

Korg Triton User Manual

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Bridging the gap from theory to programming, Designing Software Synthesizer Plug-Ins in C++ For RackAFX, VST3 and Audio Units contains complete code for designing and implementing software synthesizers for both Windows and Mac platforms. You will learn synthesizer operation, starting with the underlying theory of each synthesizer component, and moving on to the theory of how these components combine to form fully working musical instruments that function on a variety of target digital audio workstations (DAWs). Containing some of the latest advances in theory and algorithm development, this book contains information that has never been published in textbook form, including several unique algorithms of the author ' s own design. The book is broken into three parts: plug-in programming, theory and design of the central synthesizer components of oscillators, envelope generators, and filters, and the design and implementation of six complete polyphonic software synthesizer musical instruments, which can be played in real time. The instruments implement advanced concepts including a user-programmable modulation matrix. The final chapter shows you the theory and code for a suite of delay effects to augment your synthesizers, introducing you to audio effect processing. The companion website, www.focalpress.com/cw/pirkle, gives you access to free software to guide you through the application of concepts discussed in the book, and code for both Windows and Mac platforms. In addition to the software, it features bonus projects, application notes, and video tutorials. A reader forum, monitored by the author, gives you the opportunity for questions and information exchange.

Designing Software Synthesizer Plugins in C++ provides everything you need to know to start designing and writing your own synthesizer plugins, including theory and practical examples for all of the major synthesizer building blocks, from LFOs and EGs to PCM samples and morphing wavetables, along with complete synthesizer example projects. The book and accompanying SynthLab projects include scores of C++ objects and functions that implement the synthesizer building blocks as well as six synthesizer projects, ranging from virtual analog and physical modelling to wavetable morphing and wave-sequencing that demonstrate their use. You can start using the book immediately with the SynthLab-DM product, which allows you to compile and load mini-modules that resemble modular synth components without needing to maintain the complete synth project code. The C++ objects all run in a stand-alone mode, so you can incorporate them into your current projects or whip up a quick experiment. All six synth projects are fully documented, from the tiny SynthClock to the SynthEngine objects, allowing you to get the most from the book while working at a level that you feel comfortable with. This book is intended for music technology and engineering students, along with DIY audio programmers and anyone wanting to understand how synthesizers may be implemented in C++.

Whatever your level of experience, The Dance Music Manual is packed with sound advice, techniques and practical examples to help you achieve professional results. Written by a professional producer and remixer, the book is organised into three accessible sections: Technology and theory If you're relatively new to the technology and theory behind today's dance music, Rick Snoman discusses the basics of MIDI, synthesis and sampling, as well as music theory, effects, compression, microphone techniques and sound design. Dance genres This section covers techniques for producing different musical styles, including Trance, Trip Hop, Rap and House. Snoman takes a close look at the general programming principles behind drum loops, basses and leads for each genre, in addition to the programming and effects used to create the sounds. Mixing and promotion Snoman guides you through the art of mixing, mastering, remixing, pressing and publishing your latest masterpiece. This includes a look at how record companies operate, copyrighting your material, pressing your own records and the costs involved. Finally, guest contributors offer essential advice on DJ'ing and how to create your own website to promote your music. The CD provides demo tracks showing what can be achieved when applying the advice contained in the book, including examples of the quality difference before and after mixing and mastering. The CD also contains free software demos for you to download. For even more advice and resources, check out the book's official website www.dancemusicproduction.com

Designing Audio Effect Plugins in C++ presents everything you need to know about digital signal processing in an accessible way. Not just another theory-heavy digital signal processing book, nor another dull build-a-generic-database programming book, this book includes fully worked, downloadable code for dozens of professional audio effect plugins and practically presented algorithms. Sections include the basics of audio signal processing, the anatomy of a plugin, AAX, AU and VST3 programming guides; implementation details; and actual projects and code. More than 50 fully coded C++ audio signal-processing objects are included. Start with an intuitive and practical introduction to the digital signal processing (DSP) theory behind audio plug-ins, and quickly move on to plugin implementation, gain knowledge of algorithms on classical, virtual analog, and wave digital filters, delay, reverb, modulated effects, dynamics processing, pitch shifting, nonlinear processing, sample rate conversion and more. You will then be ready to design and implement your own unique plugins on any platform and within almost any host program. This new edition is fully updated and improved and presents a plugin core that allows readers to move freely between application programming interfaces and platforms. Readers are expected to have some knowledge of C++ and high school math.