



Multimedia Programming Using Max/MSP and TouchDesigner

By Patrik Lechner

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Multimedia Programming Using Max/MSP and TouchDesigner By Patrik Lechner

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.

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Editorial Review

About the Author

Patrik Lechner

Patrik Lechner started making electronic music at the age of 16, and soon discovered environments such as Pure Data and Max/MSP. From then on, he developed many tools for his own experimental music, and it wasn't long after this that he started creating generative 3D visualizations of audio material. Since then, he has devoted nearly all his life to real-time audio/video processing and generation. Patrik worked as an audio engineer for an Austrian TV station for years, and taught Max/MSP both privately and at institutions. For instance, he conducted workshops for the audio engineers of the Burgtheater Vienna, and since 2012, he has been working for the University of Applied Sciences in St. Polten (FH St. Polten). Patrik has worked on many multimedia projects, for example, an installation at the Festspielhaus Baden-Baden for the Institut für CreativeMedia/Technologies, FH St. Polten, and an interactive audio installation in Dubai. As an artist, he did audiovisual performances in Austria, Italy, Germany, Mexico, Canada, and Dubai, and regularly played at the Austrian Pavilion at the world exhibition in Shanghai 2010. He worked a lot with classically trained musicians, developed a real-time scoring system/piece for a string quartet that premiered in 2012, and frequently works with painters and artists from other fields.

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Peter Hudson:

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