

Computer Music Composition

Contemporary Arts 447

Section: D100

Term: 1998 Fall

Instructor: Barry Truax
CC 6146
291-4261

Discussion Topics: The theory and practice of digital techniques and computer systems as applied to sound synthesis and music composition. The course will consider the major types of hardware and software systems developed for music from 1955 to present, and will discuss the musical issues involved in machine programmability, user interaction, acoustic models used in sound synthesis, compositional algorithms, etc. Students will have the opportunity of practical compositional work with facilities of the Computer Music Studio.

Grading: COURSE REQUIREMENTS:

Each student will be expected to complete a variety of computer music projects involving use of the computer music facility, including some assigned exercises and one original compositional or live performance project. A paper of modest length dealing with some aspect of computer music composition will also be required. All grading will be based on this work, with equal weight given to the exercises, the composition project and the paper.

Students will be responsible for the cost of course materials, including texts and floppy disks.

Required Texts: Charles Dodge and Thomas Jerse, *Computer Music*, 2nd Ed. Schirmer Books, 1985.

Joel Chadabe, *Electric Sound*, Prentice-Hall, 1997

Recommended Texts: C. Roads, *The Computer Music Tutorial*, MIT Press 1996

Materials/Supplies:

Prerequisite/Corequisite: FPA 347. CMPT 001 or 110 is strongly recommended.

Notes: <http://www.sfu.ca/sca>

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