

025:251 COMPOSITION: ELECTRONIC MEDIA II

Spring 2010

Creating Pitch Envelopes in Max/MSP

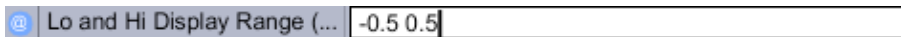
1. Prepare a function object as follows:
 - a. From the object palette, drag into the Max patcher the function object, shown below.



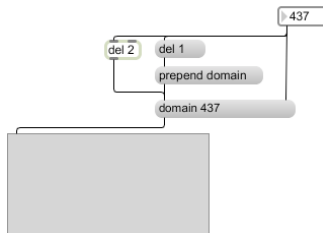
- b. In the patcher, the function object will look like a display shown below.



- c. Place the display in a central area, then open the object inspector. Set the Lo and Hi Display Range to -0.5 0.5, as shown below.



- d. The vertical (y) axis of the display, called the range, will have a maximum of 0.5 at the top and a minimum of -0.5 on the bottom. This will allow positive and negative changes in pitch later in the patch.
2. The horizontal (x) axis of the display, called the domain, should be easily altered in the patcher. A method for doing this is shown below:



Note that the number box in the upper right of the example sets the size of the time domain in milliseconds.