

Electronic Media I
Assignment 7, due Oct. 4

Goals: To learn how to record instrument samples and edit from one DAT tape to another.

Personal Materials: Two 30-45" blank DAT tapes; one musician and instrument.

Studio Materials: Panasonic SV-3700 DAT recorder, Panasonic SV-255 portable DAT recorder, Electro-voice mic, headphones, one short XLR-to-RCA-with-1/4"-adaptor cable, one digital-to-digital connecting cable.

Part One: Recording Samples

- 1) Find someone who plays an orchestral instrument of one of the following families: winds, brass, strings (note: this does not mean guitar, banjo, or ukelele).
- 2) Write out different types of sounds you want to sample from the instrument. While these may be as precisely or loosely notated as you like, do prepare for the recording session ahead of time to maximize your studio time.
- 3) Set up the SV-3700 DAT recorder, mic, and headphones for recording on the DAT's left channel in Studio One.
- 4) Record your musician onto the left channel of a blank DAT tape. Since you will edit this tape later, you need not start and stop the tape frequently. Any messing around and conversation may be edited out later.
- 5) The sounds that you record should represent the following categories: single notes, runs, and effects.
 - a) 27 single notes in the formats shown below should be recorded. To save time, you should write out these on score paper and record them in three takes at different dynamic levels (pp, mf, ff) with long rests (3-5") inserted between notes. You might wish to reset the record level between takes.

Dynamic	Pitch Register	Duration
pp	low note #1	short (less than 1")
pp	low note #2	medium (1-2")
pp	low note #3	long (5-10")
pp	medium note #1	short
pp	medium note #2	medium
pp	medium note #3	long
pp	high note #1	short
pp	high note #2	medium
pp	high note #3	long
mf	all of the above but with different notes	all of the above
ff	all of the above but with different notes	all of the above

- b) 20 runs in the format shown below. These should be played legato and maybe with some small glisses as well in order to create the most fluid sounds possible. Equal note values should be used with the understanding that the passage may be somewhat rubato. The speed of the runs should generally be very fast. You may experiment with dynamic shadings as well. Pitchwise, the runs should be atonal with no triadic implications. Ascending runs should consist of notes which snake up and down with steps and leaps in an irregular manner but which generally ascend. Likewise descending runs should generally descend in the same manner.

Direction	Number of notes	Register
ascending	short (3-5)	low
ascending	short	medium
ascending	short	high
ascending	medium (6-12)	low
ascending	medium	low-medium
ascending	medium	medium
ascending	medium	medium-high
ascending	medium	high
ascending	long (13-24)	low-medium
ascending	long	medium-high
descending	short (3-5)	low
descending	short	medium
descending	short	high
descending	medium (6-12)	low
descending	medium	medium-low
descending	medium	medium
descending	medium	high-medium
descending	medium	high
descending	long (13-24)	medium-low
descending	long	high-medium

- c) 20 special effects sounds. These include fluttertongue, multiphonics, key clicks, mutes, tremolo, pops, squeaks, knocks, singing into instrument, pizz, col legno, sul ponticello, glisses, etc. Some effects may sound good in more than one register, so be sure to record these versions. You may have to start and stop the tape to reset mic placement and record levels since these effects may have a very wide dynamic range. This is your big chance to relive the 60s.

Part Two: DAT-to-DAT editing of samples

- 1) Bring the following equipment to Studio Two:
 - a) Panasonic SV-3700 DAT recorder
 - b) one short XLR-to-RCA-with-1/4"-adaptor cable
 - c) Panasonic SV-255 portable DAT
 - d) digital-to-digital connecting cable (kept in portable DAT box)
- 2) Set up the equipment in Studio Two as follows:
 - a) plug the digital-to-digital connecting cable into the SV-255 digital output and the SV-3700 digital input
 - b) plug the XLR-to-RCA-with-1/4"-adaptor cable into the SV-3700 analog output jack (XLR) and the Quantum mixer's Input 1 in the Studio Two patch bay.

- c) patch the Quantum mixer output 1 into the Crest 1B input of the patch bay
 - d) turn on the Quantum channel 1 input so that the red light above the fader is on;
bring up the fader to channel 1;
bring up the fader to output 1 (the leftmost of the four red faders on the right side of the mixer)
turn on the Crest 1 power amp;
turn the volume of the Crest amp channel B to "6".
- 3) Set up the Panasonic SV-3700 for recording as follows:
- a) insert a blank DAT into the machine. We will call this tape "DAT 2".
 - b) set the INPUT switch to DIGITAL (the button should be in and the light on)
 - c) preset the record level of the left channel to any desired level
 - d) press RECORD
- 4) Set up the Panasonic SV-255 for playback as follows:
- a) insert the DAT tape of your instrument samples into the machine. We will call this tape "DAT 1".
 - b) press PLAY
- 5) The signal of DAT 1 should be routed to DAT 2 to the mixer to the amp to the speaker. Set the input and output levels of all units as desired (gain structure is not critical, since the DAT 1-to-DAT 2 connection is in the digital domain).
- 6) Record each of the three collections of single notes (differentiated by dynamic levels pp, mf, ff) onto DAT 2. Leave ten seconds of silence between each of the three collections of single notes. You may wish to start and stop the recording process to eliminate long pauses between individual events within each collection.
- 7) Record each of the twenty runs onto DAT 2. Leave ten seconds of silence between each run.
- 8) Record each of the twenty special effects sounds onto DAT 2. Leave ten seconds of silence between each sound.
- 9) Write clearly on the label of DAT 2: "Jones Whatever Samples" where "Whatever" denotes the name of the sampled instrument. Grading criteria: a) ability to follow directions; b) absence of audio clutter between sounds; c) overall pitch variety. Turn in only the DAT "Jones Whatever Samples", not DAT 1 (which you can recycle for later use).