

Professor Guerino Mazzola
Spring 2018: MUS 5592 *Music Informatics Seminar*

Course Description

This course will be an introduction to the rubato composer software, exploring many aspects of creative action. The students learn to use musical data types given from information technology and their transformations for the creation of musical compositions. In this endeavor, we will explore the possibilities and limits of contemporary music informatics in the domain of composition. The students will create composition projects with various goals and constraints, using rubato composer in conjunction with other music software. The creative processes and outcomes—aesthetically and technically—will be presented and discussed in class.

Media and Collaboration

Rubato Composer software, to be downloaded on your personal computer. Powerpoint presentations, personal instruction for composition projects.

Prerequisites

Instructor's consent. A personal computer to make compositions using the Rubato Composer software. Ideally this course is for composition majors.

Goals and Objectives

The principal objectives: (1) Learn to deal with musical data types and objects. (2) Create and apply new data types to musical composition (3) Create a number of musical compositions using the acquired competence. It is planned to create one composition per week (=training projects). The course will culminate in the creation of a final larger composition, one per student or student group.

Grading

This is a three credits course

I grade on a scale 0-10 with 0.1 steps: 9.5-10 = A, 9-9.4 = A-, 8.5-8.9 = B+, 7.6-8.4 = B, 7-7.5 = B-, 6.5-6.9 = C; 6-6.4 = C-, 5-5.9 = D, 0-4.9 = F.

Final grade: Class participation 1/3, training projects 1/3, final project 1/3; no final exam.

Plagiarism will not be tolerated and will lead to failure.

Contact

My office hours are on appointment (room 164).

Email = mazzola@umn.edu

Web = <http://www.encyclospace.org>

Schedule of Classes

- I. Introduction and repetition of the language of Denotators/Forms
- II. Introduction to the Rubato Composer software and the usage of rubettes
- III. Students' creation of compositions with rubettes
- IV. Introduction to Java programming language
- V. Programming of simple rubettes

Selected Original References

[1] Gérard Milmeister: The Rubato Composer Music Software. Springer 2009.

[2] Guerino Mazzola et al.: www.rubato.org for software references.

[3] Florian Thalmann & Guerino Mazzola: Gestural Shaping and Transformation in a Universal Space of Structure and Sound. Proceedings of the ICMC 2010, ICMA, Ann Arbor 2010.

[4] Florian Thalmann & Guerino Mazzola: Using the Creative Process for Sound Design based on Generic Sound Forms. MUME 2013 proceedings, AAAI Press 2013.

[5] Florian Thalmann & Guerino Mazzola: Visualization and Transformation in General Musical and Music-Theoretical Spaces. Proceedings of the Music Encoding 2013 Conference in Mainz, May 22-24, 2013.

[6] Florian Thalmann: The BigBang Rubette, Ch. 70-74 in: The Topos of Music, Vol. III, Springer 2018