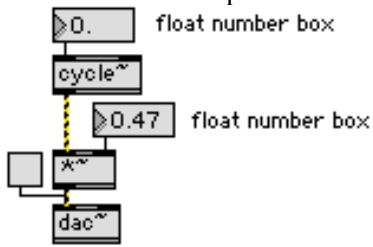**Composition: Electronic Media II**
March 1, 2006
Pitch Control in Max

1. Discussion of frequency vs. pitch.

2. Create a sine wave patch with realtime frequency and amplitude control, as shown below:

   Note the following:
   a) The left outlet of the float number box (here, 0.47) is patched into the right inlet of the "*~" box. The float
      Use the float number box scroll function to change the amplitude of the sound from 0… (watch out). Position the
      cursor to the left of the decimal to change the integer. Position the cursor to the right of the decimal to change the
      decimal value.
   b) The left outlet of the float number box (here, 0.) is patched into the right inlet of the "cycle~" box. Use the float
      number box scroll function to change the frequency of the sine wave from 0.0…

3. Create a sine wave patch with realtime pitch control, as shown below: