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## KEY=ABLETON - TOMMY HICKS

## POWER TOOLS FOR ABLETON LIVE 9

## MASTER ABLETON'S MUSIC PRODUCTION AND LIVE PERFORMANCE APPLICATION

*Hal Leonard* **(Power Tools). Ableton Live 9 is a groundbreaking music production and performance application whose uniquely nonlinear and incredibly flexible features set it far apart from all the other digital audio applications. It is equally adept at making beats, remixing, live recording, DJing, live looping, sound design, electronic music, hip-hop, and much more. Unlike other books about Live that simply explain its features like a second manual, this hands-on-centric book contains a series of exercises that walk you through all the features you need to produce professional-sounding music with Ableton Live 9. As a fundamental instructional component to Power Tools for Ableton Live 9, certified Ableton instructor Jake Perrine guides you through the creation of an actual track from start to finish. In addition, you get plenty of practice using Live with the included audio content, video tutorials, exercises, audio samples, and third-party plug-in demos. A substantial appendix section offers discussions of important non-Ableton-specific topics, including digital audio basics, components of a producer's studio, considerations when buying a DAW computer, and more.**

## ABLETON LIVE 9

*CRC Press* **Never has there been music production software that so closely emulates the human mind and the demand for delivering music through a computer than Live. With an imaginative design and a forward-thinking mission, Ableton continues their legacy with Live 9, a software package that drives music production to the cutting edge while squarely meeting the needs of the composer, producer, perform, songwriter, DJ, and beyond. With such a progressive approach to its development, some of you may feel a bit disoriented or even intimidated at first sight of Live's unconventional design, especially those of you coming from a traditional Digital Audio Workstation (DAW) background. If you are new to DAWs, DJ style programs, or software music production in general, then you'll soon be right at home with the "parallel concept" of Live's Session and Arrangement Views. For the rest of you, you'll have to rethink your approach to composing, arranging and producing music just a bit; but it will be a worthwhile adjustment. That is why this book has been written: to help reinvent the experienced software-based music producer and to unleash the new user. The goal here is to build and cultivate a strong understanding of Live 9's concepts and to provide material that will engage all DAW users alike. With this goal in mind, at the end of each reading you should feel that your current skills and knowledge base have been elevated to the next level. For the current Ableton Love user – yes, you - there is plenty here to unlock! After all, there is still a little "new user" inside us all. Now it is time to learn how to Create, Produce and Perform with Live 9 – all you have to do is decide what your needs are, because it's all here. First published in 2013. Routledge is an imprint of Taylor & Francis, an informa company.**

## DIGITAL MEDIA

## TECHNOLOGICAL AND SOCIAL CHALLENGES OF THE INTERACTIVE WORLD

*Scarecrow Press* **There has been an explosion in the creation and use of digital media over the past quarter century and in particular over the past decade. As the varieties of digital media multiply, scholars are beginning to examine its origins, organization, and preservation, which present new challenges compared to the organization and preservation of traditional media such as books, papers, films, photographs, music scores, and works of art. In order to examine from multiple perspectives issues related to history, preservation,**

and ontology of digital media, editors of this volume organized an invitation-only workshop on digital media. The participants were carefully chosen to represent a variety of backgrounds and perspectives, ranging from humanities to informationstudies to technology to history to communication theory to fine arts. The book is organized in four parts, each representing a different perspective on digital media: preservation, interaction, organization, and history. The preservation section considers the problems of archiving digital media for long-term preservation. Many digital objects are readily copied but are fragile and not designed for preservation, and this nature of digital objects provides both challenges and opportunities for adapting archival practice. The remaining sections look at the interaction between technological changes and cultural practices, the organization of digital media, and the history of digital media and how technology has changed over time. The wealth of varied perspectives collected together in this volume provides new light on the topic of digital media.

## ABLETON LIVE 6

## TIPS AND TRICKS

*PC Publishing* This book does not duplicate the Live user manual--instead, it expands upon it and introduces creative concepts, workflow enhancements, and workarounds for common objectives and problems.

## ABLETON LIVE 101

## AN INTRODUCTION TO ABLETON LIVE 10

*Rowman & Littlefield* Ableton Live 101 and the included online media files will guide you through the fundamentals of music production. Its intuitive interface allows beginners to make music right away, while offering deep functionality to satisfy even the most advanced user.

## ABLETON LIVE 8 AND SUITE 8

## CREATE, PRODUCE, PERFORM

*Taylor & Francis* Learn how to create, produce and perform a whole new way; prepare to unlock the power of Live. This book and DVD combination shows, if you get it right, exactly what Ableton Live can deliver. Engineered to follow Lives non linear music environment the book looks and feels like the program, its unique format utilizes the terms and creative features of Live- tabs, keys, pointers, and labels to learn the littlest things that make the biggest difference. Packed with professional testimonials, concepts, definitions, hundred of tips and tricks and hidden features the book covers the software's nuts and bolts and creative technique to create, produce, perform and make music on the fly. The accompanying DVD contains ?Live sets? and web pointer information to sync and download as well as interviews, further hints and tips and video

## THE ARTS OF THE GRID

## INTERDISCIPLINARY INSIGHTS ON GRIDDED MODALITIES IN CONVERSATION WITH THE ARTS

*Walter de Gruyter GmbH & Co KG* This is the first collection of interdisciplinary scholarship to expand on gridded modalities, with a strong affinity to the arts. It seeks to inspire new avenues of research by exploring a horizon of gridded relationships among humans, between humans and the environment, and between human and non-human actors. By bringing together philosophical themes and applied practices, the volume traces a genealogy of the "grid" as an exercise in grasping its inherent complexity and incomplete quality. A collective effort by a group of researchers, practitioners, and designers, it promotes an understanding of gridded modalities as complex networks that interact with other networks, generating new meanings and reflecting changes in thought.

## WAYS AHEAD

## PROCEEDINGS OF THE FIRST INTERNATIONAL CSOUND CONFERENCE

*Cambridge Scholars Publishing* **The first international Csound conference, held at the Hanover University of Music, Drama and Media (HMTMH) between 30th September and 2nd October 2011, marked the first time that the principal people involved with Csound – in existence since 1986 – met in person. This book documents not only the proceedings of this conference through its inclusion of the featured papers, workshop descriptions and round table summaries, but also includes interviews with developers and musicians, along with several new articles written exclusively for this publication. Reflecting the diversity of contributions to the Csound project that conference attendees brought, this book is organised into five main parts entitled "History", "Development", "Music", "Usage" and "Education".**

## IRRATIONAL MUSIC

*MIT Press* **A memoir and manifesto by a pivotal figure at the junction of rock, the avant-garde, and an ever-widening spiral of art, theater, film, and dance. For over five decades, Elliott Sharp has been engaged in a quest at once quixotic and down to earth: to take the music he hears in his inner ear and bring it to life in the real world. In this vivid memoir and manifesto, Sharp takes us along on that quest, through some of the most rugged, anarchically fertile cultural terrain of our time. Sharp, a mainstay of the New York Downtown scene beginning in the 1980s, has been a pivotal figure at the junction of rock, experimental music, and an ever-widening spiral of art, theater, film, and dance. Rooted in blues, rock, jazz, and the twentieth-century avant-garde, Sharp's innovative music has encompassed fractal geometry, chaos theory, algorithms, genetic metaphors, and new strategies for graphic notation. In IrRational Music, Sharp dodges fake cowboys' real bullets by the side of a highway near Colby, Kansas; is called on the carpet by a prickly, pompadoured Morton Feldman ("Improvisation… I don't buy it"); segues from Zen tea to single malt with an elfin John Cage; conjures an extraterrestrial opera from a group of high-school students in Munich; and—back in his own high-school days—looks up from strumming Van Morrison's "Gloria" in Manny's Music on 48th Street to see Jimi Hendrix smiling benignly upon him. A mix of tales from the road with thoughts on music, art, politics, technology, and the process of thinking itself, IrRational Music is a glimpse inside the mind of one of our most exacting, exciting creative artists.**

## MASTERING DIGITAL AUDIO PRODUCTION

## THE PROFESSIONAL MUSIC WORKFLOW WITH MAC OS X

*John Wiley & Sons* **This comprehensive guide shows you how to integrate a variety of production tools for the Mac OS X platform into all stages of audio production so that you can create and produce music. From single applications to complete suites, you'll discover the software toolsets that are best for you and then discover how to incorporate them into a coherent workflow. Featuring best practices, real-world examples, and interviews with audio professionals, this book pulls together all the programs and tasks you need.**

## BILLBOARD

**In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.**

## THE MUSICAL ART OF SYNTHESIS

*CRC Press* **New synths with unique features and layers of complexity are released frequently, with hundreds of different synths currently available in the marketplace. How do you know which ones to use and how do you get the most out of the ones you already own? The Musical Art of Synthesis presents synthesizer programming with a specific focus on synthesis as a musical tool. Through its innovative design, this title offers an applied approach by providing a breakdown of synthesis methods by type, the inclusion of step-by-step patch recipes, and extensive web-based media content including tutorials, demonstrations, and additional background information. Sam McGuire and Nathan van der Rest guide you to master synthesis and transcend the technical aspects as a musician and artist. Synths are presented using a multi-tiered system beginning with basic instructions for all common synth techniques. Historical information is included for each type of synth, which is designed to help you understand how each instrument relates to the bigger picture. Advanced level instruction focuses on modern implementations and on mobile devices, with special focus on performing and practical usage. The goal The Musical Art of Synthesis is to bring all of the different types of together in the same discussion and encourage you to see the similarities and differences that force you to gain a better overall understanding of the synthesis process. Key features of this title: • This book will teach you how to put synthesizers to use with easy-to-use synth patch recipes • Using a unique, multi-tiered approach**

applicable to the level of equipment in use, this publication introduces concepts that apply to a wide range of hardware/software synthesizers. • A robust companion website, featuring video demonstrations by synthesizer experts, further supports the book: www.focalpress.com/cw/mcguire

## SOUND DESIGN, MIXING, AND MASTERING WITH ABLETON LIVE 9

*Hal Leonard Corporation* **Manuals**

## PERFORMING ELECTRONIC MUSIC LIVE

*CRC Press* **Performing Electronic Music Live lays out conceptual approaches, tools, and techniques for electronic music performance, from DJing, DAWs, MIDI controllers, traditional instruments, live sound design, hardware setups, custom software and hardware, to live visuals, venue acoustics, and live show promotion. Through case studies and contrasting tutorials by successful artists, Kirsten Hermes explores the many different ways in which you can create memorable experiences on stage. Featuring interviews with highly accomplished musicians and practitioners, readers can also expand on their knowledge with hands-on video tutorials for each chapter via the companion website, performingelectronicmusic.live. Performing Electronic Music Live is an essential, all-encompassing resource for professionals, students of music production courses, and researchers in the field of creative-focused performance technology.**

## THE OXFORD HANDBOOK OF ALGORITHMIC MUSIC

*Oxford University Press* **Featuring chapters by emerging and established scholars as well as by leading practitioners in the field, this Handbook both describes the state of algorithmic composition and also set the agenda for critical research on and analysis of algorithmic music.**

## AUDIO PRODUCTION BASICS WITH REASON SOFTWARE

**Learn the basics of recording, processing, and mixing audio using Reason software, the robust digital audio workstation and musical toolkit used by artists, producers, and sound designers worldwide. Audio Production Basics with Reason Software will guide you every step of the way. The exercises in this book are designed to be completed using the low-cost Reason Intro edition, allowing you to get hands-on practice and easily experience the world of Reason software. Everything discussed in this book translates fully to the standard edition of Reason software, as well as to the expansive Reason Suite edition. With this book and the included online media files, you'll get working experience using Reason, covering everything from setting up your computer to the fundamentals of audio production, including: Basic digital audio workstation operations and audio hardware options Principles of sound production and microphone use Essential Reason concepts and operations MIDI fundamentals for playing and recording virtual instruments Managing devices and routing signals in Reason's unique rack interface Using automation to create dynamic changes to audio Mixing your project and exporting your final mixed track Reason Intro is affordable, easy, and fun. And everything you learn here will apply when you are ready to move on to more advanced versions of Reason. Take the first step now, with Audio Production Basics with Reason Software.**

## GOING PRO WITH ABLETON LIVE

*Cengage Learning Ptr* **Ableton Live's popular loop-based digital audio workstation has in recent years evolved into a full-fledged product that commands the respect and attention of...everyone. This streamlined manual is dedicated to professionals and advanced hobbyists in search of quick and easy answers (in the form of step-by-step instructions) to any and every question recording engineers, producers, and artists will ask about using this powerful software. GOING PRO WITH ABLETON LIVE's illustrated, workflow-oriented set of tutorials addresses the issues most commonly encountered in both the professional and home studio, giving sound professionals the tools they need to optimize each performance according to that artist's unique needs and specifications.**

## THE SYNTHESIZER

## A COMPREHENSIVE GUIDE TO UNDERSTANDING, PROGRAMMING, PLAYING, AND RECORDING THE ULTIMATE ELECTRONIC MUSIC INSTRUMENT

*Oxford University Press* **Electronic music instruments known as synthesizers have been around since the 1950s, but the past few decades have seen their capabilities expand**

exponentially and their forms shape-shift from room-filling grandeur to sophisticated applications that run on pocket-sized phones and MP3 players. This book reveals the history, basics, forms, and uses of this astonishing instrument.

## THE CAMBRIDGE COMPANION TO ELECTRONIC MUSIC

*Cambridge University Press* **A contributory volume covering the history and current scene of electronic music.**

## INTERACTIVE COMPOSITION

## STRATEGIES USING ABLETON LIVE AND MAX FOR LIVE

*Oxford University Press* **Manzo and Kuhn provide readers with all the practical skills and insights necessary to compose and perform electronic music in a variety of popular styles. Even those with little experience with digital audio software will learn to design powerful systems that facilitate their own compositional ideas.**

## PRO TOOLS 6 POWER!

*Course Technology Ptr* **Get ready to conquer the amazing features of Pro Tools 6! This hands-on guide offers a comprehensive overview of Pro Tools operation and takes you through the configurations that are currently available. Learn about the major fields where Pro Tools is commonly used and cover the essential technical background that you need to get your Pro Tools rig interacting with the world around it. With coverage of Pro Tools Version 6.7, "Pro Tools 6 Power!" gives you everything you need to make the most of Pro Tools 6from general concepts and step-by-step instructions to the technical detail that clarifies concepts and time-saving suggestions and techniques. "Pro Tools 6 Power!" covers both TDM and LE versions, for Macintosh and Windows.**

## SONG SHEETS TO SOFTWARE

## A GUIDE TO PRINT MUSIC, SOFTWARE, AND WEB SITES FOR MUSICIANS

*Scarecrow Press* **This second edition of Song Sheets to Software includes completely revised and updated listings of music software, instructional media, and music-related Internet Web sites of use to all musicians, whether hobbyist or professional. This book is a particularly valuable resource for the private studio and classroom music teacher.**

## ABLETON LIVE 10 POWER!

## THE COMPREHENSIVE GUIDE

**Jon Margulies' comprehensive guide to Ableton Live is back! This updated edition does far more than bring you up to speed on all of Live's new features-it teaches fundamental concepts and important workflows that every Live user needs to know. Used in top college programs such as NYU's Clive Davis Institute of Recorded Music, the Ableton Live Power! series is well known as the definitive guide to Live. In this new edition, you'll learn the software in depth and get the lowdown on all the latest updates, including the Wavetable synthesizer, multi-clip editing, Capture, and Live 10's many workflow improvements. Jon's friendly, engaging writing style and deep knowledge of the program come together to help you hone your production skills without losing sight of what's most important: making music! "Jon is an Ableton Live wizard, an awesome musician and a great dude to work with. I've been a fan for a long time, and over the past few years have relied on him heavily for technical assistance navigating the wild waters of Ableton for my live sets." - Bassnectar**

## PRO TOOLS FOR MUSIC PRODUCTION

## RECORDING, EDITING AND MIXING

*Taylor & Francis* **Pro Tools for Music Production is a definitive guide to the system for new and professional users. Extensively illustrated in colour and packed with time saving hints and tips, you will want to keep to hand as a constant source of information. The book takes a real-world approach and shows how to build the right system to suit your needs. Detailed chapters on recording, editing and mixing blend essential knowledge with tutorials and practical examples from actual recordings. The second edition features a wealth of**

new and updated material, including: · Pro Tools HD systems explained · Pro Tools 6.1 software (and up to version 6.2.3) · Mac OSX installation and troubleshooting · A new chapter on MIDI · Additional and expanded tutorials · More on Identify Beat, Beat Detective and tempo maps · Extra coverage of plug-ins and virtual instruments · How to use Propellerheads Reason and Ableton Live with Pro Tools · What you need to know about the new file management capabilities · How to transfer projects between Pro Tools and other MIDI and audio software, and between Pro Tools TDM on the Mac and Pro Tools LE on the PC Pro Tools for Music Production is a vital source of reference to keep by your side, whether you are a working professional or a serious hobbyist looking for professional results.

## ELECTRONIC MUSICIAN

## AUDIO PRODUCTION BASICS WITH ABLETON LIVE

This book teaches the basics of recording, editing, mixing, and processing audio and MIDI using Ableton Live Software. It also provides plenty of power tips to take you beyond the basics and unleash the true power of using Live as a creative tool.

## FUTURE MUSIC

## INTERACTIVE COMPOSITION

## STRATEGIES USING ABLETON LIVE AND MAX FOR LIVE

*Oxford University Press, USA* Interactive Composition empowers readers with all of the practical skills and insights they need to compose and perform electronic popular music in a variety of popular styles. The book begins by introducing all of the tools involved in creating interactive compositions through the software Ableton Live and Max for Live. The following chapters then put the tools to use by both describing particular musical styles and also teaching readers how to compose and perform within these styles using the software. As readers progresses through the book, they will learn to use the software to facilitate their own unique compositional objectives. This book takes readers through all of the steps in designing interactive music compositions. It is geared toward both beginners as well as intermediate and advanced readers, and so readers with even little experience working with digital audio software will quickly learn how to design powerful systems that facilitate their unique compositional ideas. A particular feature of this book is that it discusses the historical context of several electronic music styles used by DJs, electronic musicians, and other artists, and then describes, using software, the technical process used in the composition and performance of these styles. Each chapter leads readers to create an original composition in a given style and also discusses the techniques that can be used to perform the piece in an idiomatic fashion.

## BANG

## PURE DATA

## HIP HOP AROUND THE WORLD: AN ENCYCLOPEDIA [2 VOLUMES]

*ABC-CLIO* This set covers all aspects of international hip hop as expressed through music, art, fashion, dance, and political activity. • Includes contributors from a range of fields, including musicology, theater, and anthropology, giving readers a broad perspective on the genre • Covers hip hop in virtually every country, including countries with severely restricted hip hop activity • Contains comprehensive lists of record labels, films, editor-recommended videos, and more • Shows the influence hip hop has on many aspects of life, such as politics, fashion, dance, and art

## PUSH TURN MOVE

## INTERFACE DESIGN IN ELECTRONIC MUSIC

## MODERN MIDI

### SEQUENCING AND PERFORMING USING TRADITIONAL AND MOBILE TOOLS

*CRC Press* **In the last five years, the environment in which the Musical Instrument Digital Interface (MIDI) specification works and the tools that communicate via MIDI have changed dramatically. Modern MIDI: Sequencing and Performing Using Traditional and Mobile Tools gives you all the tools you need to properly and effectively use MIDI in a modern setting, while still incorporating vintage MIDI gear. Exploring typical workflows and techniques for both the studio and the performing environment, this book helps you navigate the changes that mobile computing has made to the way the music producers and engineers work with MIDI. If you're a MIDI user seeking to increase your efficiency and productivity while still gaining an understanding of the fundamentals of MIDI, or a music professional looking to incorporate your mobile devices into your creative process, this is the book for you. Modern MIDI shows you how to implement the necessary components to use MIDI on your iPad, Android phone, or laptop.**

### ELECTRONIC AND COMPUTER MUSIC

*Oxford University Press* **In this new edition of the classic text on the evolution of electronic music, Peter Manning extends the definitive account of the medium from its birth to include key developments from the dawn of the 21st century to the present day. The scope of the many developments that have taken place since the late 1990s are considered in a series of new and updated chapters, including topics such as the development of the digital audio workstation, laptop music, the Internet, and the emergence of new performance interfaces. Emphasizing the functional characteristics of emerging technologies and their influence on the creative development of the medium, Manning covers key developments in both commercial and the non-commercial sectors to provide readers with the most comprehensive resource available on the evolution of this ever-expanding area of creativity.**

### DESIGNING INTERACTIONS FOR MUSIC AND SOUND

*CRC Press* **Designing Interactions for Music and Sound presents multidisciplinary research and case studies in electronic music production, dance-composer collaboration, AI tools for live performance, multimedia works, installations in public spaces, locative media, AR/VR/MR/XR and health. As the follow-on volume to Foundations in Sound Design for Interactive Media, the authors cover key practices, technologies and concepts such as: classifications, design guidelines and taxonomies of programs, interfaces, sensors, spatialization and other means for enhancing musical expressivity; controllerism, i.e. the techniques of non-musician performers of electronic music who utilize MIDI, OSC and wireless technologies to manipulate sound in real time; artificial intelligence tools used in live club music; soundscape poetics and research creation based on audio walks, environmental attunement and embodied listening; new sound design techniques for VR/AR/MR/XR that express virtual human motion; and the use of interactive sound in health contexts, such as designing sonic interfaces for users with dementia. Collectively, the chapters illustrate the robustness and variety of contemporary interactive sound design research, creativity and its many applied contexts for students, teachers, researchers and practitioners.**

### ATTRACT MODE: THE RISE AND FALL OF COIN-OP ARCADE GAMES

*Steel Gear Press* **From their haunts in the shadowy corner of a bar, front and center at a convenience store, or reigning over a massive mall installation bursting with light, sound, and action, arcade games have been thrilling and addicting quarter-bearers of all ages ever since Pong first lit up its paddles. Whether you wanted a few minutes' quick-twitch exhilaration or the taste of three-initial immortality that came with topping the high score screen, you could get it from the diverse range of space shooters, dot-eating extravaganzas, quirky beat-'em-ups, and more that have helped define pop culture for more than four decades. In Attract Mode: The Rise and Fall of Coin-Op Arcade Games, author Jamie Lendino celebrates both the biggest blockbusters (Pac-Man, Star Wars: The Arcade Game) and the forgotten gems (Phoenix, Star Castle) of the Golden Age of coin-op gaming, and pulls back the curtain on the personalities and the groundbreaking technologies that brought them to glitzy, color-drenched life in the U.S., Japan, and all over the world. You'll start your journey exploring the electromechanical attractions and pinball games of the early 20th century. Next, you'll meet the earliest innovators, who used college computers and untested electronics to outline the possibilities of the emerging form, and discover the surprising history behind the towering megahits from Nintendo, Sega, and others that still inform gaming today. Then you'll witness the devastating crash that almost ended it all—and the rebirth no one expected. Whether you prefer the white-knuckle gameplay of Robotron: 2084, the barrel-jumping whimsy of Donkey Kong, or the stunning graphics and animation of Dragon's Lair, Attract Mode will transport you back to the heyday of arcade games and let you relive—or experience for the first time—the unique magic that transformed entertainment forever.**

## PUSH

### SOFTWARE DESIGN AND THE CULTURAL POLITICS OF MUSIC PRODUCTION

*Oxford University Press* **Push: Software Design and the Cultural Politics of Music Production shows how changes in the design of music software in the first decades of the twenty-first century shaped the production techniques and performance practices of artists working across media, from hip-hop and electronic dance music to video games and mobile apps. Emerging alongside developments in digital music distribution such as peer-to-peer file sharing and the MP3 format, digital audio workstations like FL Studio and Ableton Live introduced design affordances that encouraged rapid music creation workflows through flashy, user-friendly interfaces. Meanwhile, software such as Avid's Pro Tools attempted to protect its status as the industry standard, professional DAW of choice by incorporating design elements from pre-digital music technologies. Other software, like Cycling 74's Max, asserted its alterity to commercial DAWs by presenting users with nothing but a blank screen. These are more than just aesthetic design choices. Push examines the social, cultural, and political values designed into music software, and how those values become embodied by musical communities through production and performance. It reveals ties between the maximalist design of FL Studio, skeuomorphic design in Pro Tools, and gender inequity in the music products industry. It connects the computational thinking required by Max, as well as iZotope's innovations in artificial intelligence, with the cultural politics of Silicon Valley's design thinking. Finally, it thinks through what happens when software becomes hardware, and users externalize their screens through the use of MIDI controllers, mobile media, and video game controllers. Amidst the perpetual upgrade culture of music technology, Push provides a model for understanding software as a microcosm for the increasing convergence of globalization, neoliberal capitalism, and techno-utopianism that has come to define our digital lives.**

### DIGITAL PERFORMER POWER!

*Course Technology* **Provides instructions for using the audio and MIDI sequencing program to record, edit, and mix music.**

### MAC LIFE

**MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.**

### KEYBOARD

### MAKING MUSIC

### 74 CREATIVE STRATEGIES FOR ELECTRONIC MUSIC PRODUCERS