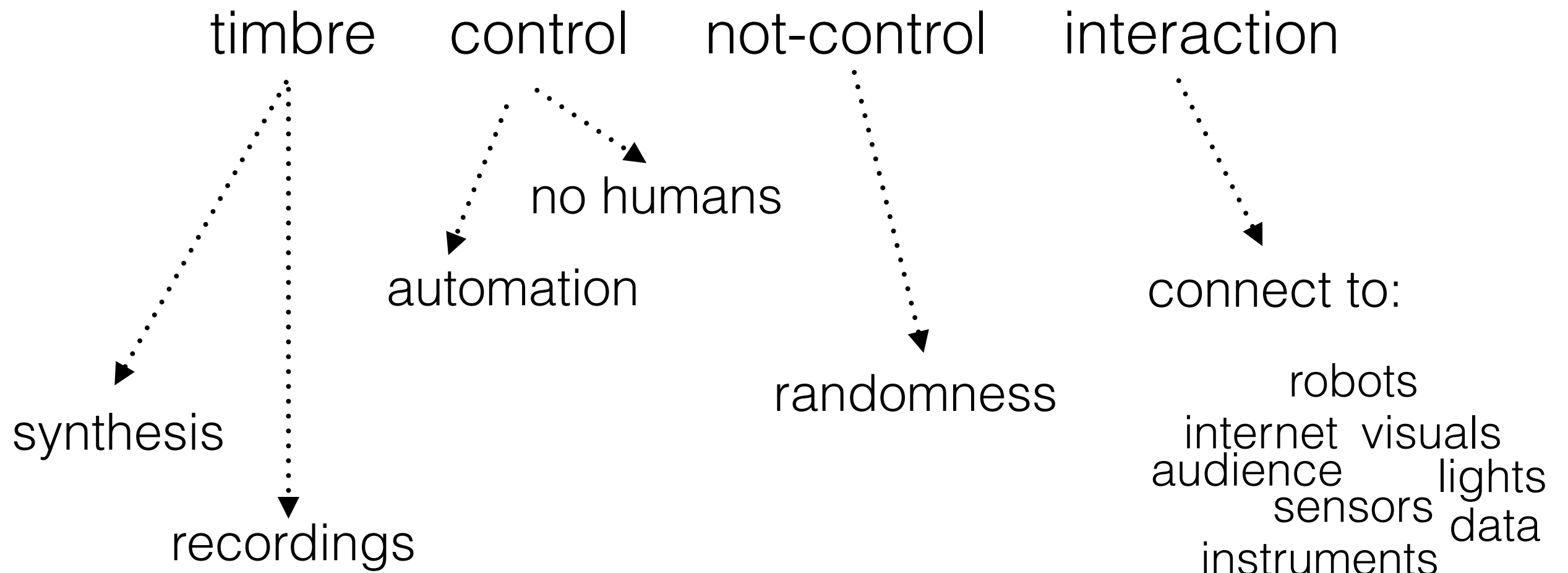


Intro to computer music with Pd

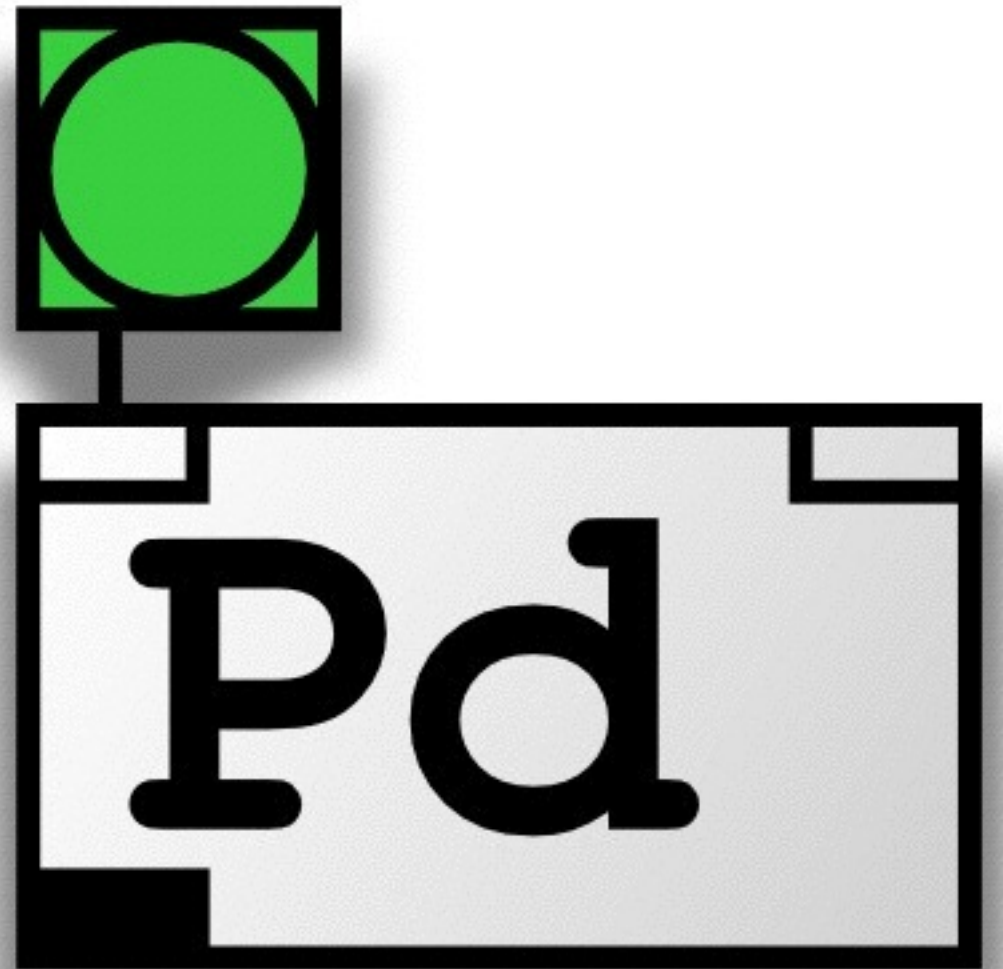
Charles Martin
2014

why computer music?



why Pure Data (Pd)?

- free
- visual
- old
- works on everything (mac, windows, linux, iPhones, iPads, iPods?)



reality: more than one tool

- lots of computer musicians use a mix of tools
 - Ableton - for messing with sound files and loops
 - Logic/Mainstage or other for synths
 - Pd for gluing things together
- communication through OSC or MIDI

Music for Vibraphone and Computer



Facetracker

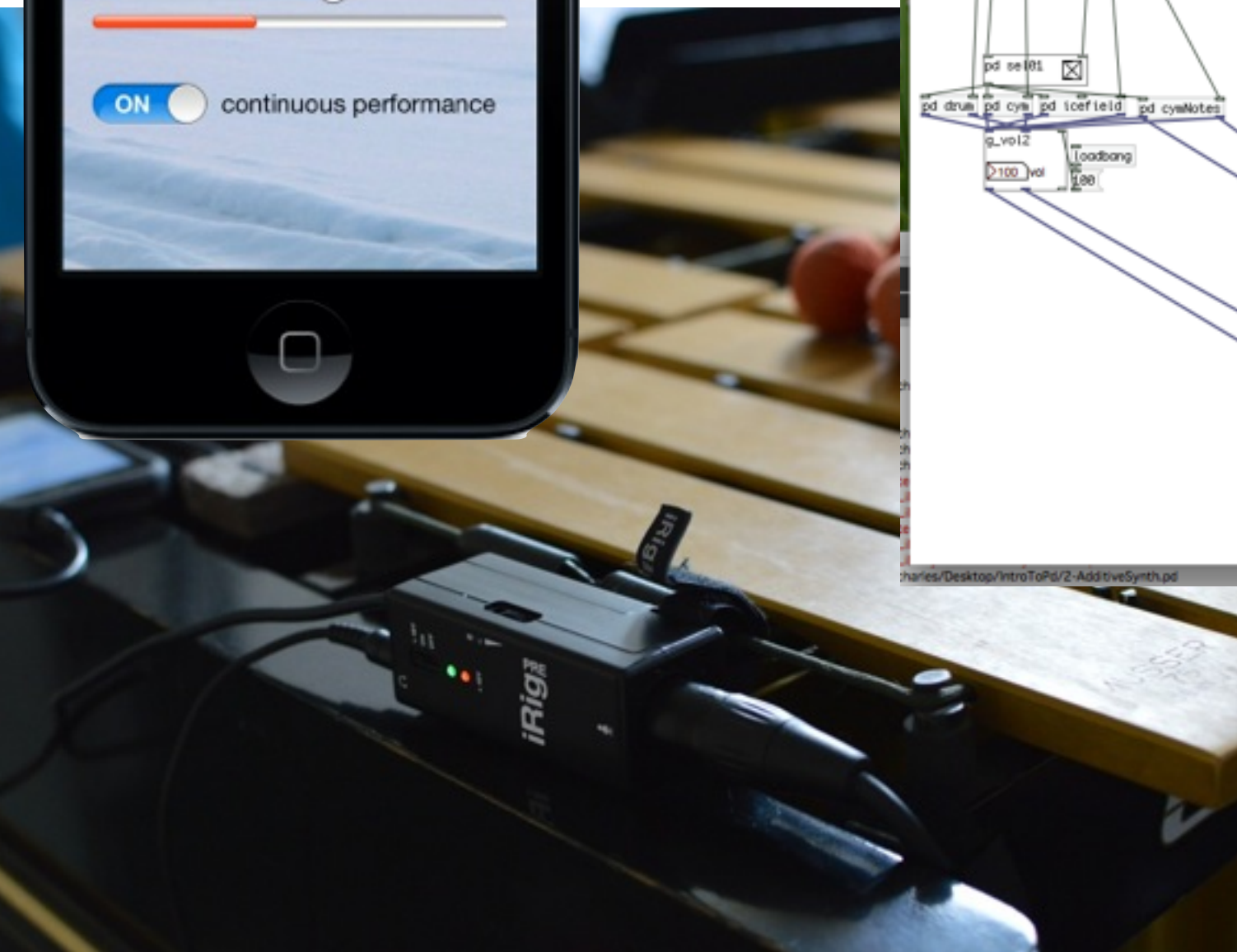
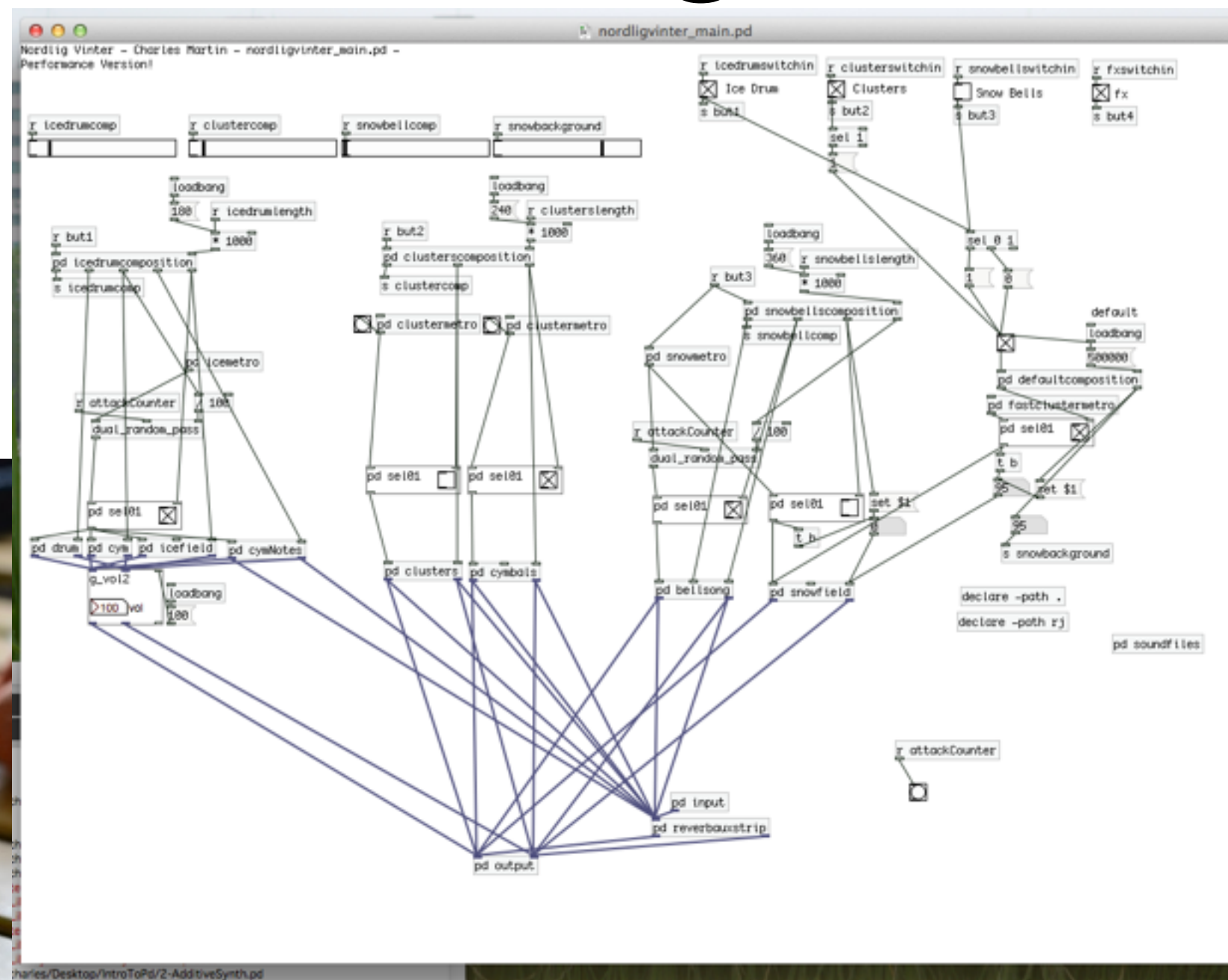
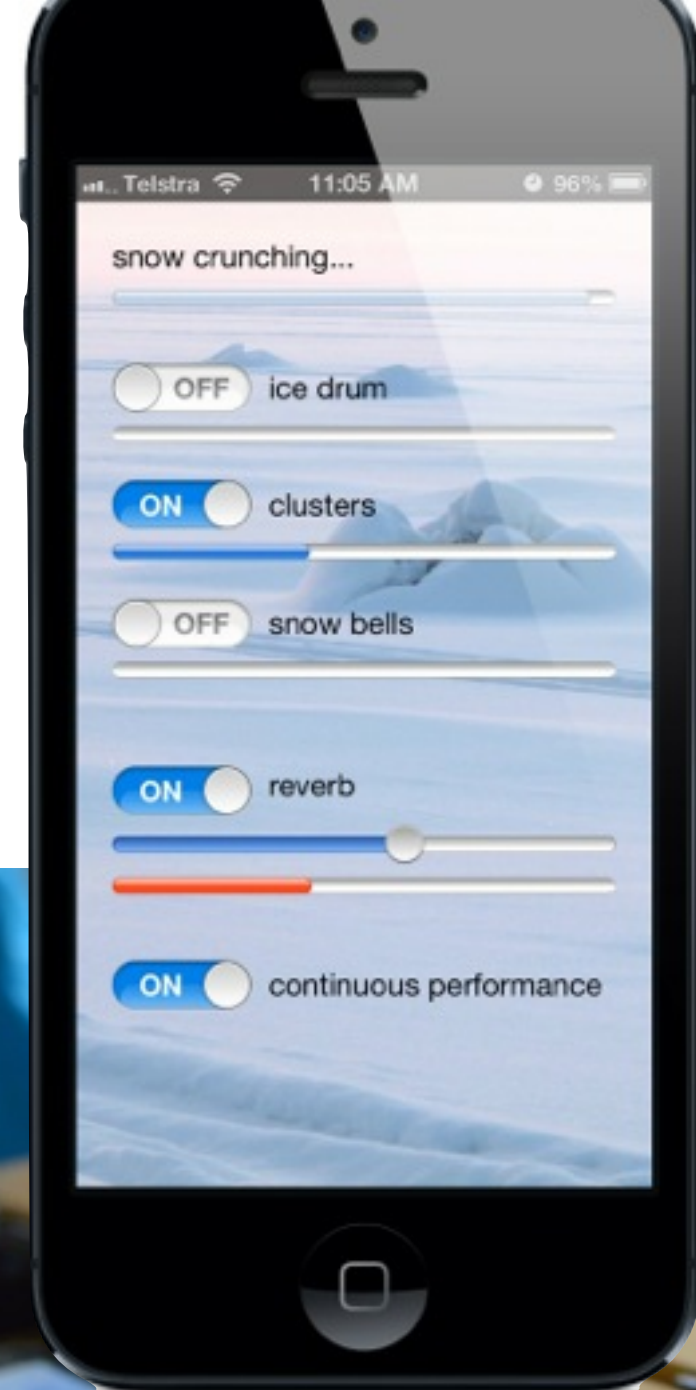


OSCulator

Pd



Nordlig Vinter



Examples: Live Patching

- Synthesis:
 - + “hello world” sine tone
 - + Basic Additive sine Tones
 - + FM Synthesis
- Recordings:
 - + Playing back a sound file
 - + messing with a sound file
- Control
 - + ADSR Envelope Generator
 - + Controlling multiple instruments
- Not-Control
 - + Random Values
 - + Markov Chains
- Interaction
 - + Fiddle and Bonk
 - + Sensors
 - + New Interface
 - + MIDI / OSC

why not Pd?

- visual programming sucks (write once, read never)
 - where does the program start? hard to tell.
 - make 10 synths? Sure - copy and paste.
 - make 100 synths? Uh.....
- can do in SuperCollider for example:

```
100.do({{SinOsc.ar(Rand.new(35.0, 2000.0), 0, [0.1, 0.1], 0)}.play;})
```

two blog posts:

- Getting started with percussion and computer music (2011):
<http://charlesmartin.com.au/blog/2011/3/27/getting-started-in-computer-music-and-percussion.html>
- How to learn Pd (2014):
<http://charlesmartin.com.au/blog/2014/3/11/how-to-learn-pd>