025:250 COMPOSITION: ELECTRONIC MEDIA I
Assignment 2
Due Sept. 8

Purpose: To learn how to create and transform source files.

1) Patch the audio system as follows:

   a) AMIII Outs -->Mackie Mixer 1, 2 In
   b) Mac Outs -->Mackie Mixer 3, 4 In
   c) Mackie Mixer Main Outs-->Alesis Ins

2) Turn on mood lighting.

3) Create a subfolder entitled "YI.Sources"

4) Launch **Sound Designer** and create a new **mono** file. Name this file "YI.Sources.1.1".

5) Scavange the EMS Sounds folder for interesting sounds. When you find one you like (or better yet, one that will be compositionally useful), do the following:

   a) Copy and paste it into "YI.Sources.1.1"
   b) Do not bother with normalizing, fades, or anything other niceties yet.
   b) Paste again. Notice that there are two copies.
   c) Cut the second copy (the one at the end). Notice that there is silence instead of sound at the end.
   d) Copy this silence and paste it anywhere in the silence. Notice that the silence became longer.
   e) Repeat step d until you have 30-60" of silence. (HINT: save time by copying and pasting longer amounts of silence).

6) Suck sounds out of EMS Sounds or anywhere else where you can legally and morally find them. Paste them into "YI.Sources.1.1" as follows:

   a) Leave 0.5-1" of silence between each sound.
   b) Do not feel that you need to normalize, fade, etc.
   c) If it suits you, you can use the **replace** command (**cmd Y**) to paste a sound over silence, rather than moving silence to the right (with long files, replace is faster than paste).
   d) Continue doing this until you have 30-60" of sounds, each separated by silence.
   e) Cut all silence from the end of the file.
   f) Normalize each individual sound (if all sounds are about the same amplitude, you can **select all** (**cmd A**) and normalize the entire file).
   g) If you want, you can do some fades and maybe a little EQing, but it may not be necessary at this point.

7) Use **SoundHack** or **HyperPrism** to transform "YI.Sources.1.1". Append the type of transformation to the end of the file name. **SoundHack** does this automatically, but you may wish to edit or create your own name. Transform "YI.Sources.1.1" as follows:

   a) Let us designate the first transformed file as "YI.Sources.1.trans1".
   b) You now have two choices:
      i) transform "YI.Sources.1.1" into "YI.Sources.1.trans2" by using new transformation
         techniques on "YI.Sources.1.1"

OR

ii) transform "YI.Sources.1.trans1" into "YI.Sources.1.trans1.trans2" by using new
transformation techniques on "YI.Sources.1.trans1".

c) Go crazy with permutations of these steps and experiment with transformational techniques.
d) When done, open each file in **Sound Designer** and normalize it.

8) Create at least 3 completely different mini-compositions out of this source material, named
"YI.Assign.2.1m", "...2.2m", etc. These will be graded by the following criteria:

a) Each file must be at least 10 seconds long, normalized, and have no silence at the end.
b) One file must consist of layers of sustained sounds, so that no silence occurs between the
beginning and end.
c) One file must have at least 3 spots in it where virtual (not necessarily absolute) silence occurs.
d) One file must have at least 3 spots where silence of at least 0.5 seconds occurs.
e) One of the above files must be high in pitch (say, soprano and above).
f) The files must be musically interesting and unpredictable. The more surprises, the better. The
more conventional, mundane, flat, rhythmically bland, internally unmotiviated, timbrally and
registrally similar, popular-culture-cliched, the lower your grade.
g) Naming conventions described above must be followed exactly.

8) When finished with the assignment, do the following:

a) Create a subfolder called "Your Name Assign.2final". Place your final versions in here.
b) Create other subfolders for alternate versions and anything else that you want to keep.
c) Buy a Zip disk and copy your work to it (ask someone for help if it needs formatting).
d) Place a copy of "Your Name Assign.2final" on **Moog.Scratch** in a folder entitled "EMS Class
Assignment 2". If no such folder exists, then create it yourself. Subsequent students will then
place their assignments into this folder.
e) IMPORTANT: place your assignments on Moog.Scratch between Sunday Sept. 7, 5:00 PM and
Monday Sept. 8, 3:00 PM, not before and not later. Since these will be COPIES of your
work, they will be trashed immediately after class on Sept. 8.

9) Experiment with Protools (read the manual to get started) and see if you can import sound files, edit
and move them around in tracks, and bounce to a mono file (use worst case scaling, then normalize
in
Sound Designer). Make sure that you are visually acquainted with the Protools interface by
Monday.

10) I will expect that you will have put it 8-9 hours between now and Monday on this assignment,
experimentation, learning, and cleaning, cleaning, cleaning.