

Computer Music Composition

Contemporary Arts 447

Section: D100

Term: 2004 Fall

Instructor: Barry Truax

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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, and performance. Students will have the opportunity of practical compositional work with CSound.

Grading: Each student will be expected to complete a variety of computer music projects 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. A mid-term quiz worth 10% will also be included.

Required Texts: C.Dodge and T.Jerse, Computer Music, 2nd Ed.

R. Bianchini and A. Cipriani (Eds.), Virtual Sound

Recommended Texts: J.Chadabe, Electric Sound

C.Roads, The Computer Music Tutorial

R.Boulanger, (Ed.) The CSound Book

Materials/Supplies: Students will be responsible for the cost of course materials.

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

Notes: More advanced students may wish to substitute the Roads and Boulanger texts for the required texts.

Detailed course outline available at www.sfu.ca/~truax

This outline is derived from a course outline repository database that was maintained by SFU Student Services and the University's IT Services Department. The database was retired in 2014 and the data migrated to SFU Archives in 2015.