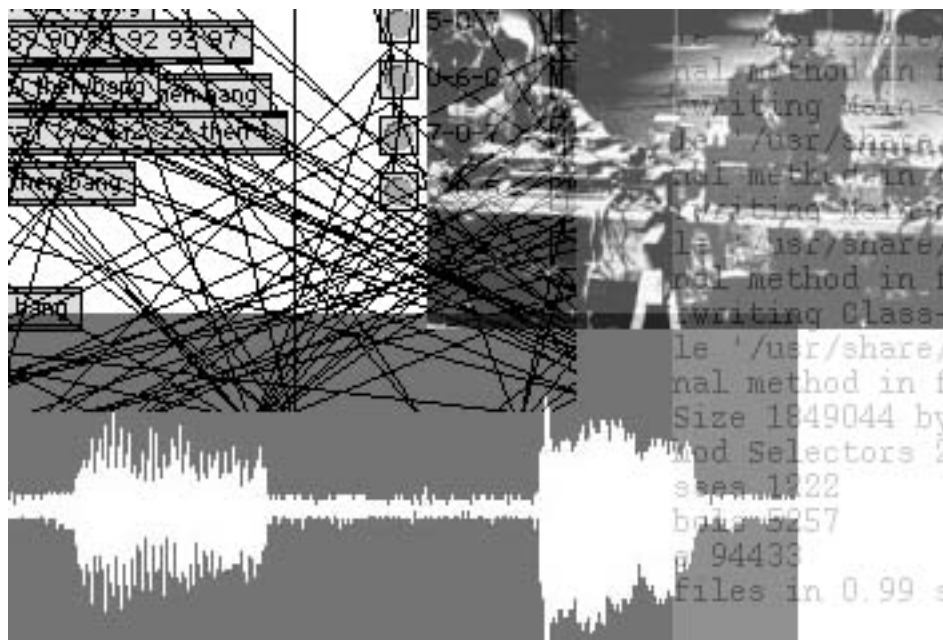


CART 356A/B: *Topics in Abstract Sound*

REAL TIME DIGITAL SOUND: THEORY/PRACTICE

Fall and Winter 2006-2007 // 6 credits //
T: 6:30-10:30



Are you interested in working with real time audio? Using software like Max/MSP and Supercollider to build new instruments and sonic experiences for installations, performances, sound design and auditory compositions? This is a new year long course sequence in the theory and practice of digital audio, with emphasis on real time applications. We will explore all facets of digital sound, from theoretical and conceptual ideas to the practical development of new sensor-based instruments for musical expression, interactive sound design, real time synthesis and sampling, psychoacoustics and historical ideas about sound, from John Cage to laptop music. Ideal for those interested in learning the fundamentals of digital sound working with real time software. For more information, contact Sophie Generaux in the Department of Design and Computation Arts (design@vax2.concordia.ca) or Chris Salter (chrissal@alcor.concordia.ca) for more information!