

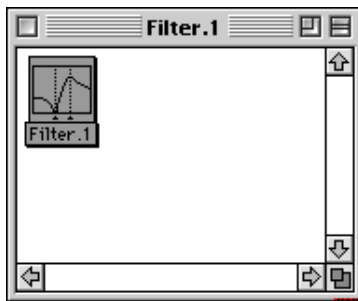
## 025:251 COMPOSITION: ELECTRONIC MEDIA II

### Assignment 1

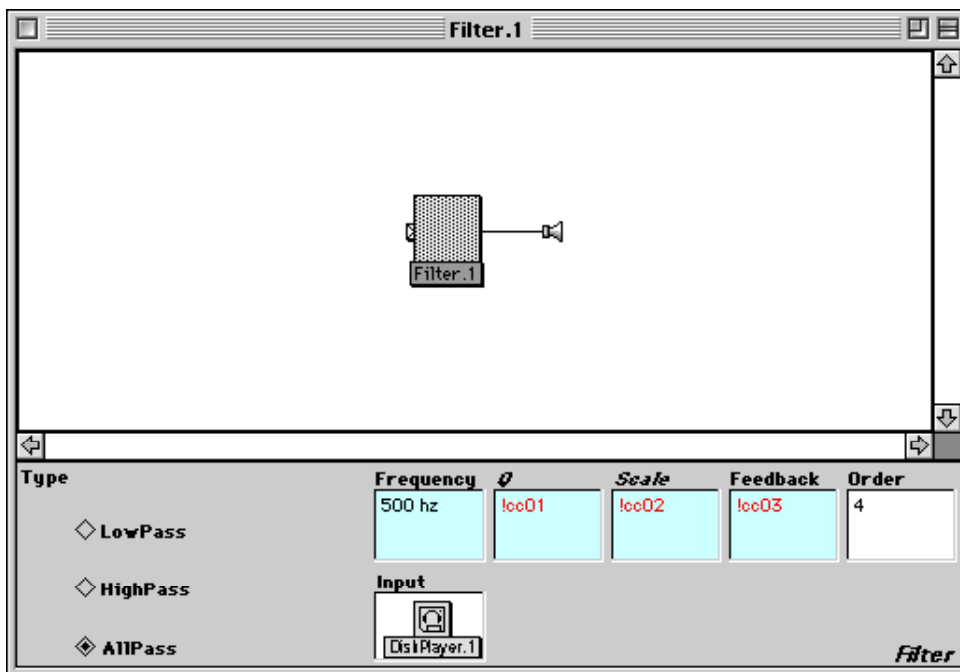
Due Monday Jan. 27

Purpose: To become familiar with basic functioning of Kyma.

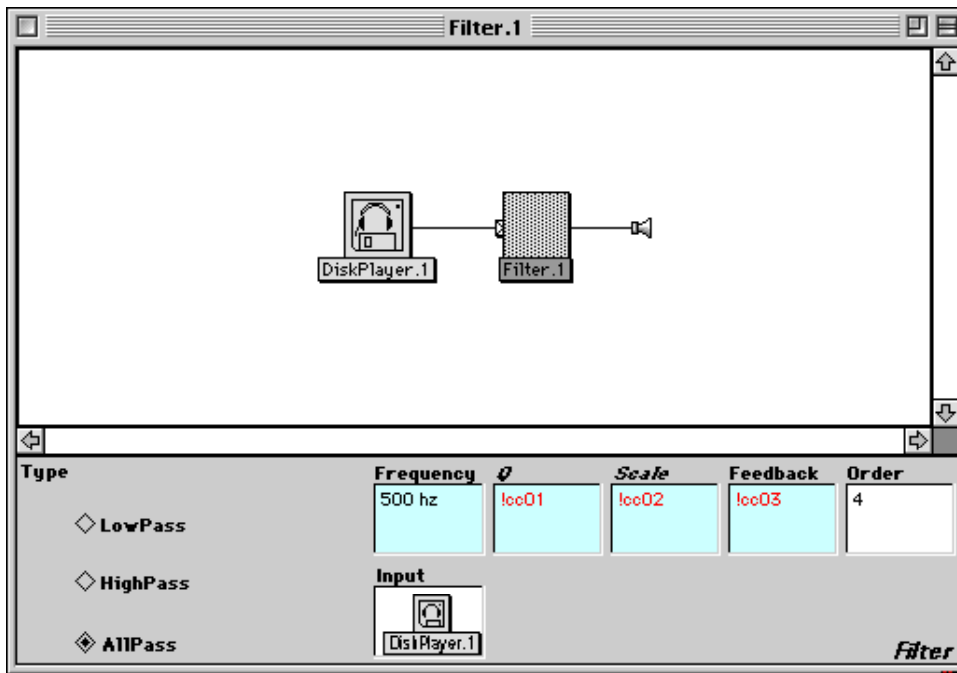
- 1) Patch the audio output of the Capybara into the Mackie mixer, pull down the faders, turn the Capybara on, pull up the faders (the unit makes a thump when it is turned on).
- 2) Configure the Mac for Kyma and Vision as follows:
  - a) Turn on virtual memory
  - b) Set Extension set to **All On**
  - c) Turn off AppleTalk
  - d) Restart computer if you did a or b (you may have to restart the Mac if the Capybara has just been turned on--you'll get a message notifying you if that's the case).
- 3) On the MOTU MIDI Express, confirm that:
  - a) the power is on (the button should always be in the on position)
  - b) the **Mac** button on the left is in the **out** position
  - c) the **bank** button is set to **Factory Preset**
  - d) the **select** button is set to **Live Keyboards**
- 4) On the Peavey Controller, confirm that:
  - a) the power is on (the button should always be in the on position)
  - b) the display reads: **00 Kyma Faders** (if not, then use the up and down arrows to select this)
- 5) Confirm that the Peavey is transmitting to the MOTU by moving the faders and observing that the green **MIDI Status** lights 2-8 flash. Warning: if a piece of equipment is turned off while transmitting MIDI data, the lights will remain frozen and MIDI notes will not turn off. If this occurs (a) press the **panic** button on the right or (b) turn the power off, then on again.
- 6) Select a Kyma *Sound file* as follows:
  - a) Launch Kyma
  - b) Access the **Open Dialogue** (type **cmd O**) window
  - c) At the bottom of the window, select *Sound file* as the file type
  - d) Using the scroll window, select *Moog.A/Class/KymaSounds/Process/Filter.1*
  - e) A window like the one below will appear.



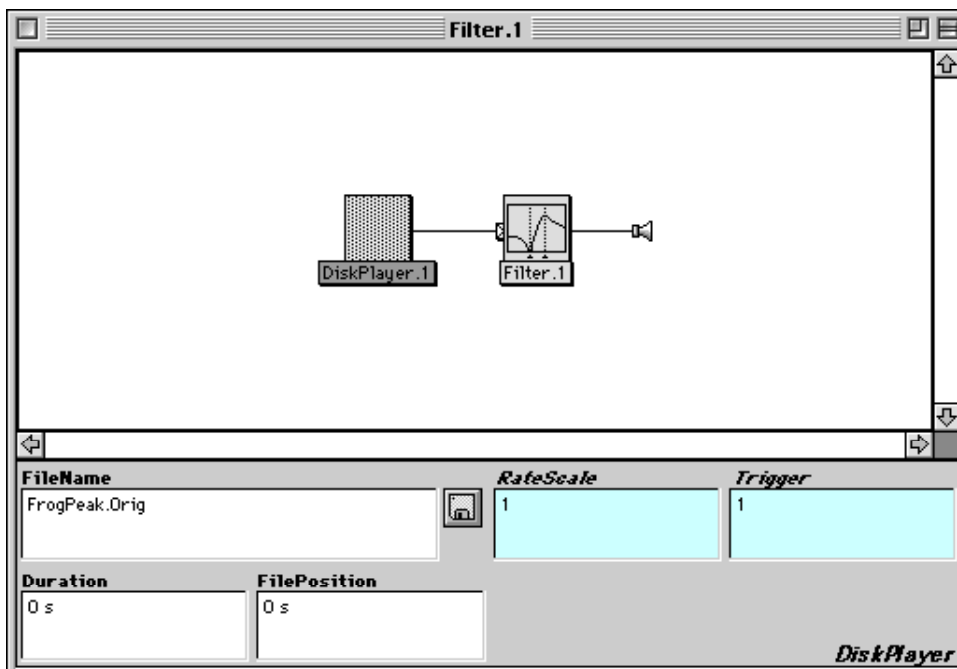
f) Double-click on the Filter.1 icon and a window like the one below will appear.



7) The top portion of the window is the signal flow diagram showing that the output of Filter.1 is sent to the Capaybara audio output. The bottom portion of the window shows the parameter settings for the filter. Values in a white box may be changed by typing in a new value. Values in cyan (aqua blue) shown above as grey are **hot parameters**. These may be changed in realtime by several different methods. The type of filter (LowPass, HighPass, AllPass) may be changed by clicking in the appropriate box. The **Input** box shows that DiskPlayer.1 is being used as an input to Filter.1. To view the input, click on the tab on the left of the Filter.1 icon. A new signal flow diagram like the one below will appear.



8) Notice that the Filter.1 icon is still highlighted and that its parameter settings are still shown in the bottom of the window. To view the parameter settings of DiskPlayer.1, double-click on its icon. A window like the one below will appear.

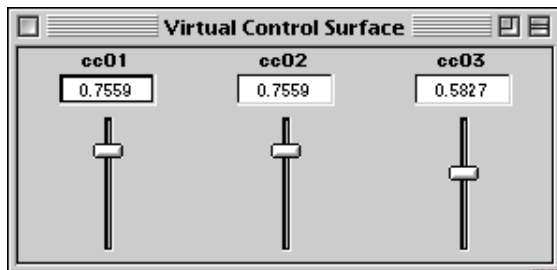


9) The **FileName** box shows the soundfile that will be played from the disk. To change soundfiles, click on the floppy disk icon to access an **open dialogue** window. Kyma will try to remember where the soundfiles are, but may get confused--in which case you will be prompted for the location the next time you open Filter.1. The **Duration** and **FilePosition** values may be set to 0 s for now (see the manual). These **hot parameter** boxes have fixed values (shown on the computer screen in a black font).

10) To play the soundfile through Filter.1, do the following:

- a) Click to highlight the icon closest to the speaker (here Filter.1). If you don't do this, then the sound will go directly from the **DiskPlayer** to the audio output without passing through the filter.
- b) To start playing, press **cmd P**.
- c) To stop playing, press **cmd K**.
- d) To record the transformed soundfile to disk, press **cmd R** and follow instructions.
- e) To stop recording, hold down the **shift** key and click once anywhere on the screen.

11) When the sound is playing or being recorded, a **virtual control surface** like the one below will become active. If it does not appear on your screen, pull down the **File** menu and select **Virtual control surface**.



12) These faders may be moved by the mouse or the Peavey faders (if the global map is configured for this). These faders are labelled **cc01**, **cc02**, **cc03**. These stand for Continuous Controllers 01, 02, 03. Notice that these controllers are pasted into the hot parameter fields of the filter and show up as red fonts. Moving these faders will change the appropriate values in realtime.

For your Kyma assignment:

- 1) Make a copy of Filter.1 and save it on your disk as "YI.Filter.1".
- 2) Choose your own soundfile inputs to the DiskPlayer, and record your realtime filter transformations of them. Bring these to class.
- 3) Read pp. 1-23, 281-291, 302-303, and 351-361 in the manual (2 notebooks) and experiment with changing Filter.1 (save a copy first).
- 4) Select a new prototype and create a new *Sound* from scratch. Bring your results to class.
- 5) Until further notice, do not change the Default Global map.

Also:

- 1) For Monday, read pp. 37-53, 60-71, 75-79, 100-106 in the Protools Manual.  
For Wednesday, read pp. 199-200, 253-262, 268-277. Skip MIDI and recording for now.

2) Select a topic below and prepare a concise and well-organized 5-10 minute presentation.

Mon. \_\_\_\_\_ Importing audio files in Protools

Mon. \_\_\_\_\_ Mix Window in Protools

Mon. \_\_\_\_\_ Edit Window in Protools

Mon. \_\_\_\_\_ Filter Theory (see Roads; Dodge and Jerse)

Wed. \_\_\_\_\_ Automated Editing in Protools

Wed. \_\_\_\_\_ Using Digital EQ in Protools

Wed. \_\_\_\_\_ Copying, Pasting, Importing, Exporting EQ Parameters in Protools

Wed. \_\_\_\_\_ Bouncing in Protools

Wed. \_\_\_\_\_ Using Retrospect Remote