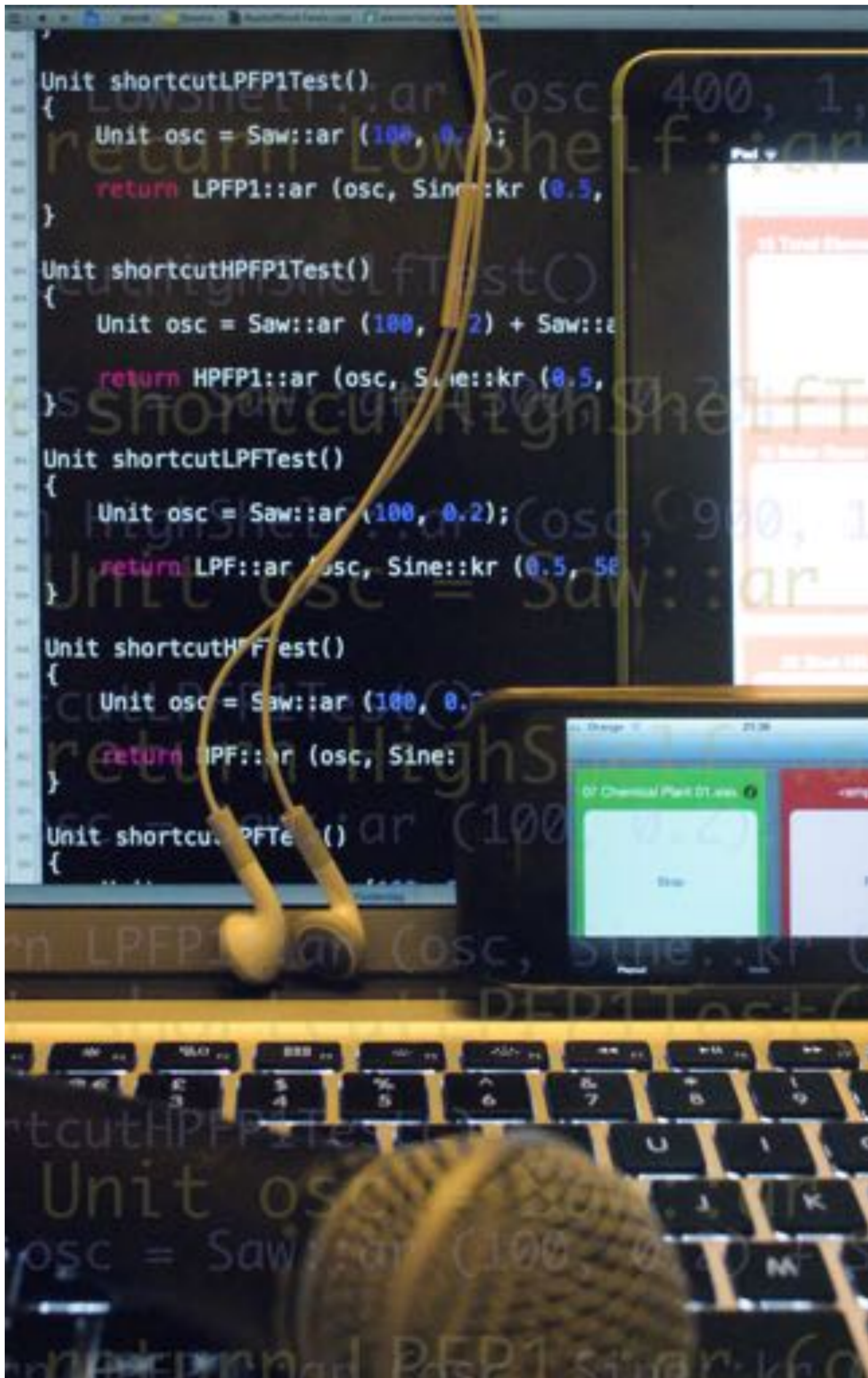


## Introduction to **JUCE** and Plonk|Plink|Plank – frameworks for audio software development



speaker:

### Martin Robinson

Programme Leader for Audio and Music  
Technology at University of the West of  
England, Bristol | Author of the 'Getting  
Starting with JUCE' book

Martin trained in music composition and electronic  
music before becoming increasingly interested in  
developing custom audio and music systems. He  
developed the UGen++ C++ library for developing  
audio applications that was based on the look-and-feel  
of the SuperCollider audio programming language.  
More recently he developed the Plonk|Plink|Plank  
C/C++ libraries, also for audio application development.

**JUCE** is a widely-used framework for audio  
application and plug-in development. In particular it:

- Enables *cross-platform development* on Mac,  
Windows, Linux, iOS, and Android
- Makes it easy to build versatile user interfaces
- Allows the creation of Audio Unit and VST plug-ins  
using the same codebase
- Handles MIDI and OSC and the new MPE standard

<https://www.juce.com/>



Jerome Booth Music Therapy Centre  
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This is a free public event.  
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