

Any or all of your mini-projects can become a part of your final project. One very effective way to come up with a good final project (and a good final grade!) is to plan ahead so that you are thinking about your final project all quarter long. Approach each mini-project as an opportunity to accomplish some worthwhile component of your final project.

Mini-Project #1: Max**>>due: 4/12 and 4/20<<**

Create a simple *Max* MIDI patch — there are countless possibilities! Here are just a few ideas.

- automated transposition.
- generate MIDI notes without using a synth keyboard.
- use velocity to trigger different instruments (or different percussion sounds).
- trigger MIDI sequence(s) when certain notes are played
- Create a patch that generates and writes a SMF
- Use your imagination! Get creative!

NOTE: Keep your design clear and simple. The project will be submitted more than once. As with all computer programming, *Max* programming can be very exacting. When in doubt, get feedback from me

Mini-Project 2: Max/MSP**>>>due: 5/3 and 5/11<<<**

- Create a simple MAX/MSP mini-project — there are countless possibilities!
This could be accomplished by taking your mini-project 1 and creating a simple custom designed synthesizer to play what the external synth used to play. Or it could originate from a totally different idea. Another possibility is to design a custom sample player which could be used as a precursor to the next mini-project dealing with digital sampling.

Mini-Project #3: Digital Sampling**>>>due: 5/18<<<**

Option 1: Use *V-Samp* or *NanoSampler*, or Kurweil K2000

Complete all of these steps:

- Create/record/import digital audio samples to use in this project.
- Do any editing necessary to eliminate noise and smooth out loop points if relevant.
- Create your own custom keymaps/patches using these samples for your chosen sample player.
- Be sure to implement a couple of MIDI controllers (i.e. mod wheel, data fader, velocity, pressure, etc) to enable interactive realtime changes in the sounds, rather than mere triggering of samples.
- Create a short MIDI sequence that shows off your programs to best effect. (~1 min. dur. is OK.)

Option 2: *DP4* Musique Concrète project — Music 178 students only (i.e. music majors) w/o Music 413

- Import some of the audio material from the “Music 178A Folder” on all the lab workstations ... OR
- Import or record a small amount of your own audio
- Use “Pierre’s Playhouse” (located in *E-A_MusicPrimer:Project SynthPack*)
- Make lots of “edits” (copy/cut/paste, reverse, gain changes, etc.)
- Create a few “automated mix” events (i.e. fade in/out, pan, etc.)
- Do a stereo “Mix to Disk” of your project.
- Turn in a “working copy” of entire project along with an audio CD (both can be on same disk)

Option 3: Max-based sampling project.

- Design your own Max-based sampler
- Use it to create a short audio project

Your Final Project should represent your best efforts to create an interesting, sophisticated piece of electronic music/computer music/programming, given the level of skills and knowledge you've acquired in this and other courses. You should be working on or at least thinking about this project throughout the entire quarter. Bonus points available for incorporating elements of earlier mini-projects (or newly-created versions of a mini-project) as preliminary step in your final project). Set interesting and challenging (but attainable!) goals for yourself. Ask for ideas, help, guidance, extra reference materials, etc.. Focus on your strengths and interests, especially if you are not a "natural" musician or performer.

Final Project Ideas:

- 1) *MAX/MSP*: an original application (or a set of related patches) or VST Plug-in(s)
— *check w/ me early & often!!*

NOTE: If you did not choose to submit a digital audio MAX/MSP mini-project 2, you *must* incorporate some audio created with it in your Final project. (You can generate the audio with any of the tutorial or "third party" examples (...with or without your own customized modifications); with an original patch of your own creation or a modification of an existing patch; OR ... with modules in the *E-A_MusicPrimer* software (especially the "ProjectSynthPack").

- 2) *Digital Performer 4* Sequence (MIDI optional; digital audio required) — duration: 2-4 min.
 - > must have multiple tracks
 - > must include at least one of the following (of course more is better!)
 - 1 (or more) digital audio track(s)
 - 1 (or more) tracks that use your own sampler sounds (with necessary keymaps, etc.)
 - 1 (or more) tracks of Max/MSP generated audio or MIDI data
 - 1 (or more) software synthesizer tracks
 - 5.1 Surround Sound (!?!)
 - digital video or animation (?) — But only if you already possess the requisite skills and resources
 - > Do NOT use recognizable samples of copyrighted music exceeding a couple of seconds!
 - > Do NOT rely heavily on exactly repeating loops (MIDI or audio)
 - > Do NOT rely heavily on the Korg 05R/R sound module.
- 3) I will also *consider* accepting creative proposals generated by students, as well.

NOTE:

Bring a "working copy" of entire project along with an audio CD (both can be on same disk) to the university scheduled final exam period.

Important Dates:

- May 18 — have a project proposal approved
- May 31 — draft due *must be submitted for credit*
- June 6 — Final Exam Concert/Presentation Wednesday @ 2:30 p.m.
NOTE: This is the regularly scheduled final exam time for this class.