Things to explain

Describe max

MaxMSP is a modular visual programming language that handles discrete operations and mainly deals with signal processing and audio.

Source: cycling official website

Samples/waveforms - how I recorded audio

In music, sampling is the act of taking a portion, or sample, of one sound recording and reusing it as an instrument or a sound recording in a different song or piece.

I recorded sound environments for the program to use.

Describe what I am doing

Frequency fft bands - lows/mids/highs their significance

Taking average amplitude in a window size format

Project file format saving

Shaping audio to smaller samples – show in main file where they are and how to get new ones if you don’t like the current ones

Show real instrument envelope compared to my instrument

Randomly playing audio (talk about real time tweaking)

Playing audio via step sequencer

Describe Midi

Playing audio via midi

Recording audio and other uses