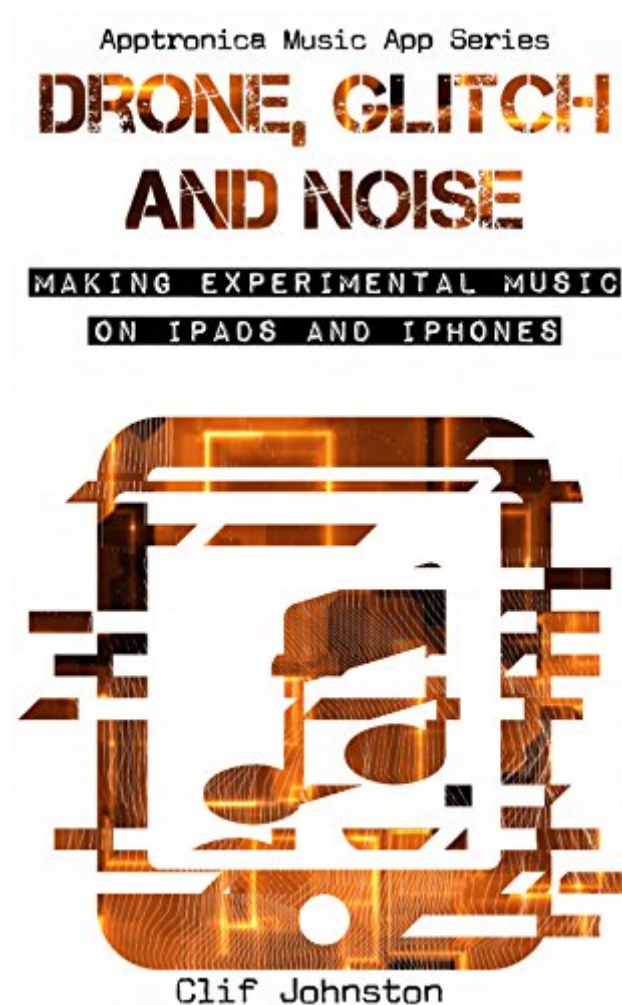


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# Drone, Glitch And Noise: Making Experimental Music On iPads And iPhones (Apptronica Music App Series Book 1)



## Synopsis

iPads and iPhones have found their way into the musical toolkits of many producers, composers, artists, and DJs. While many of these musicians use iOS devices to augment their existing music gear, for some, iPad and iPhone apps have replaced instruments, computer-based DAWs, or studios altogether. Experimental musicians realize that iOS music is one of the most significant developments in the history of music. Multi-touch interfaces open up a whole world of possibilities for interacting with music apps. The small form factor of these lightweight devices allow them to easily manipulated in three-dimensional space, while specialized sensors such as accelerometers and gyroscopes enable apps to react to any type of motion. Far beyond mimicking traditional instruments, desktop software, or hardware interfaces, the unique capabilities of iOS devices have enabled the creation of whole new instruments. There are hundreds of apps available today that offer ways of creating and interacting with music that were inconceivable five years ago. Whether you're a veteran iPad musician, or just beginning to learn what music apps can do, you're sure to find plenty of tips and advice in this book to get you started or help you get to the next level. For readers just beginning to explore experimental music, there's an introduction to what it is and why it matters. For hardcore sound artists, you'll find the latest apps for doing new and terrible things to your sample collection. You'll learn some good habits and figure out which rules to throw away on your way to becoming more prolific. You'll read about strategies for generating new ideas and removing creative blocks. Most importantly, you'll learn the best tools for creating new and exciting styles of music never before possible. This book covers essential iOS music tools, music production workflows, midi controllers, futuristic synths, noise apps, soundscaping, glitching, effects automation, algorithmic composition, and more.

## Book Information

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## Customer Reviews

I come from a musically inclined family--my sister could play three instruments by ear, my brother and mother both played instruments. But although I always heard music in my head, I never had the tools to make it real. Now, thanks to all the music apps, I can. (Even though I am, totally, tech challenged.) I love Johnston's approach here--that the purpose of a work of art is to communicate. It's clear that he doesn't only know how to communicate via music, he's got the writing part down too. (And I love the design on the book cover. I'd like a t-shirt with that.) this is a great place to start playing around with experimental music and I really appreciated the brief (yet comprehensive) resource guide at the back.

The iPad has turned into a serious music making tool, but the options available can be bewildering. This book is a quick read, but gives a high level overview of what's available, and how things work. If you're going to get serious about music on iOS, for about the price of one (inexpensive) app, you can get a road map for the area.

Wonderful overview of the whole subject of making experimental music. Very helpful breakdown of categories as well as a great guide to many of the essential apps in each. I look forward to more in the series.

I got this yesterday and shared it with my boys, which launched into a 2-hour discussion on music and ideas... to be continued I am sure. Great information for projects they had planned - now they know how! :)

Very well written and almost crazy in the level and volume of well researched references and

details. You can tell that years have been spent developing this resource. Each page has tons of software recommendations and links to Apps to help experimental musicians throw on their lab coats and, well... Experiment. Definitely worth the read.

This slim, modestly-priced book is full of useful advice from an author who knows a lot about using mobile devices to make music. It offers three main uses: It discusses the big picture -- why we make music with the devices and different paths you might choose to approach your goals. At a more "medium" level -- it discusses workflow, and ways to make composing and recording faster, easier, and more efficient. At the most detailed level, it also offers a nice summary of many popular, well-established apps you might want to use. The book is well-written, and moves along crisply. I think this could be invaluable to a beginner, and wish I had a copy then. But I believe a lot of interested readers will find useful info here -- I sure did!

I was compelled to read this book because I have quite a few music apps I'm not utilizing efficiently. The author provides a lot of direction, motivation and information. I'm not a musician but I do enjoy creating noise. This book has encouraged me to continue in that pursuit!

Amazing book full of insights from one of the most respected iOS music pioneers. I'm experienced iOS musician and I found many useful tricks with iOS apps that I was not aware of.

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