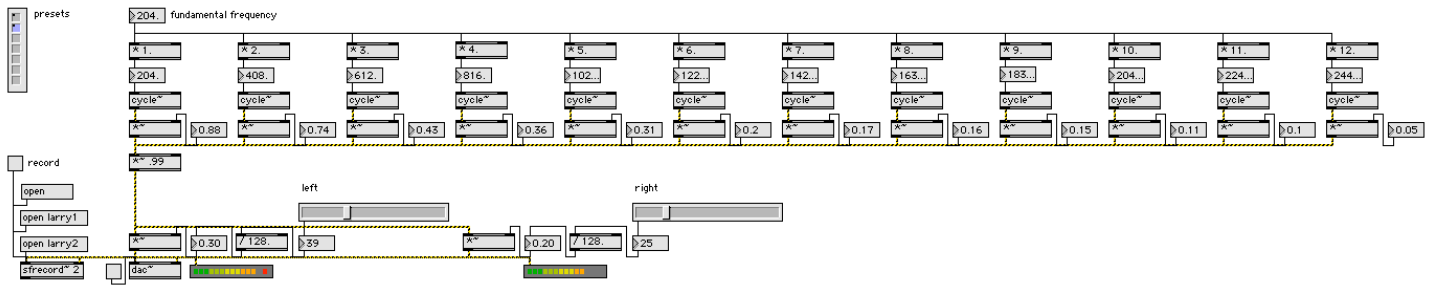
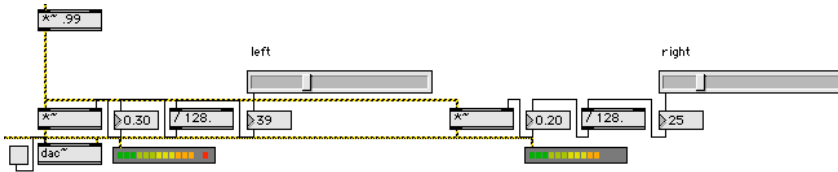


Composition: Electronic Media II
January 28, 2008
Additive Synthesis in Max/MSP

1. Complete additive synthesis patch.

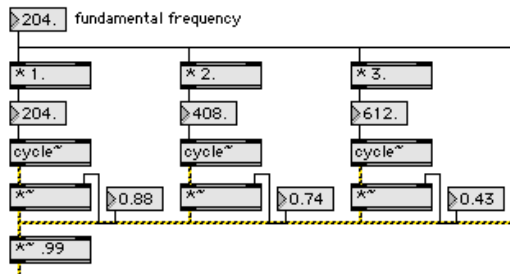


2. Output stages.



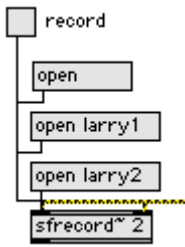
- Dac~ is stereo and activated by toggle.
- Left *~ output controlled by slider. Ditto for right.
- Left *~ goes to left inlet of dac~ and left meter. Similarly for right.
- *~.99 is the sum of the individual frequencies. It goes to left and right *~.

3. Sine wave stages.



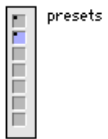
- Fundamental frequency produced by float number. Patched * 1, * 2, * 3, ... inlets of each sine wave.
- cycle~ inputs received from the fundamental frequency * harmonic number.
- *~ received from cycle~ on the left and float number box on the right. This number determines the relative loudness.
- Output of each *~ goes to *~.99, which functions as a mixer. Outlet of this goes to the stereo output stages, as described in step 2.

4. Record stage.



- a. Toggle starts and stops recording to aiff file.
- b. “Open” brings up a dialog prompting for location.
- c. “Open larry1” records to an aiff file named “larry1” residing in the same folder as this patch.
- d. Similar for “larry2”.

5. Presets.



- a. Not attached to anything.
- b. Shift click on a square will save all slider positions, toggles, and numbers on the screen.
- c. Click on a dot in any square will recall slider positions, toggles, and numbers.

