

## FREE AND OPEN SOURCE AUDIO SOFTWARE

While we have mostly looked at *Logic Pro* and *GarageBand* in class, my advise to those of you who don't already own a licence for any audio software would be to use a Free/Open-Source application rather than pay exorbitant amounts for licences. Almost without fail anything which can be done in any of the big name programs (e.g. *Logic*, *Ableton*, *FL Studios*, etc.) can also be achieved using software that will cost a fraction of the amount, and often not even cost you a dime! So here are some examples of free/open-source software which I have used.

- **Audacity** - simple **audio editor** we used in class
- **Reaper** - complete **DAW (Digital Audio Workstation)**. It's not actually free, but it only *asks* you to purchase (for as little as \$60!!!) the software after the trial, as opposed to actually forcing you too, so it may as well be. A bit limited with regards to synthesis, although with VST's that is easily solved, however, it is capable of all of the audio editing tricks we explored in *Logic* and more...
- **Pure Data (PD)** - **Graphical programming language** for sound. It does have limits, but it allows you to do a whole host of things that are not possible with DAW's. PD is especially good if you are interested in exploring more 'real-time' electronic music. For those of you who have never explored computer programming it may be a little hard at first, but there is a world of tutorials, both included and online. Get the **PD Extended** version...
- **SuperCollider** - **Text based programming language** for sound. For those who haven't explored computer programming it may be a bit more of a learning curve than PD, but with perseverance I think it would prove to be even more powerful!
- **I also found this article online with some that I've never heard of...**