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Csound Advanced

Workshop at TIEMF 2024
Thursday September 12, 5-7pm

Goals for today:

A. General Aspects

- Use functional style of writing Csound code
- Create events without using the Csound score
- Write clear code, starting with the comments
- Make some experiences how to solve problems

B. Sound Design and Composition

- Experience "sound design" together
- Understand that "sound design" is part of composition
- See how different the directions of development (in programming = composing) can be:
 - to shape the sounds
 - to decide the differences of the sounds
 - to decide rhythmic structures and their changes
 - to decide densities
 - to decide aspects of the form
- And that these decisions are (should be) based on artistic decisions:
 - What is my idea?
 - How do I perceive the sounding material and its needs?
- And that artistic decisions need time — much more time than two hours ...