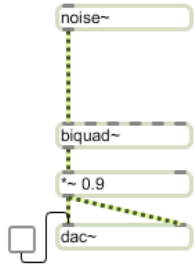


025:251 COMPOSITION: ELECTRONIC MEDIA II
Spring 2010
Basic Filtering in Max/MSP

1. To begin building a filter patch, first create the module shown below:



- a. Notice that the sound source is noise~. Consider that other sound sources, such as sfplay~, can be used.
- b. Notice that the outlet of noise~ is patched to the left inlet of biquad~. Biquad~ is the filter.
- c. The outlet of the biquad~ filter is patched to the inlet of *~. The value is 0.9.

2. To control the filter biquad~, do the following.

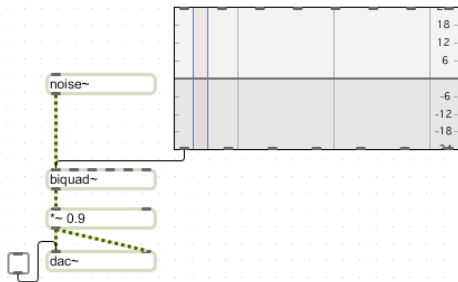
- a. From the object palette, find the filtergraph~ object, shown below:



- b. Place this into a patcher window. A filtergraph~ object like the one below will appear:



- c. Patch the left outlet of the filtergraph~ into the left inlet of the biquad~ filter, as shown below:

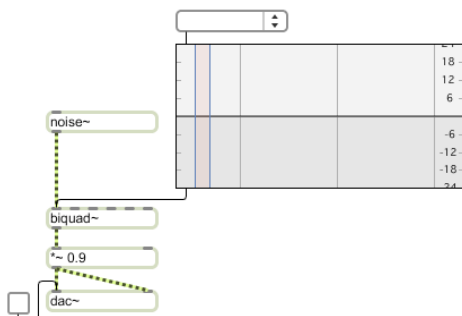


3. Select the types of filters to be used as follows.

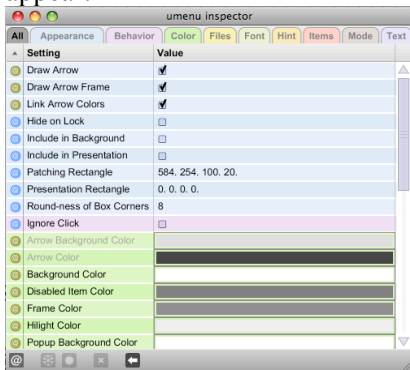
- a. From the object palette, find the umenu object, shown below:



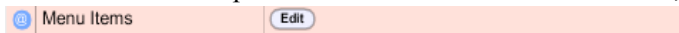
- b. Patch the outlet of the umenu to the left inlet of the filtergraph~, as shown below:



4. To specify which filters can be selected, do the following.
- Highlight the umenu object and open the inspector by typing cmd + I. A window like the one below will appear:



- Scroll down the inspector window and find "Menu Items," shown below:



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