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Multi-channel audio as creative space: Inside Max 8's MC
| **Loop** Filmed at Loop 2018, this presentation features Cycling '74's CEO and founder David Zicarelli and Content Specialist Tom Hall ...

Explore Filtering Tools in Max A tour of some advanced Max filtering tools and filter **design** options that go above and beyond the biquad~ **object**. With the ...

Making Spooky Sounds in Max/MSP Here is the music that I bastardized:

<https://www.youtube.com/watch?v=wP2n8BQux4Y&hd=1>

Please, go listen to it and enjoy!

MAX msp 7: Playing with jit gl gridshape, audio and

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textures! Some of our most popular programs are now available over on the website:

<https://www.programmingforpeople.com/shop> ...

Introduction to MaxMSP: Audio Buffers An **audio** buffer is simply a portion of the computer's random access memory (RAM) that has been reserved for the recording and ...

Max/MSP - Sound-Activated-Scrubber Click link below to download **Max/MSP** patch: ...

Max 7 Tutorials: 4.1 Basic Synthesis—enveloping using [function] & [line~] For lots more tutorials, go to <http://www.peterbatchelor.com> and follow the links.

Let's Create a Generative Periodic Noise Shape with Max/MSP Download the patch here for free:

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<https://www.patreon.com/posts/25394817> Inspiration for this video came from this article: ...

Let's Start with Jitter! - 03: Creating Images with [jit.matrix] In this video we see how to start **creating** images from scratch with jit.matrix, we also introduce the jit.noise **object** Download the ...

Random sound in Max MSP Tutorial for building a patch which chooses a **sound** file randomly from a menu of sounds.

Max 8 Tutorial # 20: Groove~ In Tutorial 19, we recorded into a buffer, then played it back. In this tutorial, we swap in "groove~" instead of "play~" so ...

MAX MSP 7 TUTORIAL: MARVELLOUS LIVE VOICE SAMPLE VOCODER Some of our most popular programs are now

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available over on the website:

<https://www.programmingforpeople.com/shop> ...

MaxMSP Tutorial 1- The very basics Note to self: First **things** first only has meaning once per discussion. ;) Examples of work people have done with **maxMSP**: Jonny ...

Delicious Max/MSP Tutorial 7: Pitch shifting

<http://www.otherbirds.com/tutorials/7-pitch.zip> Finally, I've overcome the last remaining reason to have friends: forming a ...

Cycling74 Max/MSP/Jitter Tutorials: Polyphonic Synth How poly~, adsr~, and thispoly~ work together.

Delicious Max/MSP Tutorial 4: Vocoder

<http://www.otherbirds.com/tutorials/4-vocoder.zip> Kill al humans.

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Max 8 Tutorial # 19: Recording and Playing from Buffers~

A "Buffer~" is a specified space that we set aside in a computer's memory. In Max, we give it a name so that we can access it ...

Max 8 Tutorial # 17: Analog (not) Sound Essentially, this is a tutorial about how to use objects that "emulate" analog electronics to make sound in Max. I feel silly ...

Max/MSP - graphical objects There are some **objects** in max that present themselves as user-clickable interface **objects**. Most of them are here, but not quite all.

A simple audio visual effect with FFT using MaxMSP (Jitter) - [Patch a dirty #003] A simple **audio** visual effect with FFT using **MaxMSP (Jitter)**. Source code:

<https://gum.co/IBgBj> ...

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Max MSP: 3 non-obvious audio effects with the delay~

object 3 Max MSP audio effects using simply the delay~

object: tone cancellation, real time stretching, stereo faker. If you want to learn ...

The Oblique scale~: audio rate mixer (Max MSP) More info at

<http://www.virtual-sound.com/the-oblique-scale-mixing-vector-synthesis/> Use the [scale~] **object** to mix two signals at ...

Max/MSP procedural audio patch with pictures I am studying towards degree in **Audio** Technology at Glasgow Caledonian University in Scotland and this is **Max/MSP** patch that I ...

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