

Program of Workshop Procedural Audio from 29 June to 3 July 2020

	Monday	Tuesday	Wednesday	Thursday	Friday
Morning Session	<p>Presentation, Discussion and Selection of suitable video extracts</p> <p>Introduction: What is procedural audio? What is it used for? What are the perspectives?</p> <p>Generic methodic approach: Aims, Analysis, Model, Method, Implementation</p> <p>Introduction to Praat as an analysis tool</p>	<p>Start of WORKSHOP PROJECT: application of sound design to the selected video(s)</p> <p>Enhance existing models, design your own objects</p>	<p>Enhance existing models, design your own objects</p>	<p>Enhance existing models, design your own objects</p>	<p>Integrate tasks into one project</p> <p>Apply mastering</p>
	Lunch	Lunch	Lunch	Lunch	Lunch
Afternoon Session	<p>Definition of work packages, distribution of tasks</p> <p>Introduction to procedural audio with AbletonLive / Max4Live or alternatively Pure-Data</p> <p>Implementation of HIDs</p>	<p>Enhance existing models, design your own objects</p> <p>Presentation and discussion of current work</p>	<p>Enhance existing models, design your own objects</p> <p>Presentation and discussion of current work</p>	<p>Enhance existing models, design your own objects</p> <p>Presentation and discussion of current work</p>	<p>Preparation, setup and rehearsal for final presentation</p> <p>Discussion about potential of procedural audio, actual limitations, future perspectives.</p> <p>Final presentation</p>

Materials:

AbletonLive, including Max4Live, Cycling74 Max OR www.pure-data.info (vanilla version 0.47.1)

<http://aspress.co.uk/sd/> (Designing Sound code examples as pure-data patches) or <http://fieldguide.hollandhopson.com/2014/06/25/designing-sound-science-fiction-max-patches/> (MAX)

<http://www.fon.hum.uva.nl/praat/>

Andy Farnell: Designing Sound

Perry C. Cook: Real Sound Synthesis for Interactive Applications