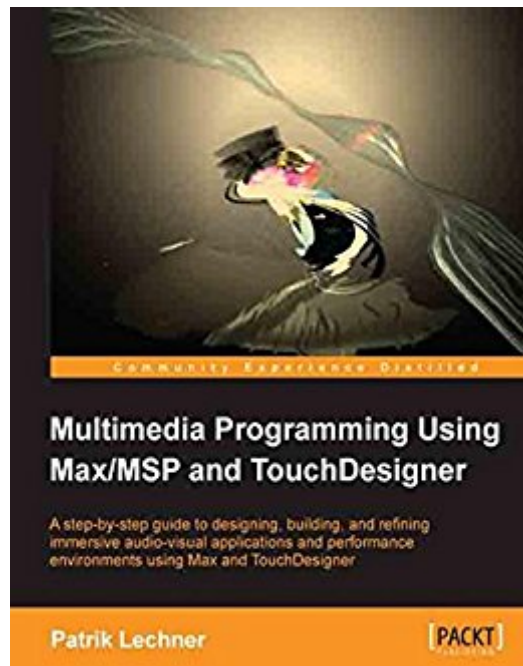## The book was found

# Multimedia Programming Using Max/MSP And TouchDesigner

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# Synopsis

A step-by-step guide to designing, building, and refining immersive audio-visual applications and performance environments using Max and TouchDesignerAbout This BookCreate efficient audio processing tools using MaxGenerate stunning real-time graphics using TouchDesignerDevelop well-structured multimedia projects using basic as well as the most advanced programming and integration techniquesWho This Book Is ForIf 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 LearnBuild well-structured systems for multimediaBuild audio synthesis tool using Max/MSPCreate versatile sampling programsDesign tools to generate visuals from scratch with TouchDesignerGenerate audio-visual systems using tools such as Gen and JitterApply a procedural approach to both audio and videoGet to grips with both rapid prototyping and beginner's examples as professional design principlesExpand your tools and generate custom tool sets for future projectsIn DetailMax 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

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# 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.

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