

Presentation

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Digital Lutherie

Master en Música para Experiencias del Entretenimiento
ENTI-UB

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About me

▶ Education

- ▶ Telecommunication Engineer (2011, UPV)
- ▶ Master in Sound and Music Computing (2014, UPF)
- ▶ PhD Acoustic Signal Processing (2020, UPF)

▶ Teaching Experience

- ▶ Since 2016: Teacher in Audiovisual Systems Engineering, UPF
- ▶ Since 2018: Teacher at ENTI
- ▶ Since 2019: Teacher at UOC

▶ Professional Experience

- ▶ Research Engineer at Eurecat

About me



About me

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About you

What about you?

About the subject

What do you think the subject is about?

About the subject

Digital Lutherie

- ▶ Digital: related to computers
- ▶ Lutherie: musical instrument design and construction

About the course

Different learning methodologies:

- ▶ Theoretical lesson
- ▶ Practical lesson
- ▶ Deliverables

About the course

Theoretical lessons (7h)

- ▶ Introduction
- ▶ Control Interfaces
- ▶ Sound synthesis
- ▶ Communication Protocols
- ▶ Feedback and interactivity
- ▶ Design considerations

Mostly during the first half of the course.

About the course

Practical lessons (23h)

- ▶ Held at the classroom
- ▶ Guided, partly-supervised tasks
- ▶ All over the course

About the course

Deliverables (45h)

- ▶ "Homework", sometimes started at the classroom
- ▶ Non-supervised task
- ▶ Approx. one per week
- ▶ This is your course evaluation!

About the course

Evaluation (45h)

- ▶ 6 regular tasks, approx 5h per task
- ▶ 1 final task, approx 15h
- ▶ Non-presented deliverables will be graded as 0

Final deliverables mark: $\frac{5 \times (P1 + P2 + P3 + P4 + P5 + P6) + (15 \times P7)}{45}$

Final course mark: $(0.8 \times \text{Deliverables}) + (0.2 \times \text{Participation})$