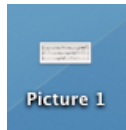**025:251 COMPOSITION: ELECTRONIC MEDIA II**
Spring 2010
Importing Musical Score Graphics into Max/MSP

1. Consider using Max/MSP to display music notation on the screen in sync with sound generated or controlled by Max. And just as sounds can be randomly presented, so can notation.

2. In Sibelius or Finale, create an 8.5" x 11" score to be displayed in Max/MSP. Arrange the layout so that it can be cut into two 8.5" x 5" sections or three 8.5" x 3.5" sections, as discussed in class.

3. Cut section 1 by typing cmd + shift + 4, then drawing a rectangle on the screen over the desired area. When this is completed, the image will be saved to the desktop as a pict file named Picture 1, as shown below.

    Note that screen snapshots are 72 dpi, which are fine when displayed in Max, but will be rough-looking when printed. To create printer-friendly, first export the score as a graphic, then open in a graphic editor like Preview or Photoshop. Cut the desired area, save to a new file, and open in Max. An alternative to exporting the score as a graphic is simply to print to PDF file.
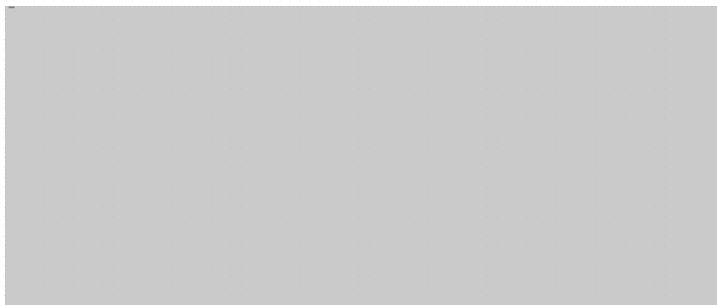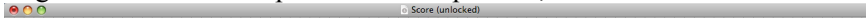
4. Place the Picture files into a folder as follows:
    a. Create a new folder named "Pages".
    b. Create a Max patch named "Score" and save it to the "Pages" folder.
    c. Rename "Picture 1" to "Page1.png", "Picture 2" to "Page2.png", etc.

5. In Max, place and resize an object called "fpic" as follows:
    a. From the object pallete, find the fpic object, shown below:
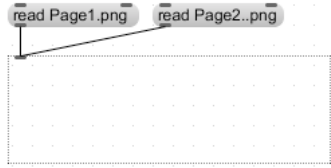

    b. A window like the one below will appear.

    c. Since the "Page1.png" file and the others will be displayed in this window, it should be resized to ensure that all images will display properly. To do this, grab the lower right corner of the window and resize it to the largest reasonable size possible in the patcher, as shown below:

    d. See the help window for other methods of displaying images in this window.

6. Create a message box and type: "read Page1.png". Create another message box with the text "read Page2.png". Patch the left outlet of these two message boxes to the left inlet of the window, as shown below:

7. Lock the patcher and click on "read Page1.png" to display Page1 and "read Page2.png" to display Page2.

8. Consult the help window for more options.