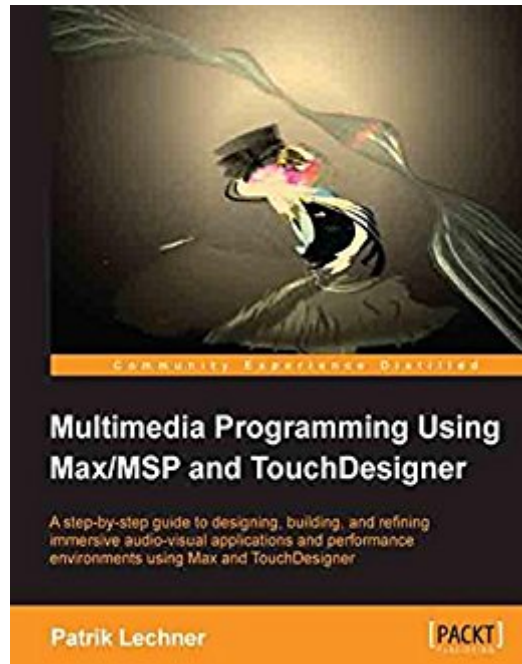


The book was found

Multimedia Programming Using Max/MSP And TouchDesigner



Synopsis

A step-by-step guide to designing, building, and refining immersive audio-visual applications and performance environments using Max and TouchDesigner

About This Book

Create efficient audio processing tools using Max

Generate stunning real-time graphics using TouchDesigner

Develop well-structured multimedia projects using basic as well as the most advanced programming and integration techniques

Who This Book Is For

If you want to learn how to use Max 6 and/or TouchDesigner, or work in audio-visual real-time processing, this is the book for you. It is intended for intermediate users of both programs and can be helpful for artists, designers, musicians, VJs, and researchers. A basic understanding of audio principles is advantageous.

What You Will Learn

Build well-structured systems for multimedia

Build audio synthesis tool using Max/MSP

Create versatile sampling programs

Design tools to generate visuals from scratch with TouchDesigner

Generate audio-visual systems using tools such as Gen and Jitter

Apply a procedural approach to both audio and video

Get to grips with both rapid prototyping and beginner's examples as professional design principles

Expand your tools and generate custom tool sets for future projects

In Detail

Max 6 and TouchDesigner are both high-level visual programming languages based on the metaphor of connecting computational objects with patch cords. This guide will teach you how to design and build high-quality audio-visual systems in Max 6 and TouchDesigner, giving you competence in both designing and using these real-time systems. In the first few chapters, you will learn the basics of designing tools to generate audio-visual experiences through easy-to-follow instructions aimed at beginners and intermediate. Then, we combine tools such as Gen, Jitter, and TouchDesigner to work along with Max 6 to create 2D and 3D visualizations, this book provides you with tutorials based on creating generative art synchronized to audio. By the end of the book, you will be able to design and structure highly interactive, real-time systems.

Book Information

File Size: 30920 KB

Print Length: 404 pages

Publisher: Packt Publishing (November 26, 2014)

Publication Date: November 26, 2014

Sold by:Â Digital Services LLC

Language: English

ASIN: B00Q8QKGMW

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #956,632 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #90

inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Speech & Audio

Processing #3224 inÂ Books > Computers & Technology > Web Development & Design > Web

Design #4487 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development

Customer Reviews

There is so much value in this book, I will try to highlight a lot of what I felt shined through for me. This review is more about the audio and synthesis side of this book. The book seems to be aimed at readers with a level of knowledge that stretches from an advanced beginner through intermediate skill levels. Going through Max example patches and the related reference docs has always been the best thing to do as a beginner. The documentation is great and has gotten better over the years. Even so, once one has put the time in with the docs, it is very helpful to have someone who is an experienced patcher to show some of the often unfamiliar visual programming patterns. This book fills that role very well. Though there is a lot of dense technical information, the author clearly elucidates how it all works together. Each chapter brings the reader step by step into the labyrinths of knowledge that is visual programming in Max. The early chapters present an indispensable discussion of foundational information for anyone who needs to get up and running with visual patching paradigms in Max. The author's techniques are not only useful in general, but also inspire the kind of thinking that visual programming really requires. Throughout the rest of the book, the subpatches / abstractions in his examples teach a lot on their own. For a motivated learner, there is a lot of time to be spent learning and understanding these. There is so much detail presented in patcher form alone, I recommend one keeps the chapter projects' windows open in Max as you move through the author's instruction. I know I will be digging through and experimenting with these for some time.

[Download to continue reading...](#)

Multimedia Programming Using Max/MSP and TouchDesigner Programming #8:C Programming

Success in a Day & Android Programming In a Day! (C Programming, C++programming, C++

programming language, Android , Android Programming, Android Games) Programming #57: C++

Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming)

Programming #45: Python Programming Professional Made Easy & Android Programming In a Day! (Python Programming, Python Language, Python for beginners, ... Programming Languages, Android Programming)

Desarrollo de aplicaciones de multimedia / Multimedia application development (Spanish Edition)

DOS: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of DOS programming (DOS, ADA, Programming, DOS Programming, ADA ... LINUX, RPG, ADA Programming, Android, JAVA)

ASP.NET: Programming success in a day: Beginners guide to fast, easy and efficient learning of ASP.NET programming (ASP.NET, ASP.NET Programming, ASP.NET ... ADA, Web Programming, Programming)

C#: Programming Success in a Day: Beginners guide to fast, easy and efficient learning of C# programming (C#, C# Programming, C++ Programming, C++, C, C Programming, C# Language, C# Guide, C# Coding)

FORTRAN Programming success in a day:Beginners guide to fast, easy and efficient learning of FORTRAN programming (Fortran, C++, C, C programming, ... Programming, MYSQL, SQL Programming)

Prolog Programming; Success in a Day: Beginners Guide to Fast, Easy and Efficient Learning of Prolog Programming (Prolog, Prolog Programming, Prolog Logic, ... Programming, Programming Code, Java)

Parallel Programming: Success in a Day: Beginners' Guide to Fast, Easy, and Efficient Learning of Parallel Programming (Parallel Programming, Programming, ... C++ Programming, Multiprocessor, MPI)

Programming: Computer Programming for Beginners: Learn the Basics of Java, SQL & C++ - 3. Edition (Coding, C Programming, Java Programming, SQL Programming, JavaScript, Python, PHP)

Raspberry Pi 2: Raspberry Pi 2 Programming Made Easy (Raspberry Pi, Android Programming, Programming, Linux, Unix, C Programming, C+ Programming)

Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming)

R Programming: Learn R Programming In A DAY! - The Ultimate Crash Course to Learning the Basics of R Programming Language In No Time (R, R Programming, ... Course, R Programming Development Book 1)

VBScript: Programming Success in a Day: Beginner's Guide to Fast, Easy and Efficient Learning of VBScript Programming (VBScript, ADA, ASP.NET, C#, ADA ... ASP.NET Programming, Programming, C++, C)

XML Programming Success in a Day: Beginner's Guide to Fast, Easy, and Efficient Learning of XML Programming (XML, XML Programming, Programming, XML Guide, ... XSL, DTD's, Schemas, HTML5, JavaScript)

Introduction to Computing and Programming with Java: A Multimedia Approach

MYSQL Programming Professional Made Easy 2nd Edition: Expert MYSQL Programming Language Success in a Day for any Computer

User! (MYSQL, Android programming, ... JavaScript, Programming, Computer Software)

Programming Raspberry Pi 3: Getting Started With Python (Programming Raspberry Pi 3,
Raspberry Pi 3 User Guide, Python Programming, Raspberry Pi 3 with Python Programming)

[Dmca](#)