

Electronic Media I

Assignment 2, due Feb. 19

Goals: To learn how to record from microphone to DAT.

Personal Materials: 1 DAT tape (30-90 minutes, may be purchased from Dr. Corey); found objects such as pots and pans, paper, cardboard, rubber goods, jars of noisy things, etc.

Studio Materials: Panasonic SV-3700 DAT recorder, Electro-voice dynamic cardioid microphone, XLR microphone cable, microphone stand.

1) Patch Studio Two as follows:

To record from Mic to DAT:

DAT L out → Mixer 3 in fader on monitor off
Plug mic into Mixer 7 mic in fader off monitor on
Unplug jack from Mixer 7 line in
Mixer L out → Amp L in
Mixer R out → Amp R in
Monitor out → DAT L in

2) Set up the DAT for recording as follows:

- a) set the SAMPLING FREQUENCY switch to "44.1kHz";
- b) set the INPUT button to "Analog" (this will be the "out" position; the small red light above the button should NOT be on);
- c) turn the BALANCE knob all the way to the left;
- d) turn the REC LEVEL knob up (you can adjust this later).

3) Set up the mixer for recording as follows:

- a) confirm that the mic is plugged into Channel Input 7 and that the 1/4" Line Input is unplugged
- b) turn up down the fader for channel 7
- c) turn up the monitor knob for channel 7 (you can adjust this later)
- d) turn up the output monitor knob (you can adjust this later)
- e) turn down all other channel monitor knobs
- f) turn **down** the fader for channel 3 (the left channel DAT output) while recording in order to prevent feedback; turn **up** the fader for DAT playback after you have recorded
- g) turn down all other channel faders

4) Insert your blank DAT tape into the DAT recorder as follows:

- a) turn the POWER on;
- b) press the OPEN/CLOSE button;
- c) when the drawer slides out, place the DAT into it so that the printing on the DAT is face up and the arrow points toward machine and away from you;
- d) press the OPEN/CLOSE button to close the drawer.

5) Prepare to record as follows:

- a) press the red RECORD button once and release;
- b) the lights of both the RECORD button and the PAUSE button should be on;
- c) when you are ready to record a sound, press PLAY;
- d) the lights of both the RECORD button and the PLAY button should be on and the tape should be rolling (confirm this by observing that the timer is showing elapsed time);
- e) when done recording, either:
 - 1) press PAUSE to temporarily cease recording, then press PLAY to resume; or
 - 2) press STOP to stop recording, then either press REW/REV then PLAY to play the recording, or press STOP then RECORD to resume recording.

- 6) Use the REW/REV and FF/CUE buttons to move to any desired location on the tape. For now, ignore the SKIP buttons and the SHUTTLE SEARCH controls as well as the ID buttons.
- 7) Prepare to record an object by bringing it close to the mic and then striking it, blowing into it, or whatever. Adjust the mixer monitor levels and DAT REC LEVEL as desired, using appropriate gain structure (first level louder than next level in chain). Note: do not EVER let the DAT meters go above 0 dB. But do try to get as much signal on tape as you can.
- 8) Record 20-30 found objects onto your tape, leaving at least 5-10 seconds of absolute silence between each sound. You will thank for me this later. The recorded duration of each object should be very short (no more than 5 seconds) in order to isolate and control the most interesting parts of the sound later.
- 9) Your sounds should represent the following categories:
 - a) metal objects struck **once** and allowed to decay (pots, metal sheets, bars, pipes, etc.)
 - b) metal objects stroked or scraped **once** and allowed to decay
 - c) rubber bands plucked **once** and allowed to decay
 - d) stiff cardboard shaken **once** and allowed to decay
 - e) paper crumpled **once** and allowed to decay
 - f) a jar of coins, beans, etc. shaken for 5" (use rhythms and dynamics)
 - g) balloon popped
 - h) wet balloon stroked **once** and allowed to decay (you may record several takes of this)
 - i) air let out of balloon to produce pitch
 - j) twirly thing
 - k) any other noise making things (not to include musical instruments or recordings, yet)
 - l) your own vocalizations (brief and distinctive)
- 10) Label the tape "Billy.Objects" and leave it in your assigned drawer.
- 11) On a typed sheet of paper, give each sound a short, descriptive name (like "pan.scrape.1") and give its DAT timing number, counter number, or ID number. Leave this sheet in your drawer.
- 12) Evaluation criteria: absence of distortion, 5-10" of silence between sounds, short, isolated sounds.