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ditional composition and arrangement techniques and introduce new methods to arrange and edit music in the context of interactive applications.

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For users of the programming environment Max, wishing to explore its full potential as an interactive music and multimedia tool, Todd Winkler's Composing Interactive Music is an

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indispensable guide.
More importantly,
Winkler's contribution
to the interactive
computer field shows
both practical and
conceptual originality.

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