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Multimedia Programming Using Maxmsp And Touchdesigner

Max, also known as Max/MSP/Jitter, is a visual programming language for music and multimedia developed and maintained by San Francisco-based software company Cycling '74. Over its more than thirty-year history, it has been used by composers, performers, software designers, researchers, and artists to create recordings, performances, and installations. The Max program is modular, with most routines existing as shared libraries. An application programming interface allows third-party development o

Max (software) - Wikipedia

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Multimedia Programming Using Max/MSP and TouchDesigner (English Edition) (Englisch) Taschenbuch – 26. November 2014 von Patrik Lechner (Autor) 5,0 von 5 Sternen 1 Sternebewertung. Alle Formate und Ausgaben anzeigen Andere Formate und Ausgaben ausblenden. Preis Neu ab Gebraucht ab Kindle ...

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Multimedia Programming Using Max Msp And Touchdesigner

The artists discuss their years-long collaboration bringing the classic Voyager program to life in this 2-part interview. Tag us on Instagram @c74connect. Max. What is Max? New in Max 8 Max in Education Max for Live Extending Max. Explore. Made with Max Max Packages Projects Blog. Learn.

Cycling '74

And if they haven't, you can extend Max yourself using C++, NodeJS, Java, or JavaScript. Try Max for 30 days During your free trial period, Max is completely unlocked. That means you can open, edit, save, and create using all parts of Max without restriction.

What is Max? | Cycling '74

Multimedia Programming using Max/MSP and TouchDesigner this book provides you with tutorials based on creating generative art synchronized to audio. By the end of the book, you will be able to design and structure highly interactive, real-time systems.

Multimedia Programming Using Max Msp And Touchdesigner

A bit more extensive on the MAX side, it gives you the tools to program an interactive, audio-visual, reactive, multimedia installation, with some advanced techniques on audio signal processing, image synthesis, realtime 3D rendering, physical computing outputs (like arduino), and a lot of other great ones.

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