

025:250 COMPOSITION: ELECTRONIC MEDIA I

Assignment 14

Due Wednesday, Oct. 23

Purpose: A) to use MIDI volume and pitch bend events to vary the dynamics and pitch of a single sustained sound in Vision;

B) to record this sound on DAT;

C) to record from DAT to Sound Designer.

Part A

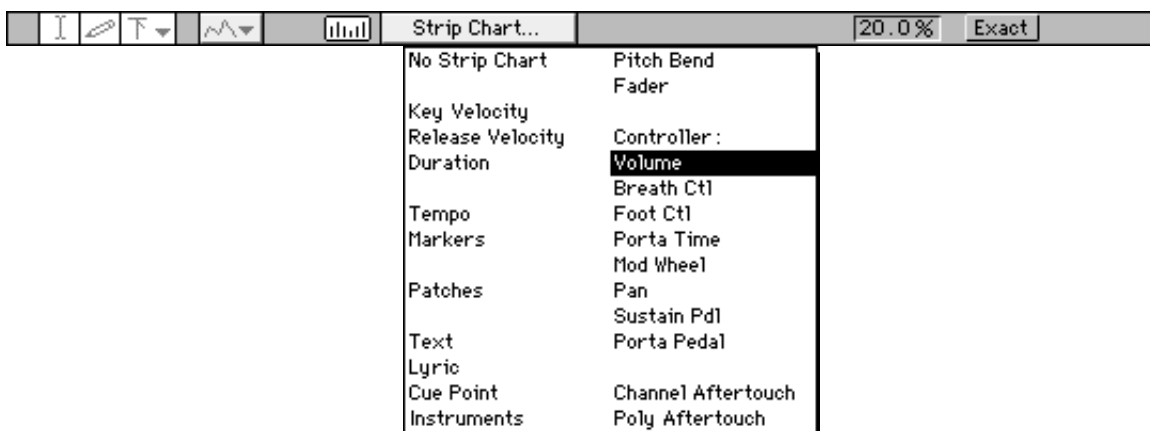
- 1) Configure the Macintosh for Vision.
- 2) Launch Vision.
- 3) Set the tempo to any speed you wish.
- 4) Set Track 1 to Cybersynth-1 and select a patch whose sound will sustain for the duration of the note.
- 5) Enter 1 or more notes on Bar 1, Beat 1, Unit 0. Set the duration of these notes to 8 beats. Set the velocity of these notes to @90.
- 6) Click on graphics icon at the bottom right corner of the Control Bar to open the graphics window.
- 7) In the upper right corner of the graphics window, make sure that the button on the right is in the **off** position, as shown below.



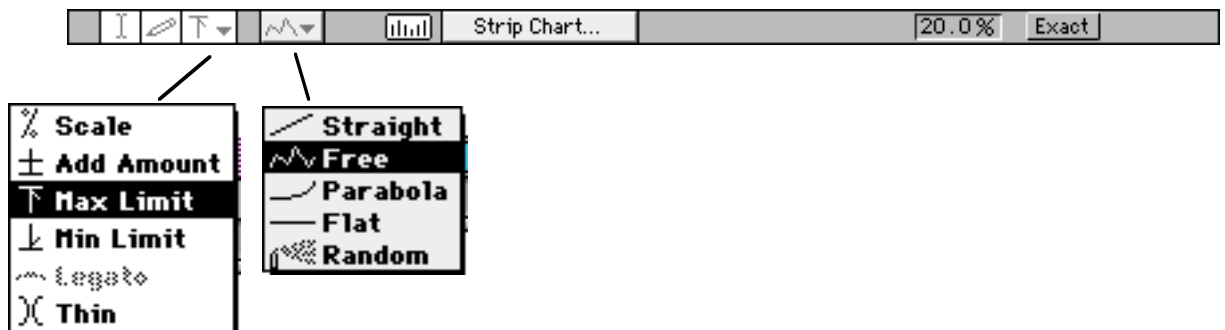
- 8) At the bottom of the graphics window, set the percent value to 20.0%, as shown below.



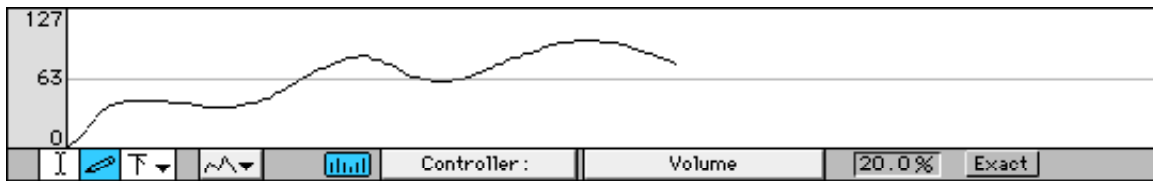
9) Click and hold on the box labeled **strip chart**. A strip chart menu will appear. Select **Volume**, as shown below.



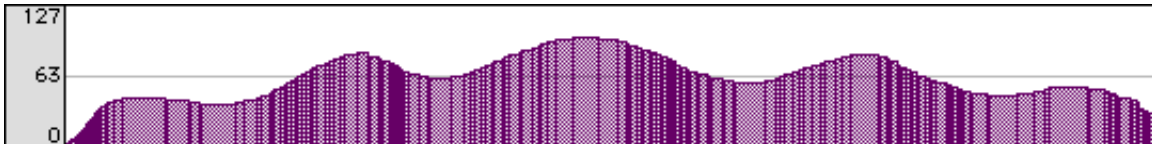
10) Click on the boxes shown below to select **Max Limit** and **Free**. If it is not already selected, click on pencil icon.



11) Shown below is the **volume** strip chart. Notice that it has a range of 0 to 127. Use the pencil icon to draw any desired volume curve, as shown below.

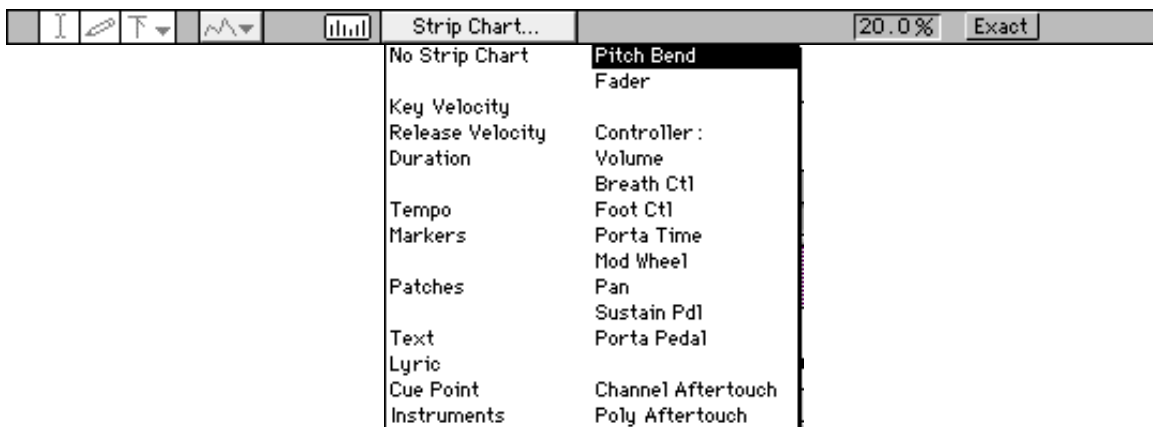


12) When you are finished the result should look something like the one below (you may create any curve that you wish).

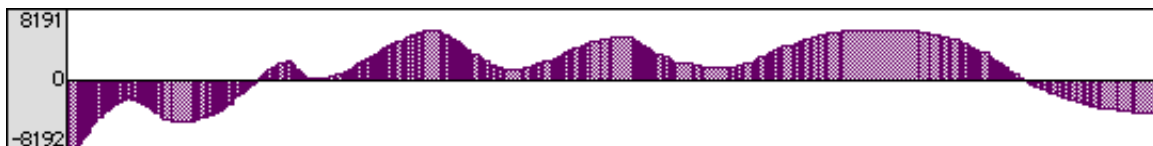


13) Play the sound and redraw the curve if necessary until you get the desired result.

14) Click on the box which was labeled **controller** in step 11 select **pitch bend**, as shown below.



15) Keep the **Max Limit** and **Free** drawing options and use the pencil icon to draw any desired pitch bend shape (from -8192 = M2 below original pitch, to 0 = original pitch, to 8191 = M2 above original pitch), as shown below.



16) Play the sound and redraw if necessary to produce the desired effect. You may also re-do steps 9-13 to

change the volume curve.

- 17) Experiment with different pitches, chords, clusters, volume curves, and pitch bend curves until you produce something you like.