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## **Strategies for Algorithmic Interactive Music Generation and Implementation in Video Games**

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The 5 Music  
Theory/Composition Books

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~~That Most Influenced Me ABRSM  
Music Theory Grade 5 Section  
I Composing a Melody with~~

~~Sharon Bill Beautiful Piano  
Music 24/7 • Relax, Study,  
Sleep, Work, Meditate Advice  
for Beginning Composers How  
To UNLOCK Melody From~~

~~HARMONY (modern musical  
composition concepts) Your  
First Music Composition  
Lesson - For Beginners~~

**Advanced Music Theory -**

**Melody Writing** Top 5 Books  
for Film Composers Q\u0026A:  
How does a composer write  
music?

---

Understanding atonality and  
20th century composers

---

Why your MUSIC sounds 12  
Shades of Grey (Alternatives  
to 12 Tone Equal

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Temperament) Ideas Using Max

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Three Tips For Writing A  
Great Melody

~~Composition: Dissonance -~~

~~Emotion How to Become a  
Film, TV, and Video Game~~

~~Music Composer How To~~

~~Develop a Musical Idea From~~

~~Scratch - Recording and~~

~~Arranging **Cadential**~~

**Diminished Chords are So**

**Dope!** *The Circle of Fifths -*

*How to Actually Use It* ~~How~~

~~to Write a Melody?~~ Writing a

Melody Over a Chord

Progression - Music

Composition How and why

classical musicians feel

rhythm differently **How to**

**Compose VIDEO GAME MUSIC (My**

**Composing Process) - DIY**

**Music Composition Ep. 4**

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~~Music Composition - And~~

~~Composing from a Chord~~

~~Progression Tonal Harmony~~

~~explained. The Composer's~~

~~Guide To Tonality by mDecks~~

~~Music How to learn synthesis~~

~~and sound design~~

~~(books/resources/etc) Pt. 2~~

**Vertical Layering - A**

**Composer's Guide to Game**

**Music Pt. 1 Horizontal**

~~Resequencing - A Composer's~~

~~Guide to Game Music A~~

~~Composer's Guide to Game~~

~~Music - Book Trailer TOP 10~~

**COMPOSING HACKS! Beethoven's**

**Killer Opening No.1 Part 2 -**

**The Composer's Guide To**

**Tonality Composing**

~~Interactive Music Techniques~~

~~And~~

Interactive music refers to

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a composition or improvisation in which software interprets live performances to produce music generated or modified by computers. In *Composing Interactive Music*, Todd Winkler presents both the technical and aesthetic possibilities of this increasingly popular area of computer music.

~~Composing Interactive Music:  
Techniques and Ideas Using~~

~~...~~

*Composing Interactive Music* is almost a personal journal of Winkler's exploration of Max and interactive music, and it should by no means be considered the definitive

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Music on Max. Most of the examples draw heavily on the author's own Max programs designed for his own compositions.

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~~...~~

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Interactive music refers to a composition or

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improvisation in which software interprets live performances to produce music generated or modified by computers. In *Composing Interactive Music*, Todd Winkler presents both the technical and aesthetic possibilities of this increasingly popular area of computer music. His own numerous compositions have been the laboratory for the research and development that resulted in this book.

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~~— The MIT Press~~

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performances to produce music generated or modified by computers. In *Composing Interactive Music*, Todd...

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Composing Interactive Music:  
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Max April 1998

~~Composing Interactive Music  
+ Guide books~~

Buy *Composing Interactive Music : Techniques and Ideas Using Max / With CD-ROM 98 edition (9780262731393)* by Todd Winkler for up to 90% off at [Textbooks.com](http://Textbooks.com).

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Techniques and ...~~

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a composition or  
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software interprets live  
performances to produce  
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- Techniques and Ideas Using  
Max - todd winkler

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16 Tips on Composing Music.  
by Bob Reynolds Get free  
music & updates. Writing  
your own music is a bitch.  
Unlike just playing your  
instrument (which is hard  
enough), composing music  
demands you put your  
emotions, state of mind and  
perspective on record and  
present it to the world  
saying, "Here world. This is  
me.

~~16 Tips on Composing Music  
Bob Reynolds~~

Interactive Composition  
empowers readers with all of

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the practical skills and insights they need to compose and perform electronic popular music in a variety of popular styles. The book begins by introducing all of the tools involved in creating interactive compositions through the software Ableton Live and Max for Live.

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Strategies Using Ableton  
Live and ...~~

The final section of Composing Interactive Music, entitled "Advanced Techniques and Concepts," addresses sound design, score objects, and interactive multimedia and

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new controllers. The chapter on sound design primarily addresses techniques for utilizing MIDI data from an interactive composition to control various MIDI-controllable parameters of external sound-generation and -processing devices.

~~Todd Winkler: Composing Interactive Music: Techniques and ...~~

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Richard Band, composer of creepy '80s classics like

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'Ghoulies', tells us some trade secrets about making the ultimate horror soundtrack

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