Multimedia Programming Using Max/MSP and TouchDesigner

Patrik Lechner

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A step-by-step guide to designing, building, and refining immersive audio-visual applications and performance environments using Max and TouchDesigner

About This Book

- Create efficient audio processing tools using Max
- Generate stunning real-time graphics using TouchDesigner
- Develop well-structured multimedia projects using basic as well as the most advanced programming and integration techniques
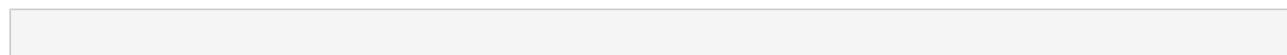
Who This Book Is For

If you want to learn how to use Max 6 and/or TouchDesigner, or work in audio-visual real-time processing, this is the book for you. It is intended for intermediate users of both programs and can be helpful for artists, designers, musicians, VJs, and researchers. A basic understanding of audio principles is advantageous.

What You Will Learn

- Build well-structured systems for multimedia
- Build audio synthesis tool using Max/MSP
- Create versatile sampling programs
- Design tools to generate visuals from scratch with TouchDesigner
- Generate audio-visual systems using tools such as Gen and Jitter
- Apply a procedural approach to both audio and video
- Get to grips with both rapid prototyping and beginner's examples as professional design principles
- Expand your tools and generate custom tool sets for future projects

In Detail

Max 6 and TouchDesigner are both high-level visual programming languages based on the metaphor of connecting computational objects with patch cords. This guide will teach you how to design and build high-quality audio-visual systems in Max 6 and TouchDesigner, giving you competence in both designing and using these real-time systems. In the first few chapters, you will learn the basics of designing tools to generate audio-visual experiences through easy-to-follow instructions aimed at beginners and intermediate. Then, we combine tools such as Gen, Jitter, and TouchDesigner to work along with Max 6 to create 2D and 3D visualizations, this book provides you with tutorials based on creating generative art synchronized to audio. By the end of the book, you will be able to design and structure highly interactive, real-time systems.

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