

025:251 COMPOSITION: ELECTRONIC MEDIA II

Assignment 5

Due Wed. April 7

Purpose: To do create, play, and record spectral files in **Kyma**.

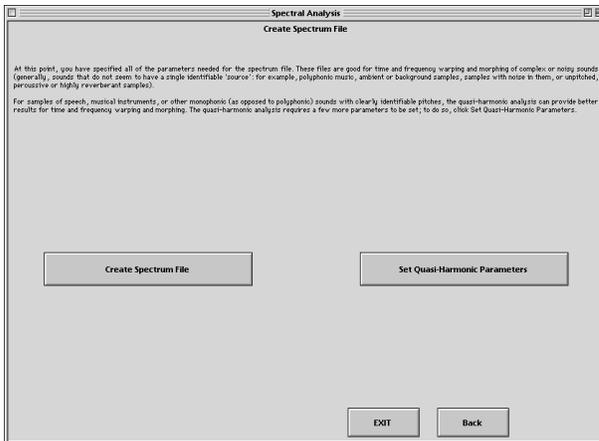
- 1) Patch the **Capbara** into the audio system and turn it on. Make sure the Mac monitors are set to 256 colors.
- 2) Create a folder on the Scratch disk titled, "YI.Spectral". Place into this folder copies of the following:
 - a) Larry's Kyma module named "LF.SOS".
 - b) Any of your cells and transformations from Assignment 3. These must be in SDII or aiff format and mono.
 - c) Make sure that all files and saves you do during this assignment are saved to this folder.
- 3) Launch **Kyma**.
- 4) Create a spectral analysis of one of your files, "YI.Cell.1", as follows:
 - a) Select **Tools>Spectral Analysis**. A window like the one below will appear:



- b) Click "Select" and navigate through the dialog box to find "YI.Cell.1".
- c) Click "Next". A window like the one below will appear:



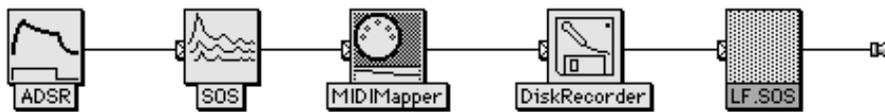
d) Follow the instructions in the window. Click "Audition" to hear the analyzed result. When satisfied, click "Next". A window like the one below will appear:



- e) Click "Create Spectrum File". You will be prompted to save a spectral file named "YI.Cell.1 s256". Make sure that you save to your "YI.Spectral" folder.
- f) After saving, an untitled window containing "YI.Cell.1 s256" as an SOS module will appear. Since this module is not needed, close the window.
- g) Click "EXIT" on the Spectral Analysis window.

5) Repeat Step 4 to create spectral files of your other cells or transformations.

6) **Open** the soundfile "LF.SOS" from the main menu. The flow chart for this sound is shown below:



7) See Assignment 4 for an overview of **Diskrecorder** and **MIDIMapper**.

8) Notice the parameters settings for the **SOS** sound, as show below:

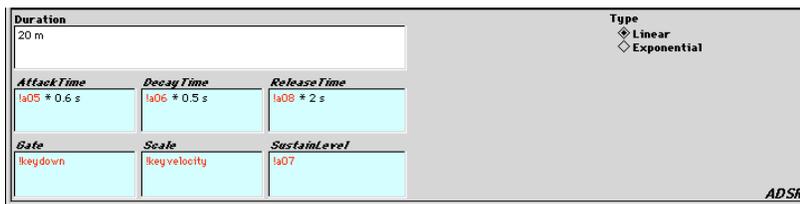
| | | | | |
|--|--|--|----------------------------------|---------------------|
| Frequency0 !a01 * !pitch | Frequency1 !a02 * !pitch | Duration on | OnDuration 10 m | |
| Analysis0 !f.cell.1 s256  | Analysis1 !f.cell.1 s256  | BBMorph !a03 | FchMorph !a04 | |
| Gate !keydown | Envelope [ADSR] L | <input type="checkbox"/> Loop | LoopStart 0 | LoopEnd 1 |
| NbrPartials 100 | BankSize 50 | <input checked="" type="checkbox"/> CtrlTime | TimeIndex !a09 * 2 - 1 | |

SumOfSines

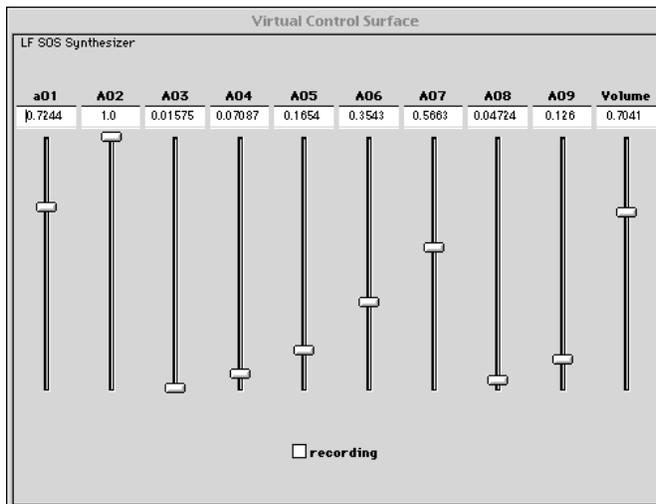
9) To select your spectral files "YI.Cell.1 s 256" and "YI.Cell.2 s 256" do the following:

- a) Click on the disk icon for Analysis0 and navigate through the dialog box to select "YI.Cell.1 s 256".
- b) Click on the disk icon for Analysis1 and navigate through the dialog box to select "YI.Cell.2 s 256".

10) Notice the parameter settings for **ADSR**, as shown below:



11) Notice how the hot parameters appear in the **Virtual Control Surface**.



12) Play your spectral files from your choice of the **Fatar** keyboard, **Peavey**, or **Vision**. Record these performances to disk (see Assignment 4), and edit in **Sound Designer**.

13) Bring @30 seconds of **SDII** files of these performances to class on Wed. April 7. Place them on the Scratch disk before class.