IDAT507: SuperCollider
Session 1

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Please collect your email addresses
(I will send you slides etc.)

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Moving Time of One Session

Open Time Slot
Monday: 9:00-13:00
Tuesday: 11:00-14:00
Wednesday: 15:00-17:00
Introduction

What is this Course About?
Introducing the sound synthesis programming language SuperCollider

Question?
Why learning a sound synthesis programming system?

Question
Which sound synthesis programming systems do you know?

SuperCollider particular expressive, flexible: full-blown programming language
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**Approach**

**Wide multidisciplinary field**
- Sound synthesis concepts
- SuperCollider programming concepts
- Aesthetic considerations
- ...

**Approach**
- Easy start with ixiQuarks (SuperCollider toolbox with GUI)
- Then “descend” into SuperCollider, focus on SuperCollider programming concepts
- Helping you to help yourself with the available ressources
- *Recommendation: use SuperCollider soon in actual projects*
Literature (clickable links)

Our “textbook”
Scott Wilson’s SC tutorial (part of SuperCollider documentation) – concise overview

Other tutorials
- Nick Collins et al. – more elaborated 14 weeks course
- David Cottle – gentle and extensive Computer Music introduction, examples in SuperCollider
- Thor Magnusson – presents various sound synthesis techniques using SuperCollider
- ...more tutorials are part of the SuperCollider documentation
Websites

- Homepage: http://supercollider.sourceforge.net/

Application documentation

- SuperCollider documentation
- ixiQuarks documentation
ixiQuarks Introduction

... in ixiQuarks
Exercises

Share computers in small groups

- Install ixiQuarks Pro on your computer: http://www.ixi-audio.net/content/software.html
- Play around with ixiQuarks
- Read ixiQuarks documentation (Menu Help, first link at help page)