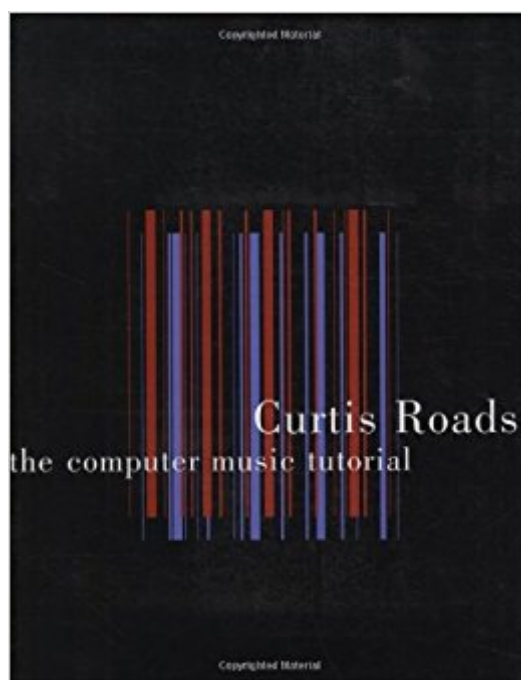The book was found

The Computer Music Tutorial (MIT Press)

Synopsis

The Computer Music Tutorial is a comprehensive text and reference that covers all aspects of computer music, including digital audio, synthesis techniques, signal processing, musical input devices, performance software, editing systems, algorithmic composition, MIDI, synthesizer architecture, system interconnection, and psychoacoustics. A special effort has been made to impart an appreciation for the rich history behind current activities in the field.Profusely illustrated and exhaustively referenced and cross-referenced, The Computer Music Tutorial provides a step-by-step introduction to the entire field of computer music techniques. Written for nontechnical as well as technical readers, it uses hundreds of charts, diagrams, screen images, and photographs as well as clear explanations to present basic concepts and terms. Mathematical notation and program code examples are used only when absolutely necessary. Explanations are not tied to any specific software or hardware.Curtis Roads has served as editor-in-chief of Computer Music Journal for more than a decade and is a recognized authority in the field. The material in this book was compiled and refined over a period of several years of teaching in classes at Harvard University, Oberlin Conservatory, the University of Naples, IRCAM, Les Ateliers UPIC, and in seminars and workshops in North America, Europe, and Asia.

Book Information

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Customer Reviews

Curtis Roads is a composer and researcher and was Editor and Associate Editor of Computer

Music Journal for 20 years. He is currently Professor in Media Arts and Technology and Associate Director of the Center for Research in Electronic Art Technology (CREATE) at the University of California, Santa Barbara.

I use this book both in my own work as a computer music composer and as an instructor in computer music at my university. It is clear and detailed without being cumbersome or laborious. Indeed, for a 1200 page book it feels remarkably concise in its explanations. The biggest drawback for me is that I suck at math, which means there are times when I have to work at it to make sense of some passages. This is a fault of my own (due to sheer laziness) and not of Roads. Even so, I've been able to read about techniques that I didn't know much about beyond their sound and immediately implement them in Max/MSP simply by having had their the mechanics explained in clear detail. This is a brilliant, invaluable book for deepening my understanding of and work in computer music theory and technique.

I've had this book for a few years now, and I'm not even close to tapping it out. It's well-written and detailed, and since it's not software-specific - it's universally applicable. I found it very helpful when first learning the fundamentals of synthesis, and now that I'm starting to learn Csound, I'll be reading parts of it again. There is so much information here, which makes it the kind of book you can grow into.The level of math is general enough for the attentive layman, yet not dumbed-down (I really should brush up on my trig, of course). If you want more detail on a subject, there are plenty of 'Suggested Reading' lists within. That's not to say the book skimps - it doesn't. I could go on, but a look at the Table of Contents says it better than I would.I'll admit, though - this book doesn't go in-depth on traditional analog techniques. I assume it wasn't meant to, given the title and abundance of analog synth books at the time of publication. This book will help you transfer analog techniques into the computer realm, but to learn those techniques in detail, you may want to supplement this with another - probably older - book.This book is essential. Of course, please don't buy it just to give it a one star because it didn't teach you how to use Fruity Loops - it's not that kind of "computer music" book. If you're genuinely interested in the subject matter, you won't regret owning it!

Wanted this book for a long time. Some people told me that it is too old, but i think the main concepts did not changed from 96.For me this is an awesome, well written reference book oriented on every aspect of digital audio.

This is the best book on the field of computer music I have seen to date. It's a huge book (1200 some pages) covering just about everything in the computer music field, in a clear, easy-to-read style. Signal processing, input devices, editors, music languages, DSP, fourier analysis, it has it all. The bibliography at the end of the book is huge, and makes a great reference. Best of all, this book doesn't cost much more than the average computer book with 1/10 the content. This is a great book!

Great.It's a bible of computer music.I'm a Korean. There's no korean translate version.But sentences of this book is pretty clear and can be understandable.

This book is the best book to get started and continue with music involving electronics and computers. The book covers the basics and keeps going. If you touch any type of electronic device to make music, this book should be on your shelf. I can't say enough good things about this book.

this book has everything you need to know .amazing book to learn how to making music with your computer and instruments

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