

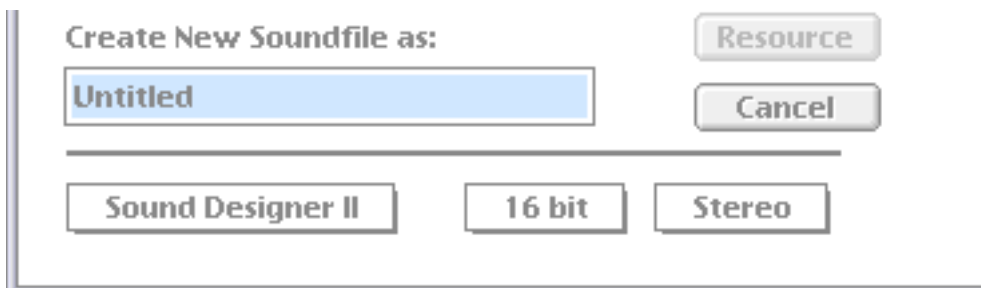
025:250 COMPOSITION: ELECTRONIC MEDIA I

Assignment 1

Due Aug. 28

Purpose: To learn how to manage folders and files and copy and paste Sound Designer files.

- 1) Turn on the Mac by pressing the **power** key (with the arrow) at the top of the keyboard. If the Mac ever freezes, press and hold the **restart** button on the upper right corner of the Mac tower case.
- 2) Turn on the Sony speakers.
- 3) If the EMS drive window is not open, double click on the EMS drive icon in the upper right corner of the desktop to open it.
- 4) Double click on the folder EMS/Students. The folder window will appear.
- 5) Create a folder for yourself as follows:
 - a) Pull down the **File** menu and select **New Folder**.
 - b) A folder will appear with the words "empty folder" highlighted.
 - c) Personalize the folder by typing "YI.f" where "YI" are your initials and ".f" indicates folder.
- 6) Launch **Sound Designer** by pulling down the **Apple** menu (with apple icon on top) and selecting **Sound Designer**.
- 7) After the program launches, create a new file as follows:
 - a) pull down the **File** menu and select **New** (or type **cmd + n**).
 - b) an **Open Dialogue** box with the following information at the bottom should appear:



- c) confirm that the bottom three boxes read "Sound Designer II", "16 bit", "Stereo". If they do not show these items, click on the appropriate box and select the correct item.
- d) replace the filename "Untitled" by typing "YI.Assign.1s" to rename your file. **DO NOT SAVE YET**.
- e) navigate through the folders shown at the top of the **Open Dialogue** box until EMS/Students/YI.f is selected.
- f) press the **Save** button (when any button is highlighted, pressing the **enter** key will select it--this eliminates an extra mouse move).
- g) an empty **Sound Designer** screen should appear.
- h) close this file ("YI.Assign.1s") by pulling down the **File** menu and selecting **Close** (or type **cmd + w**).

- 8) Find source material for your file as follows:
 - a) Without quitting **Sound Designer**, go to the **Finder** by clicking once anywhere on the desktop. The Finder's **Menu Bar** should appear at the top of the screen.
 - b) Go to the folder EMS/Class Sounds and double click on the file "Percs".
 - c) The **Sound Designer** file "Percs" will open. Play this file by pressing **spacebar**. Stop playing by pressing **enter**. Play from any location by scrolling through the file and placing the cursor at the desired location, then pressing **spacebar**.
- 9) Select any single sound, which we will designate as "Source 1", by highlighting it with the cursor (using the **click-hold-drag-release** technique). Copy this sound to the **clipboard** by pulling down the **Edit** menu and selecting **copy** (or type **cmd + c**).
- 10) Close "Percs" (**cmd + w**), go to the **Finder**, go to the folder EMS/Students/YI.f and open "YI.Assign.1s" by double-clicking on it.
- 11) An empty **Sound Designer** screen should appear.
- 12) Paste "Source 1" from the **clipboard** into the start of **Channel 1** of the file as follows:
 - a) notice that the cursor is flashing at the beginning of the file.
 - b) paste "Source 1" into the beginning of the file by pulling down the **Edit** window and selecting **Paste** (or type **cmd + v**).
 - c) a dialogue window like the one below will appear



- d) notice that this tells you that you will paste to the default channel, **Channel 1**. Since this is the channel that you want, press **OK** (or press the **enter** key).
 - e) the waveform of "Source 1" should now appear at the beginning of **Channel 1**. Play this sound and notice that it comes out from the left speaker.
- 13) Save and close "YI.Assign.1s" and open "Percs".
- 14) Select a sound to be designed "Source 2", copy it to the **clipboard**, close "Percs", and open "YI.Assign.1s".
- 15) Play "YI.Assign.1s" and decide when you want "Source 2" to enter.
- 16) After you have decided, click on the screen at the point in time you wish "Source 2" to begin. After

clicking, notice that the cursor flashes at the new location.

17) Paste "Source 2" as follows:

- a) pull down the **Edit** window and select **Paste** (or type **cmd + v**).
- b) a dialogue window like the one below will appear



c) again, this tells you that the default channel to which to paste is **Channel 1**. Now, however, you should paste to **Channel 2**. To do this, click on the highlighted box "1", select "2" and click on **OK**.

d) the waveform of "Source 2" should now appear in **Channel 2**, which is displayed underneath **Channel 1**. Play this file and notice that Channel 1 comes from the left speaker and Channel 2 comes from the right.

18) Repeat appropriate procedures from Steps 8-18 to add new sources to Channels 1 and 2 to create a short percussion fragment of 5-10" in length. In order to control rhythm and dynamics, you should do the following as needed:

- a) move channel 2 earlier in time by highlighting any amount of silence which precedes "Source 2" and cutting it by pulling down the **Edit** menu and selecting **Cut** (or type **cmd + x**).
- b) move Channels 1 or 2 later in time by highlighting any amount of silence anywhere in either track, copying it to the clipboard, and pasting to the beginning of the desired track.
- c) make either channel louder or softer by highlighting either channel, selecting **Change Gain** from the **Edit** menu, and moving the volume fader in the window that appears.

19) Make sure to save frequently. You may also wish to make backup copies (labeled "YI.Assign.1s.bu") or alternate versions ("YI.Assign.2s", "YI.Assign.3s", etc.) When you finished, make sure that these files reside in the EMS/Students/YI.f folder.

20) Shut down the computer by pressing the **power** key and turn of the Sony monitors.