

21M.380 MUSIC AND TECHNOLOGY SOUND DESIGN

READING ASSIGNMENT 3 (RD3) STARTING WITH PURE DATA (Pd)

DUE: TUESDAY, FEBRUARY 16, 2016, NOON
SUBMIT TO: MIT LEARNING MODULES ▶ ASSIGNMENTS
0.5% OF TOTAL GRADE

1 Materials to study

Farnell, Andy (2010). "Starting with Pure Data." In: *Designing Sound*. Cambridge, MA and London: MIT Press. Chap. 9, pp. 149–63.
ISBN: 978-0-262-01441-0. MIT LIBRARY: [001782567](#). Hardcopy and electronic resource.

2 Installing and testing Pure Data (Pd)

2.1 Installation

If you have not already done so, I recommend that you use this assignment as an opportunity to install Pd on your computer. The syllabus contains detailed instructions for different operating systems. Please make sure you install the *vanilla*, not the *extended* version of Pd.

2.2 Testing audio

Once installed, use Pd's `Media >> Test Audio and MIDI...` function to confirm that you can play back audio from Pd. If this is not working, try to troubleshoot through the `Media >> Audio Settings...` menu.

2.3 Getting help

Familiarize yourself with Pd's help system under

- `Help >> Browser...`
- `Help >> HTML Manual...`
- `Help >> List of objects...`

2.4 Getting used to editing patches in Pd

As an exercise, try to recreate all the Pd patches from today's reading yourself, so you can familiarize yourself with switching between edit and run mode, using keyboard shortcuts to place objects and messages, etc.

3 Questions to respond to

1. Pd consists of a limited number of "objects" (those little boxes on the screen that represent anything from an oscillator to a multiplicator or filter, etc.) that communicate with each other through "messages". What is the most fundamental message in Pd and what is its meaning?
2. Which two basic rules does Pd follow when it traverses data, in order to decide in which order to process that data?

4 Guidelines

- Your answers need not be very extensive (a short paragraph per question is enough), but they should demonstrate that you have actually read the article and understood its main points.
- Try to be concise and pay attention to form, grammar, spelling, etc.

MIT OpenCourseWare
<http://ocw.mit.edu>

21M.380 Music and Technology: Sound Design
Spring 2016

For information about citing these materials or our Terms of Use, visit: <http://ocw.mit.edu/terms>.