

indice

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Musicaecodice

1. [Theoretical premises](#) 3/4 lezioni DA FINIREEEEEEEEEEE
 - Some reflections before starting to compose electroacoustic music
 - Meaning of (electroacoustic) music
 - Composers and listeners
2. [Computer as musical instrument](#) 3 lezioni
 - Non (or partially) interactive:
 - Fixed media music - tape music - acousmatic music.
 - Live sequencing - computer music - algorithmic music.
 - Composer aided composition.
 - Interactive:
 - Live electronics - Hyper-instrument.
 - Live set - laptop performer/ensemble - DJing.
 - Live coding.
 - Per ognuna:
 - Audio chains per ogni tipo di utilizzo
 - Modalità di controllo, di diffusione e di percezione.
 - The virtual instrument paradigm (SuperCollider) FATTTTTTTTTTT-TOOOOOOOOOOOOOOOOO!
3. [Fixed media music](#) 2 lezioni per argomento
 - Musical object.
 - Early techniques.
 - DAW
 - Rappresentazioni e materiali da produrre.
4. [Computer music](#)
 - Short history and historical examples.
 - Sequencing.
 - Sound synthesis and processing techniques.
5. [Computer aided composition](#) IMPOSTATO
 - Symbolic musical representation and numbers
 - Generative techniques and processes
6. [Hyper-instruments and live electronics](#)
 - Augmented instrumental techniques.
 - Performance environment models.
 - Musical gesture and effect.
 - Augmented musical forms.
7. [Live coding and electroacoustic impro](#)
 - Performance environment models.