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"Sonifying Processing" Brings Sound Art to Processing

September 19, 2011 - San Jose, CA - "Sonifying Processing: The Beads Tutorial" shows students and artists how to bring sound into their Processing programs. Veteran sound artist Evan X. Merz introduces the black art of audio in Processing through the versatile and easy-to-use Beads Library. The topic of audio is largely absent from other Processing books, but "Sonifying Processing" shows that Processing is a powerful *multimedia* platform that rivals Max. Each section of the book explains a sound programming concept then demonstrates it in code. The examples build from simple synthesizers in the first few chapters, to more complex sound-manglers as the book progresses. Each step of the way is examined at a level that is simple enough for new learners, and comfortable for more experienced programmers.

Topics covered include Additive Synthesis, Frequency Modulation, Sampling, Granular Synthesis, Filters, Compression, Input/Output, MIDI, Analysis and everything else an artist may need to bring their Processing sketches to life.

"Sonifying Processing is a great introduction to sound art in Processing. It's a valuable reference for multimedia artists." – Beads Creator Oliver Bown

"Sonifying Processing: The Beads Tutorial" is available starting Monday, September 19th, as a free ebook, or in print and Kindle editions from Amazon.com. See <http://computermusicblog.com/blog/sonifyingprocessing/> for more.

**About the Author:** Evan Merz (b. 1981) is a DMA candidate in UCSC's algorithmic composition program. He obtained a Bachelor's Degree in computer science from the University of Rochester in 2004, and a Master's Degree in computer music from NIU in 2010. His music has been performed in Phono Photo No. 6, Silence, Beauty and Horror 2009, musicBYTES 2009, New Music Hartford, and IMMArts TechArt 2008. His primary interest is biological and bottom-up approaches to computer-assisted composition, which he explores in new algorithmic composition software written in java. Evan works heavily as a freelance composer, scoring for numerous videogames and television productions. He is also the SEAMUS Webmaster and the blogger at [computermusicblog.com](http://computermusicblog.com).