contain no presentation mode, and look sloppy are unacceptable. Your instructors or colleagues should be able to open your patch and make sense of it. If they can't, it's too messy.
  - Your project should be of sufficient complexity to stand as a final project to this class. Think about ways to apply filtering, video manipulation, buffer playback and synths to create a convincing musical texture. The parameters you control should manipulate higher-order processing (ie, don't just control volume and playback speeds of all of your synths/sounds). You should be able to control a variety of parameters that make sense musically over time.
3. Write a brief report (two pages, typed, double spaced, 12-point font, 1 inch margins) describing the sounds you created, any use of real-time control of your sounds, and significant DSP processes that you used. In your report, also briefly summarize the central organizing idea of the composition, and describe the formal structure. Make any other comments you feel are relevant.

#### PROJECT SPECIFICATIONS:

1. At least 8 controllable parameters. These parameters include input data, filters, buffer playback, and video controls.
2. Your project should be at least 2 minutes in duration.
3. Your project should make use of layering as means creating a complex sonic texture.

4. Your project must include at LEAST one of the following: live audio input or soundfile manipulation.
5. Your project MUST use MIDI performance controls. You may map your control parameters to the keyboards in the lab, or feel free to bring your own devices.
6. Your project MUST have a clean, well organized performance interface. Projects that are messy and having poorly routed patch cables will be heavily penalized.
7. You must have at least five (5) separate sounds/synths for this projects. If you plan to include video, this may substitute for one of the sounds.
8. You must include at least two separate filters on your sounds/synths. Refer back to the filter topics covered in class, and also feel free to examine other msp objects.

**FILE ORGANIZATION:**

1. Your Max patch should be labeled “*yourLastName\_yourFirstName\_FINAL*”.
2. Your studio report should be labeled “*yourLastName\_FINAL\_12*”.
3. All of these materials should be placed in a folder labeled “*yourLastName\_FINAL\_12*”.
4. “*yourLastName\_FINAL\_12*” should be zipped into a folder.

**PLEASE TURN IN THE FOLLOWING MATERIALS:**

1. Max patch. Your Patch MUST include any accompanying audio and video files, as well as sub-patchers.
2. Any accompanying audio files/video files.
3. Your studio report, in PDF format.
4. Submit (via a file sharing site i.e. iLocker, yousendit, dropbox) by the due date. Please DO NOT require a login in order to enable download.

**DUE: At The Final Exam Time.**