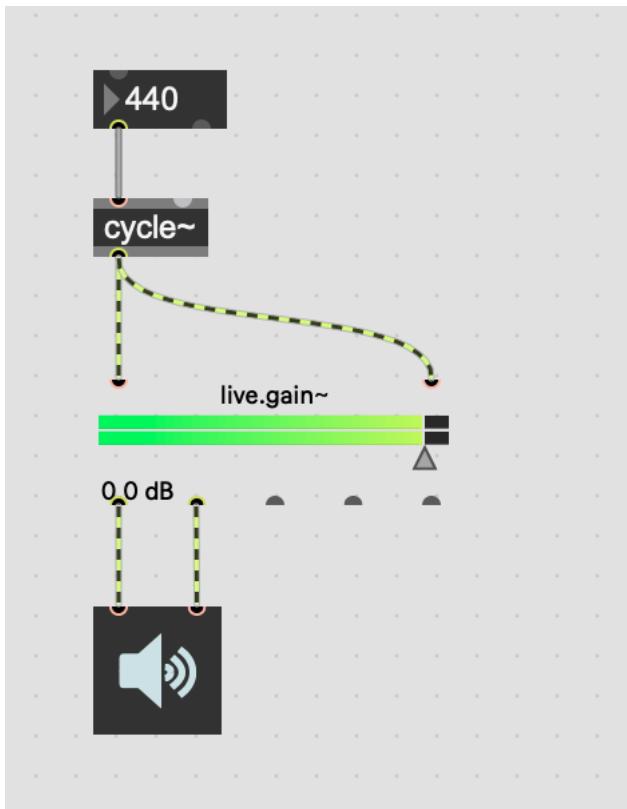


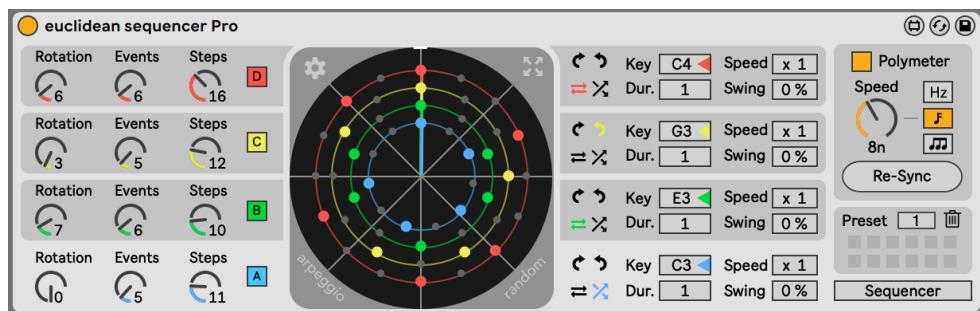
introduction to Max/MSP



Max/MSP is a visual programming environment for the development of interactive tools that generate and process sound, visuals, data and more.

Objects with functions are patched together by connecting their inputs and outputs to other objects or data

Uses for Max



- Develop tools for generative and algorithmic sound performance and composition
- Analyse/process incoming audio signals
- Design GUI's & prototype instruments
- Process different types of data and protocols like MIDI, serial and OSC and route them to and from other programs and hardware
- Generate Real-time synchronised audio and visuals with Jitter, the video-engine of Max
- Program plug-ins for Ableton Live (Max for Live)
- Sequence or control external hardware like modular synthesizers or MIDI-equipped devices or have them control Max

Examples

Autechre

Tarik Barri

Robert Henke / Monolake

Fors FM

Having just spent the weekend hanging out at AES, I can tell you that you might be surprised at how many people are using Max in situations that have nothing to do with experimental electronic music. Many Max users tend to think of Max as their digital chewing gum and duct-tape, that allows them to quickly patch together interesting signal processing modules and rapidly prototype idiosyncratic solutions to very normal problems.

Some stuff to keep in mind



- Very suitable for performing live but unstable for live patching
- Can be puzzling to apply common textual programming logic like conditional statements and loops
- Not open-source (Pure Data provides a free but stripped down alternative)
- Limited Linux and standalone support (Requires additional paid license)
- While versatile, might not always provide the needed performance compared to lower level coding
- “Cleaning up is, of course, totally vital, and anyone who lazily disregards this fact will inevitably and totally get lost within the swamp of their own software.” - Tarik Barri