

**Composition: Electronic Media II**  
**Spring 2010**  
**Assignment 1**  
**Pre-Presentation on Monday Feb. 8**  
**Presentation on Wednesday Feb. 10**

1. Create 6 mono soundfiles exactly 1.5 seconds long according to the criteria below:
  - a. Soundfiles YI.1 and YI.2 are in the low, but not superlow, register.
  - b. Soundfiles YI.3 and YI.4 are in the middle register.
  - c. Soundfiles YI.5 and YI.6 are in the high, but not superhigh, register.
  - d. The attack and decay are each no more than 0.2 seconds.
  - e. The volume should be extremely flat.
  - f. If possible, the sound sources should be from your anechoic recordings or spectral analyses. These should be edited to 1.5 seconds and faded in and out each in the span of 0.2 seconds.
  - g. The sound can be harmonic or inharmonic but perceived as one single, unified sound, not made up of short sounds.
  - h. Do not worry about attacks and decays. These can be added later, either in Max or Pro Tools.
  
2. Create a Max patch with the following:
  - a. dac~ with toggle
  - b. sfrecord~ with open message box and toggle
  - c. \*~ with float box. This assignment will be mono, so patch the outlet to the left and right inlets of the dac~.
  
3. Create an sfplay~ module with the following:
  - a. sfplay~
  - b. open YI.1 message box
  - c. 12-note equal tempered pitch control, as discussed in class.
  - d. \*~ with some form of envelope
  - e. \*~ with float box for mixing. Beware of total output level, not to exceed 1 in Step 2.c.
  - f. message box "1" to trigger playback
  
4. In class today, we will experiment with:
  - a. freqshift~
  - b. random pitch control metro, pow, and appropriate bang, integer, and float boxes
  - c. multiple copies mixed into Step 2.c
  - d. metro control of playback to automate the process of making many versions at randomly selected pitches.
  
5. Jason and Shane will work together on the design to create screenshots of the final patch. Students will learn how to make the patch in a tutorial before Wednesday. If possible, bring in work at any stage on Monday for discussion.
  
6. On Wednesday, everyone will play their patches. No need to listen to recorded results unless you wish.