

1. Record Nr.	UNINA9910452888503321
Autore	Hugill Andrew
Titolo	The Digital Musician [[electronic resource]]
Pubbl/distr/stampa	Hoboken, : Taylor and Francis, 2012
ISBN	1-280-87364-7 1-136-27989-X 9786613714954 0-203-11179-6 1-136-27988-1
Edizione	[2nd ed.]
Descrizione fisica	1 online resource (337 p.)
Disciplina	786.7
Soggetti	Computer music - History and criticism Computer music -- History and criticism Electronic music - History and criticism Electronic music -- History and criticism Music - Philosophy and aesthetics Music -- Philosophy and aesthetics Music Music, Dance, Drama & Film Music Philosophy Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Cover; The Digital Musician; Copyright; Contents; Figures and Tables; Preface; Notes to the Second Edition; Acknowledgements; Part I: Engaging; 1. Creative Identity; What Are You?; Project 1 (Elementary): Elevator Pitch; Where Have You Come From?; Where Are You Going?; Introduction to the Case Studies; Project 2 (Intermediate): Personal Vision Statement; 2. Aural Awareness; Listening; Listening Modes; Listening Purposes; Listening Situations; Project 3 (Elementary): Listen, Listen; The Soundscape; Project 4 (Intermediate): Soundwalk; Soundscape Composition

Project 5 (Advanced): Soundscape PieceHearing; Project 6 (Elementary): Speech Patterns; The Ear-Brain Connection; Information: The Mechanics of Hearing; Machine Listening; 3. Exploring Sound; Acoustics and Psychoacoustics; Information: Fundamentals of Acoustics; Sound Structures; Project 7 (Intermediate): Sound Structures; Duration; Project 8 (Elementary): Extended Duration; Pitch and Tuning; Information: The Harmonic Series; Harmonicity and Inharmonicity; Project 9 (Advanced): Drone Piece; From Noise to Silence; Information: Noise and Loudness; Project 10 (Advanced): Incomplete Silence  
TimbreProject 11 (Intermediate): Timbral Study; 4. Listening to Music; The Musician's Ear; Aural Phenomena; Active Listening; Critical Listening; Listening to Electro-acoustic Music; Project 12 (Elementary): Sud; Part II: Creating; 5. Organizing Sound; Sound-Art, Sonic Art and Sound Design; Project 13 (Intermediate): Hearing Hearing; Sound in Space; Information: Behaviour of Sound in Space; Project 14 (Intermediate): Diffraction Installation; Network Space; Project 15 (Elementary): Sonic Wiki; Spatialization; Multichannel Sound Diffusion; Information: Spatialization Layouts  
Project 16 (Advanced): Types of SpaceSound through Time; Spectromorphology; Project 17 (Advanced): Quintessence; 6. Digitizing Sound; Sampling; Fourier Transforms; Project 18 (Elementary): FFT Processing; File Formats; Project 19 (Elementary): File Formats; Representing; Wave-form Diagrams; Spectrograms; Synthesizing; Information: Sinusoids; Project 20: Analysis-Synthesis; Processing; Time Domain Processes; Frequency Domain Processes; Project 21 (Elementary): Reverse EQ; Dynamic Processes; Spatial Processes; Spectral Processes; Project 22 (Elementary): Sonic Morph; 7. Creating Music  
The ComposerWhy Compose?; Project 23 (Intermediate): Inspiration Box; The Compositional Process; Aural Imagination; Project 24 (Intermediate): Sunset; Intention and Result; Freedom and Constraint; Project 25 (Advanced): Sudoku; Originality and Style; Project 26 (Advanced): Pastiche; Form and Structure; Project 27 (Advanced): Open-form Work; Mood and Modalities; Project 28 (Advanced): Night Piece; 8. Instruments and Media; Musicians and their Instruments; Organology; Project 29 (Advanced): Infra-Instrument; Extended Acoustic Instruments  
Project 30 (Elementary): Sound Byte for Voice or Percussion

## Sommario/riassunto

The Digital Musician is a textbook for creative music technology and electronic music courses. It provides an overview of sound properties, acoustics, digital music, and sound design as a basis for understanding the compositional possibilities that new music technologies allow. Creative projects allow students to apply key concepts covered in each chapter. Topics covered include hardware hacking, live coding, interactive music, sound manipulation and transformation, software instruments, networked performance, as well as critical listening and analysis.Feature