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Chords are So Dope! The Circle of Fifths - How to Actually Use It

~~How to Write a Melody?~~ Writing a Melody

Over a Chord Progression - Music

Composition How and why classical

musicians feel rhythm differently How

to Compose VIDEO GAME MUSIC (My Composing Process) - DIY Music

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~~Using Max~~ - Composing from a Chord Progression Tonal Harmony

~~explained. The Composer's Guide To~~

~~Tonality by mDecks Music~~ How to learn synthesis and sound design

(books/resources/etc) Pt. 2 Vertical

Layering - A Composer's Guide to

Game Music Pt. 1 Horizontal

~~Resequencing - A Composer's Guide to~~

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Interactive music refers to a composition or improvisation in which software interprets live performances to produce music generated or modified by computers. In Composing

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Interactive Music, Todd Winkler presents both the technical and aesthetic possibilities of this increasingly popular area of computer music.

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Composing Interactive Music is almost a personal journal of Winkler's exploration of Max and interactive music, and it should by no means be considered the definitive word on Max. Most of the examples draw heavily on the author's own Max programs designed for his own compositions.

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Reynolds Get free music & updates.

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Unlike just playing your instrument

(which is hard enough), composing

music demands you put your

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emotions, state of mind and perspective on record and present it to the world saying, “ Here world. This is me.

## ~~16 Tips on Composing Music – Bob Reynolds~~

Interactive Composition empowers readers with all of the practical skills and insights they need to compose and perform electronic popular music in a variety of popular styles. The book begins by introducing all of the tools involved in creating interactive compositions through the software Ableton Live and Max for Live.

## ~~Interactive Composition: Strategies Using Ableton Live and ...~~

The final section of Composing Interactive Music, entitled “Advanced Techniques and Concepts,” addresses

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sound design, score objects, and interactive multimedia and new controllers. The chapter on sound design primarily addresses techniques for utilizing MIDI data from an interactive composition to control various MIDI-controllable parameters of external sound-generation and -processing devices.

~~Todd Winkler: Composing Interactive Music: Techniques and ...~~

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Richard Band, composer of creepy '80s classics like 'Ghoulies', tells us some trade secrets about making the ultimate horror soundtrack

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