

## Electronic Media I

### Assignment 6, due Sept. 25

Goals: To learn how to record short from microphone to DAT.

Personal Materials: 1 DAT tape (30-45", may be purchased from Dr. Corey); found objects such as pots and pans, paper, cardboard, rubber goods, jars of noisy things, etc.

Studio Materials: Panasonic SV-3700 DAT recorder, Electro-voice dynamic cardioid microphone, XLR microphone cable, microphone stand, headphones with 8th inch to quarter inch adaptor.

- 1) Set up the following equipment in Studio One as follows:
  - a) plug the DAT power cord into an AC outlet;
  - b) plug the mic cable into the back of the DAT, where it says: ANALOG IN L;
  - c) plug the headphones into the front of the DAT, where it says, HEADPHONES;
  - d) turn the HEADPHONES LEVEL knob all the way up (you can adjust this later);
  - e) set the SAMPLING FREQUENCY switch to "44.1kHz";
  - f) set the INPUT button to "Analog" (this will be the "out" position; the small red light above the button should NOT be on);
  - g) turn the BALANCE knob all the way to the left;
  - h) turn the REC LEVEL knob all the way up (you can adjust this later).
- 2) Insert your blank DAT tape into the DAT recorder as follows:
  - a) turn the POWER on;
  - b) press the OPEN/CLOSE button;
  - c) when the drawer slides out, place the DAT into it so that the printing on the DAT is face up and the arrow points toward machine and away from you;
  - d) press the OPEN/CLOSE button to close the drawer.
- 3) Prepare to record as follows:
  - a) press the red RECORD button once and release;
  - b) the lights of both the RECORD button and the PAUSE button should be on;
  - c) when you are ready to record a sound, press PLAY;
  - d) the lights of both the RECORD button and the PLAY button should be on and the tape should be rolling (confirm this by observing that the timer is showing elapsed time);
  - e) when done recording, either:
    - 1) press PAUSE to temporarily cease recording, then press PLAY to resume; or
    - 2) press STOP to stop recording, then either press REW/REV then PLAY to play the recording, or press STOP then RECORD to resume recording.
- 4) Use the REW/REV and FF/CUE buttons to move to any desired location on the tape. For now, ignore the SKIP buttons and the SHUTTLE SEARCH controls as well as the ID buttons.
- 5) Prepare to record an object by bringing it close to the mic and then striking it, blowing into it, or whatever. Adjust the REC LEVEL and HEADPHONES LEVEL as desired. Note: do not EVER let the meters go above 0 dB. But do try to get as much signal on tape as you can.
- 6) Record 20-30 found objects onto your tape, leaving at least 10 seconds of absolute silence between each sound. The recorded duration of each object should be between 0.1" and 5", not counting reverberation time.
- 7) Your sounds should represent the following categories:
  - a) metal objects struck once (pots, metal sheets, bars, pipes, etc)
  - b) metal objects stroked or scraped
  - c) rubber bands plucked
  - d) stiff cardboard shaken ONCE
  - e) paper crumpled once very quickly

- f) a jar of coins, beans, etc. shaken for 5" (use rhythms and dynamics)
- g) balloon popped
- h) wet balloon stroked
- i) air let out of balloon to produce pitch
- j) twirly thing
- k) any other noise making things (not to include musical instruments or recordings, yet)
- l) your own vocalizations (brief and distinctive)

- 8) Label the tape "Billy.Objects.1" and place in your "Billy Assignments" drawer.
- 9) Grading criteria: absence of digital distortion, ten seconds of silence between sounds, VARIETY, VARIETY, VARIETY, and more VARIETY of sounds. Long, involved "compositions" of banging and plucking will result in a lower grade. I want only short, precise, isolated sounds that you can later transform and use in compositions assembled on the computer.