025:251 COMPOSITION: ELECTRONIC MEDIA II
Spring 2014
Assignment 2

1. Assignment 2 will be presented in class in Feb. 17-19.

2. One purpose of Assignment 2 is to explore the sounds that you have created in Assignment 1, with the following considerations:
   a. In class on Monday Feb. 3, we explored some of the sounds by using cut and paste techniques, arranging several sounds in several tracks, and experimenting with Pitch and Time Shifting and EQ.
   b. Last semester, we learned other techniques for shading, making a sound-mass, making gestures that are very short and compact, and making gestures that are more rhythmic.
   c. For Assignment 2, use your time to explore and try new things.

3. Another purpose of Assignment 2 is to build a library of sounds for your final composition, as discussed below:
   a. When composing for instrument and electronics, you can treat the electronic sounds as variations and extensions of the instrument
   b. You can also create new sounds that are not easily identifiable as originating from the instrument.
   c. Additionally, you can anticipate your compositional needs by creating sounds and gestures that have specific functions in the composition.

4. An important purpose of Assignment 2 is to create sounds that can be played in Max, using a variation of the Soundchain patch from fall semester.

5. The format of the sounds in Assignment 2 will be as follows:
   a. Sounds that are made out of several tracks should be bounced to stereo.
   b. The individual sounds that were bounced to stereo in 5a, above, should be left in the edit window. For convenience, each of these multi-track pre-bounced sounds should be grouped and given an appropriate name.

6. The instruments for Assignment 2 have been purposely left a little vague and non-specific. As always, artistic decisions should be taken into account when building up your library.

7. The number of new sounds created in Assignment 2 should be at least as many as the sounds that you soundmined in Assignment 1.