

Project #1 **Programming w/ Max & MIDI**

Part B *Random-Music Generator*

to be presented in class

Presentation Date: Wed., Oct. 7

Create a *generative application* that generates interesting MIDI music through randomly selected pitches, key velocities, etc. Make your creative goal to *scale* and *bound* your *pseudorandom parameter selections* in a manner that will cause the listener to perceive the music as being “organized” in some fashion. The music should be executed on the JV-2080’s GM Instrument bank. It should be *multi-timbral* (i.e., it must use at least 4 different instruments/channels), and should respond to *human interactivity* during performance in some way. You will have about 3 minutes to briefly introduce, demonstrate, and answer questions about your application on the designated presentation day.

File Submission

Store all of your work in a sub-folder called “Max” in your personal MUSC 336 folder (as described above). Using a Max **comment** (c) object, type your name on the top-level of the Part B patcher.

Programming Style

Be sure to use Max’s interactive object Help feature as you work. Also be sure to:

- Horizontally/vertically align objects
- Use the “self-commenting code” style: e.g. use number boxes to show object output where appropriate
- Comment your code
- Use Max’s Arrange menu and segmented patch cords where appropriate

Grading

- Followed the instructions above/effort – 50%
- Class presentation/creativity – 25%
e.g., presenter preparedness, the “sound” of it, innovative ideas/approaches, etc.
- Code is well documented (using comments) and organized – 25%
e.g., includes comments, and the objects are well-aligned, the program flow is clear, etc.

There is normally only one presentation day for each project in the course. If you fail to present your work in class on the designated presentation day your grade may be lowered, and you will miss the opportunity to share your work with your colleagues.