

IDAT507: SuperCollider

Session 1

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Preparation

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

How to reach me

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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 resources
- *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



Literature cont'd

Websites

- Homepage: <http://supercollider.sourceforge.net/>
- Wiki: <http://swiki.hfbk-hamburg.de:8888/MusicTechnology/6>

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)

