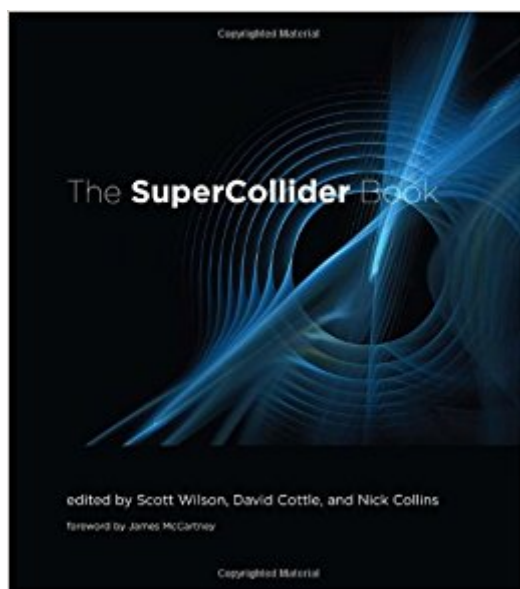# The SuperCollider Book (MIT Press)

Synopsis

SuperCollider is one of the most important domain-specific audio programming languages, with potential applications that include real-time interaction, installations, electroacoustic pieces, generative music, and audiovisuals. The SuperCollider Book is the essential reference to this powerful and flexible language, offering students and professionals a collection of tutorials, essays, and projects. With contributions from top academics, artists, and technologists that cover topics at levels from the introductory to the specialized, it will be a valuable sourcebook both for beginners and for advanced users. SuperCollider, first developed by James McCartney, is an accessible blend of Smalltalk, C, and further ideas from a number of programming languages. Free, open-source, cross-platform, and with a diverse and supportive developer community, it is often the first programming language sound artists and computer musicians learn. The SuperCollider Book is the long-awaited guide to the design, syntax, and use of the SuperCollider language. The first chapters offer an introduction to the basics, including a friendly tutorial for absolute beginners, providing the reader with skills that can serve as a foundation for further learning. Later chapters cover more advanced topics and particular topics in computer music, including programming, sonification, spatialization, microsound, GUIs, machine listening, alternative tunings, and non-real-time synthesis; practical applications and philosophical insigh"s from the composer's and artist's perspectives; and "under the hood," developer's-eye views of SuperCollider's inner workings. A Web site accompanying the book offers code, links to the application itself and its source code, and a variety of third-party extras, extensions, libraries, and examples.

Book Information

Series: MIT Press

Hardcover: 776 pages

Publisher: The MIT Press (April 15, 2011)

Language: English

ISBN-10: 0262232693

ISBN-13: 978-0262232692

Product Dimensions: 8 x 1.1 x 9 inches

Shipping Weight: 3 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars See all reviews (6 customer reviews)

Best Sellers Rank: #746,596 in Books (See Top 100 in Books)   #139 in Books > Arts & Photography > Music > Theory, Composition & Performance > MIDI, Mixers, etc.   #418 in Books

Customer Reviews

I have been using Supercollider since the first release in 1996. Since then it has become 'open source' and has (as it's creator James McCartney says in the introduction) taken on a life of it's own. Multitudes of creative minds in the field of computer music have added to the code and have made it such a rich and wonderful programming environment to work in. I am primarily a composer of acoustic chamber works, but what I have always liked about Supercollider is it efficiency. It has always seemed less cumbersome to me than CSound, and right out of the gate you are creating complex and interesting sounds with a minimal amount of code. In the spirit of Supercollider itself, the book is not written by one person but is authored by the top Supercollider gurus and practitioners from around the world. It starts with a straightforward tutorial by David Cottle and progresses quickly to more complex and specific subjects like granular synthesis and machine listening. But you will find, even from the preliminary code, that you are creating amazing, timbrally rich sounds. This book is a great achievement!!! We have waited a long time for this! Anyone who is interested in Supercollider and computer music needs this book!!

This book is a treasure trove for anyone interested in SC. The writing style throughout is accessible and enthusiastic, and the quality of information is truly impressive. Of course, any book like this one suffers from the rapid pace of software development, so some information is already outdated. However, as far as I can tell all the examples are useful as-is (barring system-specific dependencies). The book is not organized as a progressive series of tutorials, so the newcomer may seem a bit bewildered by the array of SC's possibilities and how best to go about learning them. I suggest the complete beginner read Cottle chapter to get started, then just jump into the other chapters as they become of interest.I've used SC with Linux on & off over the past years. The SC Book has been a great inspiration for me to get back into this wonderful language - I'm primarily a Csound-based composer, but I'm always on the look-out for interesting developments in similar languages and systems. Btw, the only reason I didn't give it five stars is the absence of an accompanying disc, but in truth it isn't necessary, the book will guide you to all necessary resources. So okay, I'm really giving it four and a half stars. :)

This is the bible. It goes over supercollider inside and out. The beginning is quite rocky as they

seem to start giving you examples which aren't well explained. Be prepared for some hair pulling. Regardless, this book along with some supplemental tutorials in the internet will get you going.

Download to continue reading...

The SuperCollider Book (MIT Press) The Audio Programming Book (MIT Press) 101 Things I Learned in Architecture School (MIT Press) Toward A Minor Architecture (MIT Press) Attunement: Architectural Meaning after the Crisis of Modern Science (MIT Press) What Is Landscape? (MIT Press) White City, Black City: Architecture and War in Tel Aviv and Jaffa (MIT Press) Collage City (MIT Press) The Power of Place: Urban Landscapes as Public History (MIT Press) The New Science of Cities (MIT Press) Design Meets Disability (MIT Press) Speculative Everything: Design, Fiction, and Social Dreaming (MIT Press) Inventing Marcel Duchamp: The Dynamics of Portraiture (MIT Press) VARIOUS SMALL BOOKS: Referencing Various Small Books by Ed Ruscha (MIT Press) The Originality of the Avant-Garde and Other Modernist Myths (MIT Press) Document Engineering: Analyzing and Designing Documents for Business Informatics and Web Services (MIT Press) The Internet of Things (The MIT Press Essential Knowledge series) Networked: The New Social Operating System (MIT Press) Algorithms Unlocked (MIT Press) Intelligence Emerging: Adaptivity and Search in Evolving Neural Systems (MIT Press)

Dmca