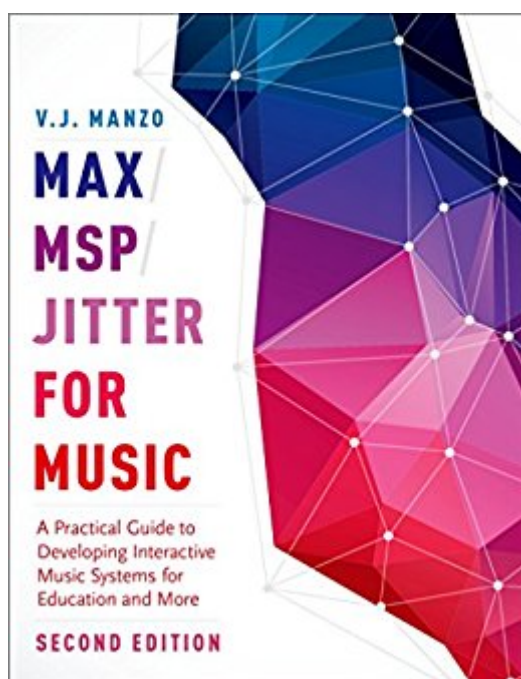


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# Max/MSP/Jitter For Music: A Practical Guide To Developing Interactive Music Systems For Education And More



## Synopsis

In *Max/MSP/Jitter for Music*, expert author and music technologist V. J. Manzo provides a user-friendly introduction to a powerful programming language that can be used to write custom software for musical interaction. Through clear, step-by-step instructions illustrated with numerous examples of working systems, the book equips readers with everything they need to know in order to design and complete meaningful music projects. The book also discusses ways to interact with software beyond the mouse and keyboard through use of camera tracking, pitch tracking, video game controllers, sensors, mobile devices, and more. The book does not require any prerequisite programming skills, but rather walks readers through a series of small projects through which they will immediately begin to develop software applications for practical musical projects. As the book progresses, and as the individual's knowledge of the language grows, the projects become more sophisticated. This new and expanded second edition brings the book fully up-to-date including additional applications in integrating Max with Ableton Live. It also includes a variety of additional projects as part of the final three project chapters. The book is of special value both to software programmers working in Max/MSP/Jitter and to music educators looking to supplement their lessons with interactive instructional tools, develop adaptive instruments to aid in student composition and performance activities, and create measurement tools with which to conduct music education research.

## Book Information

File Size: 17925 KB

Print Length: 432 pages

Publisher: Oxford University Press; 2 edition (July 1, 2016)

Publication Date: July 1, 2016

Sold by:Â Digital Services LLC

Language: English

ASIN: B01HS3YB56

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #380,040 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #63

inÂ Kindle Store > Kindle eBooks > Arts & Photography > Music > Theory, Composition & Performance > Exercises #123 inÂ Kindle Store > Kindle eBooks > Arts & Photography > Music > Theory, Composition & Performance > Techniques #290 inÂ Books > Arts & Photography > Music > Theory, Composition & Performance > Exercises

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