

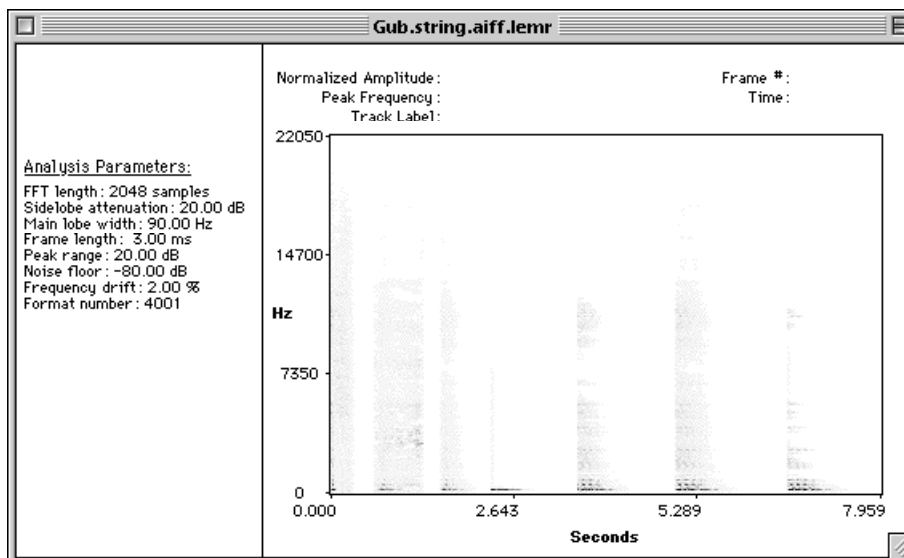
## 025:250 COMPOSITION: ELECTRONIC MEDIA I

### Assignment 6

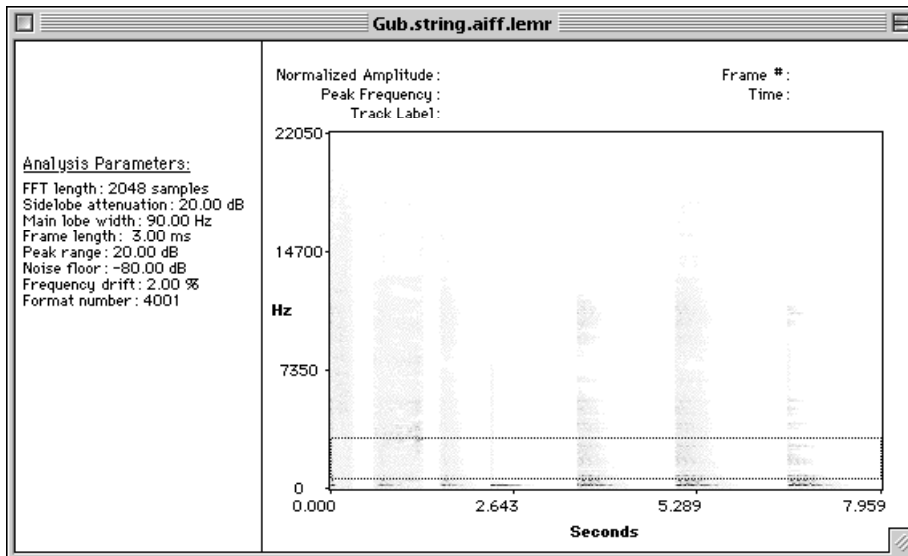
Due Oct. 2, 1996

**Purpose:** To create process one sound in Lemur.

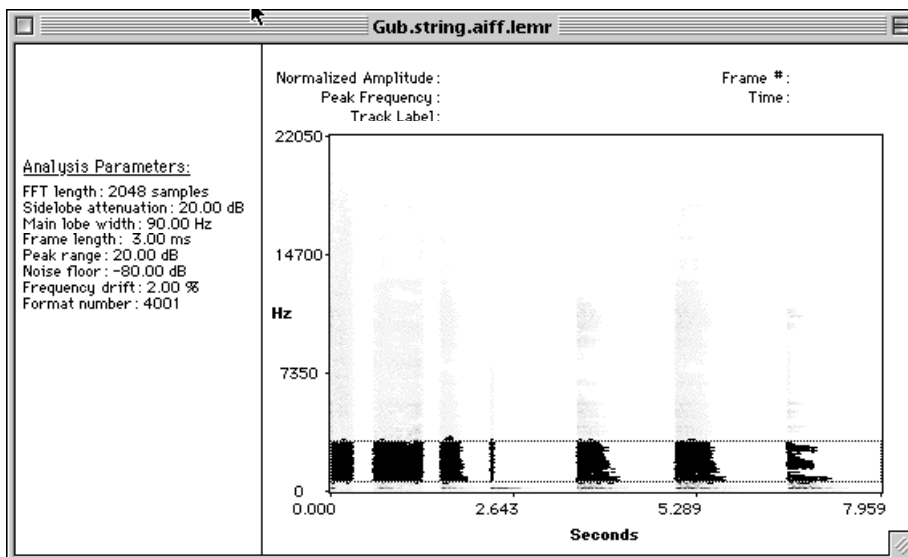
- 1) Find a short (1-5") sound and save it as a mono AIFF file entitled, "YI.Sound.aiff".
- 2) Launch Lemur.
- 3) From the **File** menu, select **Analyze samples file**.
- 4) When the **Open Dialogue** window appears, select "YI.Sound.aiff".
- 5) Lemur will then analyze your sound. Notice how the sound is displayed on the screen like the one below:



- 6) When Lemur is finished analyzing "YI.Sound.aiff", it will save it as "YI.Sound.aiff.lemr" and automatically close the file.
- 7) From the **File** menu, select **Open Lemur file**.
- 8) When the **Open Dialogue** window appears, select "YI.Sound.aiff.lemr".
- 9) Lemur will then redraw your sound on the screen.
- 10) Select an area of sound on the screen by creating a rectangle shape with the mouse as shown below:



11) From the **Select** menu, choose **Select Tracks in Region**. Notice that the sound in this area is now highlighted as shown below:



12) From the **Edit** menu, select **Shift Tracks**. A dialogue box like the one below will appear:

The dialog box is titled "Shift selected tracks". It contains two input fields:

- Frequency shift:** A text box containing "0.000" followed by the unit "hertz".
- Phase shift:** A text box containing "0.000" followed by the unit " $\pi$  radians".

At the bottom of the dialog box, there are two buttons: "Do it up." and "Nevermind."

13) For **Frequency shift**, type in a positive or negative frequency to raise or lower the pitch of the highlighted area.

- 14) Repeat steps 10-13 for any other areas you wish to transform.
- 15) **Save** and **close** "YI.Sound.aiff.lemr".
- 16) From the **File** menu, select **Synthesize Lemur File**.
- 17) When the **Open Dialogue** window appears, select "YI.Sound.aiff.lemr".
- 18) An **Open Dialogue** window will appear informing you that the sound will be saved as "YI.Sound.aiff.lemr.aiff". Click **Save**.
- 19) Lemur will then synthesize the file. It may or may not play the sound back. If it does, the sound may or may not be played at the correct sample rate.
- 20) **Quit** Lemur and launch Sound Designer.
- 21) **Open** "YI.Sound.aiff.lemr.aiff" to hear it played back correctly. If satisfied, save "YI.Sound.aiff.lemr.aiff" as "YI.Sound.L" as a Sound Designer file (choose this option from the bottom of the **Open Dialogue** window).
- 22) Repeat steps 1-21 for any other sounds you wish to transform.