

1. Record Nr.	UNINA9910452960503321
Autore	Macleod Suzanne
Titolo	Museum architecture : a new biography // Suzanne Macleod
Pubbl/distr/stampa	Abingdon, Oxon : , : Routledge, , 2013
ISBN	0-203-52783-6 1-299-46934-5 1-134-05355-X
Edizione	[First edition.]
Descrizione fisica	1 online resource (561 p.)
Disciplina	727/.6
Soggetti	Museum architecture - Social aspects Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Telling stories of museum architecture -- "Hobson's Choice": art and grog in Liverpool -- "It is, of course, very easy to make merry over the Alderman in Art": the 1930s extension and renovation -- Ration cards, food hordes and art: occupation by friendly forces and the battle for liberation 1939-1951 -- Art (and architecture) in a city: ambition, illusion and revolution -- The social architecture of museums.
Sommario/riassunto	"Recent decades have witnessed an explosion of museum building around the world and the subsequent development of a body of research to understand the myriad issues. Museum Architecture: A New Biography focuses on the stories we tell of museum buildings in order to explore the nature of museum architecture and the problems of architectural history when applied to the museum and gallery. Starting from a detailed discussion of the key issues in contemporary museum design, the book explores the role of architectural history in the prioritization of specific stories of museum building and museum architects and the exclusion of other actors from the history of museum making. These omissions have contemporary relevance and impact directly on the ways in which the physical structures of museums are shaped. Theoretically, the book places a particular emphasis on the work of Henri Lefebvre in order to establish an understanding of buildings as social relations; the outcome of complex

human interactions and relationships. The book utilizes a micro history, an in-depth case study of the "National Gallery of the North", the Walker Art Gallery in Liverpool, to expose the myriad ways in which museum architecture is made. Coupled with this detailed exploration is an emphasis on contemporary museum design which utilises the understanding of the social realities of museum making developed above to explore ideas for a socially sustainable museum architecture fit for the 21st century"--

2. Record Nr.	UNINA9910814500803321
Autore	Manzo V. J.
Titolo	Interactive composition : strategies using Ableton Live and Max for Live // V. J. Manzo and Will Kuhn
Pubbl/distr/stampa	Oxford, England : , : Oxford University Press, , 2015 ©2015
ISBN	0-19-997381-4 0-19-997394-6
Descrizione fisica	1 online resource (281 p.)
Disciplina	781.3/453
Soggetti	Digital audio editors Software synthesizers Composition (Music) - Computer programs
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Contents; Foreword; Preface; Acknowledgments; About the Companion Website; 1 Basics; Companion Site and Files; Basic Setup; Working in Live; On Your Own; 2 Session View; Session View; Adding Effects; Key and MIDI Mapping; Record to Arrangement View; On Your Own; 3 Introduction to Max for Live; Why Would I Want to Start Programming?; Writing a MIDI Program; On Your Own; 4 Ambient; Getting Started; Other Instruments; Form; On Your Own; 5 Pop and Rock Music; Enhancing the Recording with Effects; Automation; Making It Performable in a Live Situation

Using the Return Tracks as Monitor Mixes; Multiple Sessions in One Session; Live for Practicing; On Your Own; Monkey FX Guide; 6 Electroacoustic Music; Preparing the Canvas; Preparing the Form; Preparing Computer-Generated Sounds; Preparing the Session for Performance; Composition Examples; On Your Own; 7 Modern Hip-Hop and Trap Music; Drum Patterns; Sub Kicks and Bass Lines; Buildup Patterns; Chord Sequences; Stabs; Lasers; Chipmunk Vocals and Shouts; Composition Examples; On Your Own; 8 House Music; Kick Drum and Essential Elements; Electro Bass Synth
Setting Up Mix Groups and Sidechain Ducking; Form and Arrangement; On Your Own; 9 Breakbeat/Drum and Bass; Creating a Sampled Loop; Reese Bass; Sub Bass and Advanced Reese; Sampled Sirens and Other Instruments; Buildup Scene; Mixing; Form Considerations; On Your Own; 10 Chiptune; Designing a Custom Chip Instrument; Using the Custom Chip Sounds; Auto-Chords and MIDI Reuse; Sampled Chip Sounds; 8-Bit Drums; Form and Structure; On Your Own; 11 Granular Synthesis; Basic Sampling; Wavetable Synthesis with Simpler; Granular Synthesis with Granulator II; Drums from a Voice; Mixing; On Your Own
12 Dubstep; Drum Patterns; Bass Instruments and Resampling; Treble Leads; Risers; Initial Mixing; On Your Own; 13 Remixing and Loop Sampling; Simple Remixing; Mashups; Sampling Loops from Preexisting Songs; Remixing an Acapella; On Your Own; 14 Mastering; Generic Mixing Technique; The Master Track; The Limiter; The Mastering Chain; Compression on the Master Track; Equalizing on the Master Track; Multiband Dynamics; The Loudness War; Exporting; On Your Own; 15 Analysis of Projects; Live Rig; Pedalman Pro; Wrap-Up; On Your Own; Bibliography; Index; A; B; C; D; E; F; G; H; I; J; K; L; M; N; O; P QR; S; T; U; V; W; Y; Z

Sommario/riassunto

Interactive Composition empowers readers with all of the practical skills and insights they need to compose and perform electronic popular music in a variety of popular styles. The book begins by introducing all of the tools involved in creating interactive compositions through the software Ableton Live and Max for Live. The following chapters then put the tools to use by both describing particular musical styles and also teaching readers how to compose and perform within these styles using the software. As readers progress through the book, they will learn to use the software to facilitate
