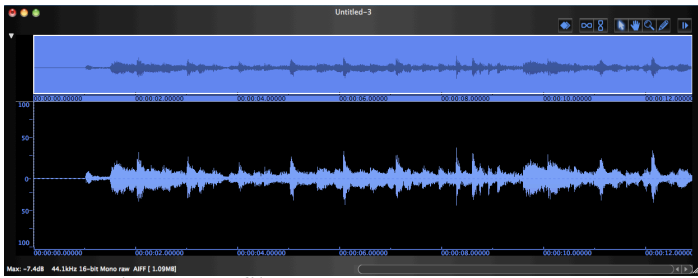


# Composition: Electronic Media I

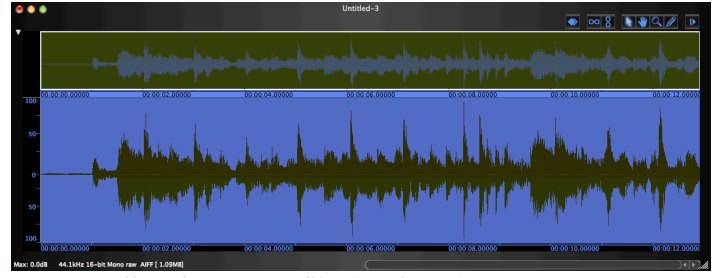
## Assignment 1, Part 2

Presented in class Sept. 13-15

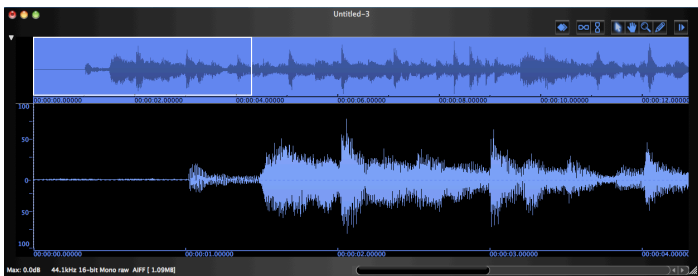
Steps 1-16, below, show how to create a sound-class by sound-mining a pre-recorded source file.



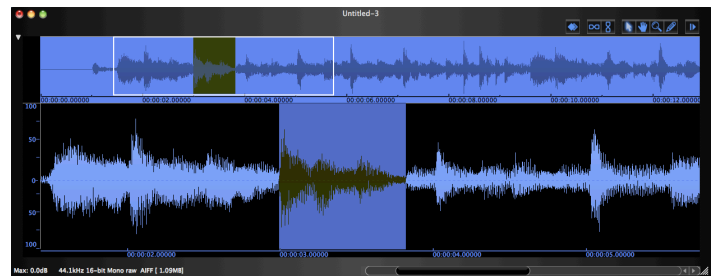
1. Open the source file.



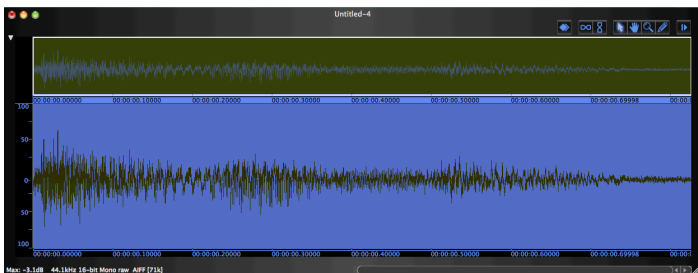
2. Normalize the source file (cmd + m).



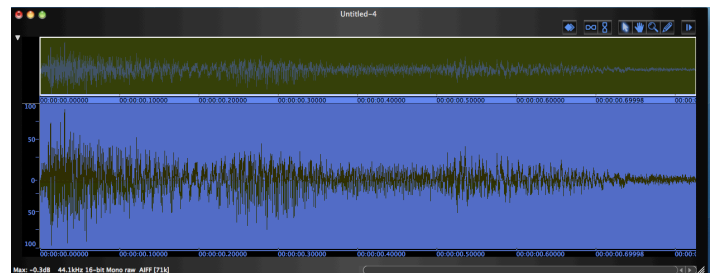
3. Expand the file (cmd + j).



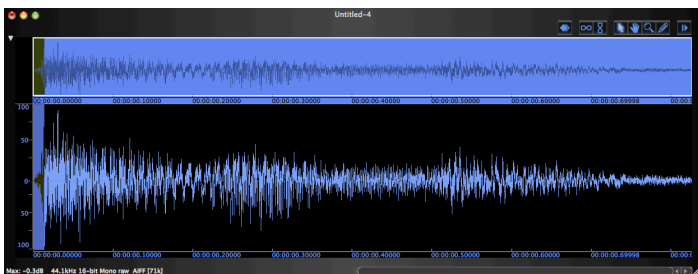
4. Select the desired sound.



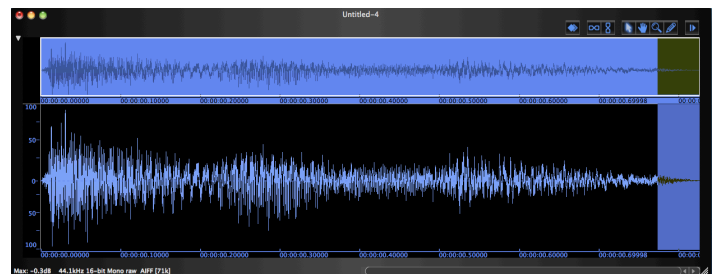
5. Copy the sound, create a new file in Peak, and paste it.



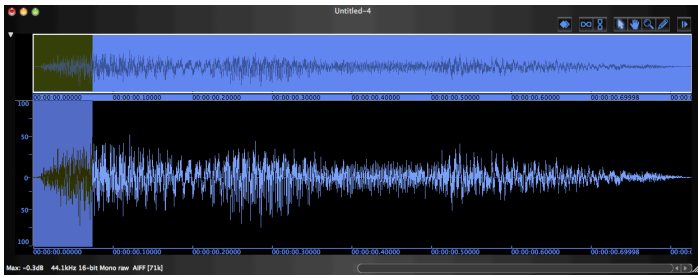
6. Normalize.



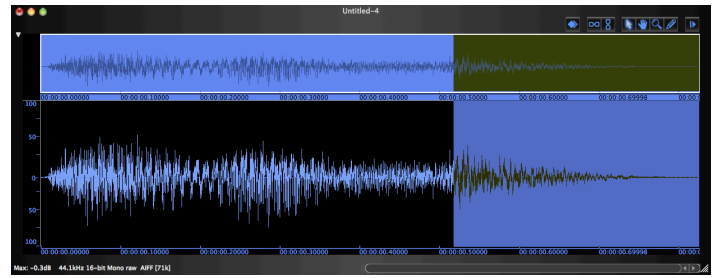
7. Fade in the very beginning of the sound to prevent a click (cmd + /).



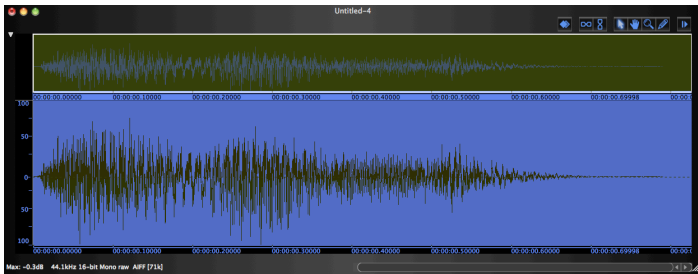
8. Fade out the very end of the sound to prevent a click (cmd + \).



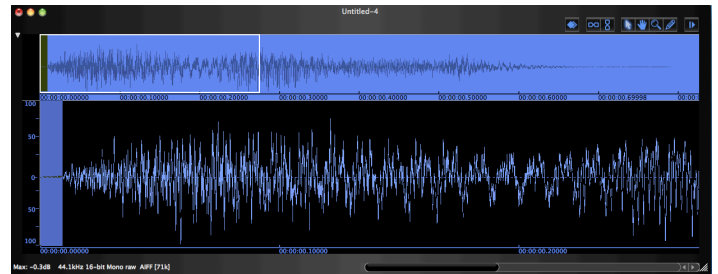
9. Fade in the beginning for artistic purposes, if desired.



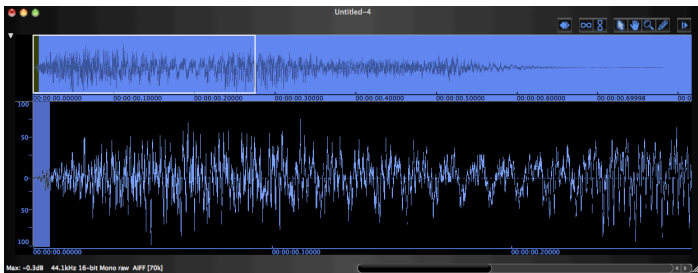
10. Fade out the end for artistic purposes, if desired.



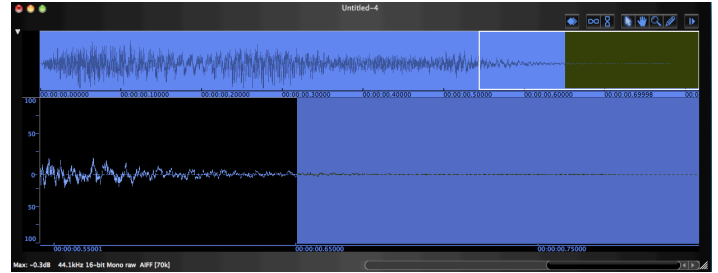
11. Normalize after fading, if the peak had been lowered.



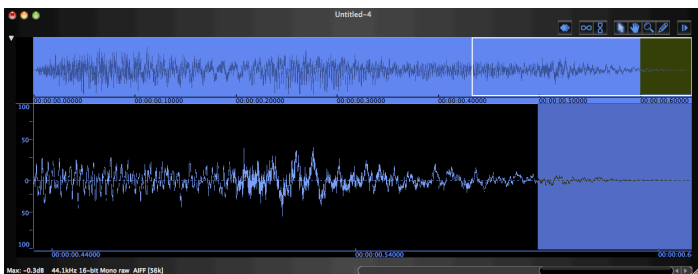
12. Expand the view and cut out silence at the beginning.



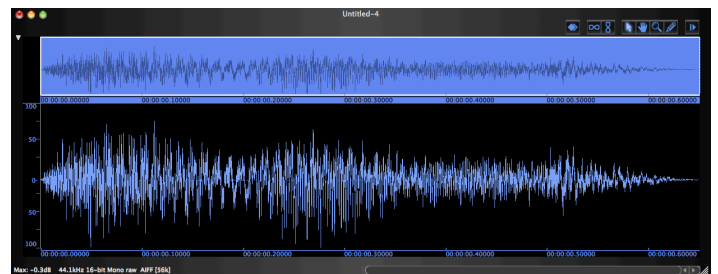
13. Fade in to prevent a click.



14. Cut out silence at the end.



15. Fade out the ending for artistic purposes, if desired.



16. Normalize again, just to make sure.

17. The question of how many sound-classes should be created for Assignment 1 will be discussed in class.