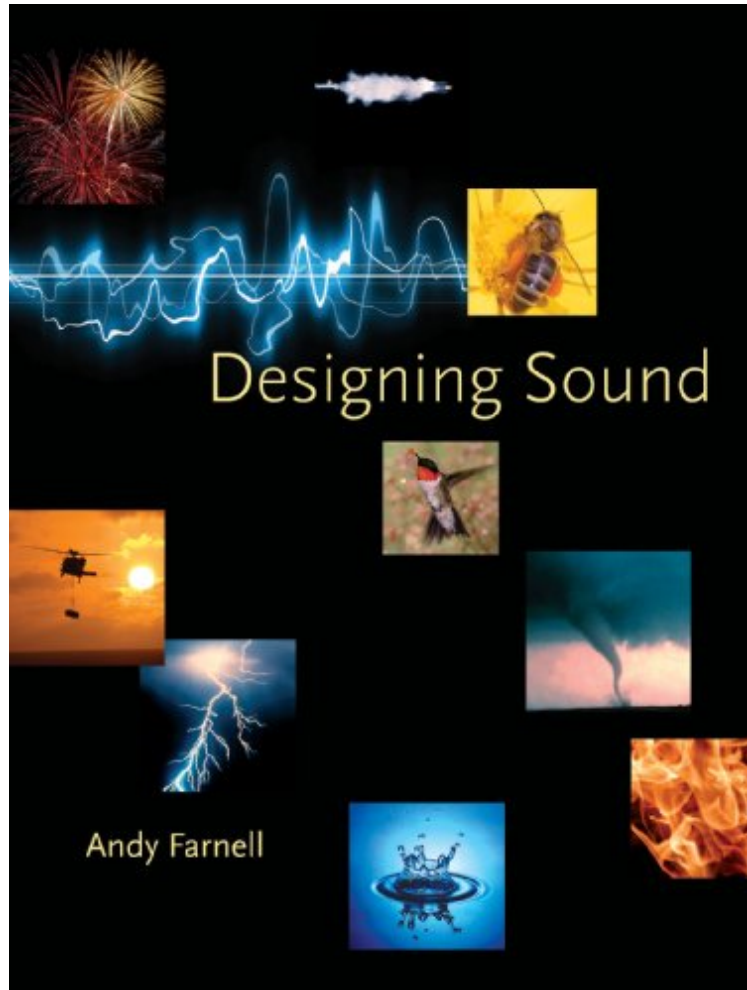


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Designing Sound (MIT Press)

Von Andy Farnell

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Von Andy Farnell : Designing Sound (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised Designing Sound (MIT Press):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. The book for "re-" design "nature" and "pseudo-nature" sounds.Von Niels DettenbachA well readable scientific book about sound design with a focus on re-redesign "natural" or pseudo-natural sounds with software / electronic / DSP, which is described in PD (pure data - a graphical open source programming language). There are very few "typos" in the physical / nature scientific introduction/"refresh", but this does not lower the value of this book.6 von 6 Kunden fanden die folgende Rezension hilfreich. Tolles BuchVon FarhoodNeben dem The Theory and Technique of Electronic von Miller Puckette finde ich das Designing Sound von Andy Farnell sehr wertvoll um damit Pd noch besser theoretisch und praktisch vertiefen zu knnen. Sehr von Vorteil sind ja die ganzen bungsbeispiele, die vorgegeben sind. Man kann die entsprechend befolgen und ziemlich viel damit rumspielen um immer und immer

wieder Neuigkeiten zu experimentieren. 2 von 2 Kunden fanden die folgende Rezension hilfreich. Bestes Buch für den Einstieg in die Klangsynthese mit Pure Data! Von TheBat Sehr ausführlich und genau, aber trotzdem praxisorientiert geschriebenes Buch. Auch wenn es als "pd-Bibel" missverstanden werden könnte, ist das Buch mehr als das! Sehr zu empfehlen. Lediglich die Seiten könnten aus etwas dickerem Papier sein.

Kurzbeschreibung Designing Sound teaches students and professional sound designers to understand and create sound effects starting from nothing. Its thesis is that any sound can be generated from first principles, guided by analysis and synthesis. The text takes a practitioner's perspective, exploring the basic principles of making ordinary, everyday sounds using an easily accessed free software. Readers use the Pure Data (Pd) language to construct sound objects, which are more flexible and useful than recordings. Sound is considered as a process, rather than as data -- an approach sometimes known as "procedural audio." Procedural sound is a living sound effect that can run as computer code and be changed in real time according to unpredictable events. Applications include video games, film, animation, and media in which sound is part of an interactive process. The book takes a practical, systematic approach to the subject, teaching by example and providing background information that offers a firm theoretical context for its pragmatic stance. [Many of the examples follow a pattern, beginning with a discussion of the nature and physics of a sound, proceeding through the development of models and the implementation of examples, to the final step of producing a Pure Data program for the desired sound. Different synthesis methods are discussed, analyzed, and refined throughout.] After mastering the techniques presented in Designing Sound, students will be able to build their own sound objects for use in interactive applications and other projects