Designing Sound (MIT Press)

By Andy Farnell

Designing Sound (MIT Press) By Andy Farnell

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

⬇ Download Designing Sound (MIT Press) ...pdf

🗎 Read Online Designing Sound (MIT Press) ...pdf

Designing Sound (MIT Press)

By Andy Farnell

Designing Sound (MIT Press) By Andy Farnell

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

Designing Sound (MIT Press) By Andy Farnell Bibliography

- Sales Rank: #316429 in Books
- Brand: imusti
- Published on: 2010-08-20
- Original language: English
- Number of items: 1
- Dimensions: 9.00" h x .94" w x 7.00" l, 2.40 pounds
- Binding: Hardcover
- 688 pages

⬇ **Download** Designing Sound (MIT Press) ...pdf

▤ **Read Online** Designing Sound (MIT Press) ...pdf

Download and Read Free Online Designing Sound (MIT Press) By Andy Farnell

Editorial Review

Review

A monumental work. This surely has the potential of becoming the sound designer's bible!

(Kees van den Doel, Scientific Computing Laboratory, University of British Columbia)

An excellent, practical introduction to sound synthesis methods. The most useful resource on Pure Data that I've come across. Essential reading for anyone wanting to learn how to create sounds.

(Karen Collins, Canada Research Chair in Interactive Audio, University of Waterloo)

Andy Farnell's *Designing Sound* is a fantastic and incredibly inspiring book. With hundreds of fully working sound models, this 'living document' helps students to learn with both their eyes and their ears, and to explore what they are learning on their own computer. Perfectly balanced between theory and practice, the book will help students and professionals alike to develop and refine the skills and understanding that they require to synthesize the worlds of sounds around them and the sounds in the imagined worlds of advertising, TV, film, computer games, and their own original audio art. A great textbook, a great workbook, a great way to actually learn how to design sounds -- I can't wait to use *Designing Sound* in my classes.

(Richard Boulanger, Professor of Electronic Production and Design, Berklee College of Music)

Putting the creativity of every single sonic nuance in the hands of the sound designer -- and the listener -- is the gift that Farnell brings through his book Designing Sound. What an empowering experience!

(David Sonnenschein, Director, Musician, and Author of *Sound Design: The Expressive Power of Music, Voice and Sound Effects in Cinema*)

About the Author

Andy Farnell has a degree in Computer Science and Electronic Engineering from University College London and now specializes in digital audio signal processing. He has worked as a sound effects programmer for BBC radio and television and as a programmer on server-side applications for product search and data storage.

Users Review

From reader reviews:

Mary Molinari:

Do you have favorite book? Should you have, what is your favorite's book? Guide is very important thing for us to learn everything in the world. Each reserve has different aim as well as goal; it means that guide has different type. Some people really feel enjoy to spend their the perfect time to read a book. They can be

reading whatever they take because their hobby is reading a book. Consider the person who don't like studying a book? Sometime, person feel need book if they found difficult problem or exercise. Well, probably you'll have this Designing Sound (MIT Press).

Mindy Martinez:

What do you concerning book? It is not important along? Or just adding material when you require something to explain what you problem? How about your time? Or are you busy person? If you don't have spare time to complete others business, it is give you a sense of feeling bored faster. And you have time? What did you do? Everyone has many questions above. They should answer that question mainly because just their can do that. It said that about e-book. Book is familiar on every person. Yes, it is appropriate. Because start from on jardín de infancia until university need this kind of Designing Sound (MIT Press) to read.

Naomi Harris:

Your reading 6th sense will not betray you, why because this Designing Sound (MIT Press) e-book written by well-known writer who really knows well how to make book that may be understand by anyone who also read the book. Written within good manner for you, dripping every ideas and publishing skill only for eliminate your current hunger then you still hesitation Designing Sound (MIT Press) as good book not just by the cover but also through the content. This is one reserve that can break don't assess book by its deal with, so do you still needing a different sixth sense to pick this!? Oh come on your studying sixth sense already told you so why you have to listening to a different sixth sense.

Truman Gallagher:

Beside this specific Designing Sound (MIT Press) in your phone, it could give you a way to get more close to the new knowledge or info. The information and the knowledge you are going to got here is fresh in the oven so don't possibly be worry if you feel like an older people live in narrow commune. It is good thing to have Designing Sound (MIT Press) because this book offers to your account readable information. Do you sometimes have book but you would not get what it's exactly about. Oh come on, that will not happen if you have this within your hand. The Enjoyable blend here cannot be questionable, like treasuring beautiful island. So do you still want to miss it? Find this book along with read it from at this point!

Download and Read Online Designing Sound (MIT Press) By Andy Farnell #532AIZ1HL6N

Read Designing Sound (MIT Press) By Andy Farnell for online ebook

Designing Sound (MIT Press) By Andy Farnell Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Designing Sound (MIT Press) By Andy Farnell books to read online.

Online Designing Sound (MIT Press) By Andy Farnell ebook PDF download

Designing Sound (MIT Press) By Andy Farnell Doc

Designing Sound (MIT Press) By Andy Farnell Mobipocket

Designing Sound (MIT Press) By Andy Farnell EPub