1 EX1 presentations

2 Review RD2 assignment

2.1 Podcast: 99% Invisible (Mars 2011)
• Any surprises regarding extent of product sound design?

2.2 “What we use for …” (Ament 2009)
• Any Foley techniques that you found particularly intriguing?

3 Video: Foley artists in action
• From DVD that accompanies book by Ament (ibid.)

4 Pd introduction
• Pd reads data top-to-bottom and left-to-right
• Difference between objects, messages, number boxes
• Edit mode vs run mode
• Debugging with [print]
• ⌘+d (Mac) or Ctrl+d (Win/Linux) to duplicate code

References and further reading


21M.380 Music and Technology: Sound Design
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