

## Important Summer Session 2009 Dates

	<b>Session I</b>	<b>7-wk Sess</b>	<b>8-wk Sess</b>	<b>10-wk Sess</b>	<b>Session II</b>
Last day to enroll/add online	June 27 (Sat) (11:59 pm)	June 27 (Sat) (11:59 pm)	June 27 (Sat) (11:59 pm)	July 4 (Sat) (11:59 pm)	Aug 1 (Sat) (11:59 pm)
Last day to drop online	June 28 (Sun) (11:59 pm)	June 28 (Sun) (11:59 pm)	June 28 (Sun) (11:59 pm)	July 5 (Sun) (11:59 pm)	Aug 2 (Sun) (11:59 pm)
Withdrawal Period at Summer Office (no refund)	June 29 – July 10 (8:00-4:00)	June 29 – July 17 (8:00-4:00)	June 29 – July 24 (8:00-4:00)	July 6 – July 31 (8:00-4:00)	August 3 – August 14 (8:00-4:00)
Note that during Summer Session there is no auditing of classes, no "Add by Petition" and no "Administrative Drop by Instructor". Failure to attend class does not constitute a "Drop". All deadlines are final.					

## DANM 30: Workshop in Computer Music

*(Tentative syllabus, subject to change)*

### Summer Session 1 (June 22 - July 24)

**TTH 1.30PM - 4.30PM**

Social Sciences 1 Mac Lab (Room 135)

Instructor: Rupinder Dhillon

Email: rdhi8731@yahoo.co.uk

Website: <http://danm.ucsc.edu/web/rupa/DANM30/>

*Students need to bring their own pair of headphones. Students may bring their own laptops, instruments, and recording gear if they wish, though it is not necessary.*

Prerequisites: Curiosity, open-mindedness, and a love for all things sound-related.  
No previous knowledge is required.

DANM 30 is a broad introduction to various approaches for creating and utilizing computer music. Students will learn to record and sequence music in *Audacity* and create their own specialized computer programs in either the *Pure Data* or *Max/MSP* programming environments. Additionally, students will be introduced to basic techniques for merging sound and video via programming and Apple's *iMovie* software.

Each week students will complete short assignments demonstrating the techniques taught in class. A substantial portion of each class meeting will be set aside for students to practice and get one-on-one help. At the end of the term, students will hand in a final project on CD. The project may be any one of, but is not limited to, the following: an original musical composition, a piece of programming, an audio remix or mashup, a performance, a re-dubbed video, or an audiovisual mashup/remix. Students may propose other project ideas to the instructor for consideration. Students may collaborate on the final project if they wish, but each student must demonstrate that they played an equal role in the project.

**Grading Breakdown:** Attendance/Participation: 20%, Weekly assignments: 40%, Final project: 40%

Week 1: Introduction to Audacity, "Found Sound", and re-dubbing video in iMovie

Week 2: Introduction to the Max/MSP interface, Playing sound files, Sound Synthesis, Basic Manipulation

**By the first session of week 3, each student will inform the instructor of his/her final project plans.**

Week 3: Creating a Basic Step Sequencer in Max/MSP, Algorithmic Sequencing, an Introduction to working with video in Max/MSP

Week 4: More Video in Max/MSP, Work on Final Projects

Week 5: One-on-one review, Final Projects due in last class