

MUS 473 : Sound Design and Interactive Systems

This course focuses on developing multimedia software for music performance, human-machine interaction, and game design through the use of the object-oriented programming language "Max." After a thorough investigation of Max's approach to programming, students will study its use in a wide variety of new music and multimedia applications. Students will work towards a completed project in Max and, if interested, in its related programs Jitter (for video) and Gen (for algorithmic composition). This course also will explore the close relationship between Max and Ableton Live.

Credits 3

Prerequisites

MUS 372: Making Music with Computers

Attributes

Pre-req

Upper-Level