



Marco Accardi
multidisciplinary artist

8-9-10 February 2019
Workshop Sound Design
with Max4Live



MILL
Makers in Little Lisbon

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ABOUT THE WORKSHOP HOLDER

Marco Accardi (1989) is a multidisciplinary artist and teacher based in Berlin. With a BA in Electronic Music, taken at the "Conservatory V. Bellini di Palermo" with the highest honors, he works in the field of electro-acoustic music, dance-theater, audio-visual performances and installations.

As member of MiniM Ensemble, since 2012, he develops softwares and does live electronics for electro-acoustic music pieces by K. Stockhausen, L. Berio and L. Garau. As well as he has curated the installation of an acousmonium of 33 loudspeakers at "Festival di Musica Contemporanea di Cagliari" in 2014 and 2015.

He has given lectures about electro-acoustic music and programming at University and Conservatory in Italy.

Between the years 2015 and 2016 he has worked with "Teatro Zappalà Danza" as composer and performer. In 2017 he got involved in the GAU Company as sound designer, composer, performer and engineer. He has worked also with independent choreographers, presenting his works at Romaeuropa Festival (2016) and in several cities in Italy.

In 2018, as sound designer, he has participated at Kyiv Lights Festival (UA). As live electronics performer he has played alongside Georges-Emmanuel Schneider at Spektrum in Berlin and at the "Musik Hochschule für Musik und Theater" in Munich (DE). As an audio-visual performer he has played at CTM Festival in Berlin (DE) and at LPM in Rome (IT).

As an EDM producer, he has released his music for label like Subaltern, CueLine, Surfase, Version Collective and Instigate. He has also performed his music in Italy, Germany, Denmark, United Kingdom and Portugal.

Currently he teaches in Berlin sound design and visual art in form of private lessons and workshops.

Links:

<https://vimeo.com/hrdav>

https://soundcloud.com/murk_official

ABOUT THE WORKSHOP

3 lessons

6 hours/day (3 hours lesson + 3 hours practice)

price:

1 module - 60 €

2 modules - 100 €

3 modules - 150 €

sound design + audio design workshops - 250 €

ABOUT THE LESSONS AND PRACTICE

The purpose of this workshop is to apply a path of learning in an creative and technical way. It will be explained the theory of the techniques and the structure of the algorithm in Max. Most of the time we are going to work on the same sonic events in order to help the students to understand better the sound processing.



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PROGRAM

DAY 1 - MODULE 1

Introduction and FM Synthesis

Brief introduction to the history and the workflow of the software; general overview of the type of objects to use in Max. The students will learn about the relation between the analog domain and the digital domain, amplitude and time, Max and time. Furthermore what is a sound generator and how to implement a simple FM synthesizer in Ableton Live.

LESSON

Oscillators and Envelopes

description: how an oscillator works and how to build a simple synthesizer;

objects: oscillators, envelope, oscilloscope, saving presets, MIDI protocol, MIDI device, math operators, DA converter.

2. Vibrato and the frequency modulation

description: how to build and understand the simple FM technique;

objects: oscillators, envelope, mathematical operators, oscilloscope, spectroscope, DA converter.

PRACTICE

create at least 3 different sonic textures and save presets;

create at least 3 percussive sounds and save presets;

create at least 3 different loop/melody and save presets;

create at least 3 drums pattern (with the help of randomness if you like) save presets.

DAY 2 - MODULE 2

Sound Sculpture pt. 1

Through theoretical and practical lessons the students will be able to understand and use, in a technical and creative way, the short and long time delays and the modulation of the delay processors in order to manipulate a sonic event.

LESSON

1. Haas Effect and Slapback Delay

description: how to work with short time delays;

objects: sound source, circular buffer, delay, DA converter.

2. Echo and Multitap Delay

description: how to work with short-long time delays;

objects: sound source, circular buffer, delay, feedback, DA converter.



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3. Ping pong delay

description: how to work with short-long time delays;

objects: sound source, circular buffer, delay, feedback, DA converter.

4. Chorus - Flanger - Phaser

description: how to apply modulation to delay processors;

objects: sound source, circular buffer, delay, feedback, modulators, DA converter.

5. Subtractive Synthesis

description: how to build an use a filter;

objects: sound source, filter typologies (HP, BP, LP, Comb).

PRACTICE

create at least 3 different sounds Chorus;

create at least 3 different sounds Flanger;

create at least 3 different using Comb Filter;

create at least 3 different using Phaser;

create at least 3 different sounds with Haas Effects, save presets;

create at least 3 different using Ping-Pong Delay, save presets.

DAY 3 - MODULE 3

Sound Sculpture pt. 2

Through theoretical and practical lessons the students will be able to understand and use, in a technical and creative way, the subtractive and grain synthesis.

LESSON

1. Subtractive Synthesis

description: how to build an use a filter;

objects: sound source, filter typologies (HP, BP, LP, Comb).

2. Granular Synthesis

description: how to use fragments of a sample;

objects: MuBu library and granulator.

PRACTICE

process a sound with all the type of filter learnt;

decontextualize 3 sounds with the grain synthesis.



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