

Electronic Media II

Assignment 4, due on Zip disk March 4

Materials: DAT entitled "Objects"
DAT entitled "Instrument"
DAT entitled "Processed"
Either a ZIP cartridge or an archive DAT.

Description: The purpose of this assignment is to enable you to transform your DAT sounds (objects and instrument samples) into source sound files for your final composition project. Before you do this, you should be aware that you may do any or all of the following with any given DAT sound:

- 1) Download it to the Mac and do not process it.
- 2) Download it to the Mac and process it with Sound Designer and/or Sound Hack.
- 3) Prepare the Mac file for analog processing by making a long soundfile containing multiple repetitions of the sound separated by silences.
- 4) This long file through Studio Two analog processors, and record the result onto DAT.
- 5) Download the resulting analog processed sound to the Mac and do not process it further.
- 6) Download the resulting analog processed sound to the Mac and process it with Sound Designer and/or Sound Hack.

Part One: Download DATs to Mac

1) Patch Studio Two as follows:

AM II L out	→	Mixer 1 in	fader on	monitor off
AM II R out	→	Mixer 2 in	fader on	monitor off
DAT L out	→	Mixer 3 in	fader off	monitor off
DAT R out	→	Mixer 4 in	fader off	monitor off
Mixer L out	→	Amp L in		
Mixer R out	→	Amp R in		

2) Launch Sound Designer II and set it up for recording as follows:

- a) From the **File** menu, select **New**.
- b) From the **File** menu, select **Save as ...**
- c) When prompted:
 - 1) type the filename "BJ.Whatever"
 - 2) select the disk **Hard Drive** as the location to which you will save the file
 - 3) select file format as **mono**.
- d) From the **Set Up** Menu, select **Hardware Setup**.
- e) Set **Ch 1,2 input** to **digital**.
- f) Click on the main window to activate it and double-click on the tape recorder icon.
- g) The **record window** should appear. Confirm that:
 - 1) Sample rate is 44.1 kHz
 - 2) Input is digital
 - 3) Monitor box is checked
- h) Play the DAT tape and confirm that:
 - 1) the VU meters show signal input
 - 2) the sound can be heard through the Mac output

3) Select any sound from either your Objects or Instrument DAT. Record this sound as follows:

- a) In the **record window**, click once on the **rec** button.
- b) Start the DAT.
- c) Confirm that the signal is being received by the Mac.
- d) After the sound on the DAT ends, in the **record window** press **done**.

- e) Close the **record window**.
 - f) From the **Set Up** Menu, select **Hardware Setup**.
 - g) Set **Ch 1, 2 input** to **analog**.
 - h) Click on the main window to activate it.
 - i) Play the sound and confirm that it is properly recorded (it should sound exactly the same as when you monitored it).
- 4) Clean up the sound file "BJ.Whatever" as follows:
 - a) Use the **cut** command to remove unwanted audio from the beginning and end of the sound.
 - b) Use **fade in/out** to remove sharp edges and pops from the attack and end of the sound.
 - c) Use the **normalize** command to set gain to optimum level for analog processing.
 - 5) You may wish to digitally process your sound at this time by using any of the Sound Designer or Sound Hack commands.
 - 6) Open "BJ.Whatever" in Sound Designer and prepare it for analog processing as follows:
 - a) Add 3-5" of silence to the end of the sound as follows:
 - 1) If your sound is more than 5" long, **copy** any 3-5" portion of it (it won't matter which)
 - 2) Paste it to the end of the original sound
 - 3) Use the **silence** command to convert this sound to 3-5" of silence
 - 4) If your sound is less than 3-5" long, then **copy** the entire sound and paste it repeatedly to the end of the original sound. When you have added a total of 3-5" (you may have to **cut** some of this to make it fit), then use the **silence** command to convert this to silence.
 - b) **Copy** from the beginning of the sound to the end of the silence.
 - c) **Paste** this material repeatedly until your file is between 30 and 60 seconds long. It should consist of sound, silence, sound, silence, etc.
 - 7) Repeat steps 2-5 for "BJ.Whatever.2", "BJ.Whatever.3", etc. The sources for these sounds may be freely chosen from the two DATs "Objects" and "Instrument".
 - 8) Due to disk space limitations, you should not leave these files on the Hard Drive. At the end of every session, you should do either store them on a ZIP disk or use DATA to archive them on DAT tape.

Part Two: Analog processing of "BJ. Whatever".

- 1) Set up Studio Two as follows:

AM II L out	→	Mixer 1 in	fader off	monitor on
AM II R out	→	Mixer 2 in	fader off	monitor on
DAT L out	→	Mixer 3 in	fader on	monitor off
Mixer L out	→	Amp L in		
Mixer R out	→	Amp R in		
Monitor out	→	Process A in		
Process A out	→	Process B in		
Process B out	→	Process C in		
Process C out	→	DAT L in		

- 2) Set up the Panasonic SV-3700 for analog recording at 44.1 kHz and insert a blank DAT entitled "Processed".
- 3) The signal of the Mac should be routed through any chain of processors you wish and recorded onto the "Processed" DAT.

Part Three: Download "Processed" DAT to Mac

- 1) Follow instructions from **Part One**, Steps 1-5.
- 2) Copy all your files to your ZIP disk, confirm that they copied correctly, then **erase** the your files from the Mac.
- 3) Confirm that your ZIP disk contains the following types of sounds:
 - a) Completely unprocessed sounds from "Objects" or "Instrument" DATs.
 - b) Digitally-processed/analog-unprocessed from "Objects" or "Instrument" DATs.
 - c) Analog-processed/digitally-unprocessed from "Processed" DAT.
 - d) Digitally-processed/analog-processed from "Processed" DAT.
- 4) Make sure that all of your files are 44.1 kHz and in Sound Designer format in **MONO**.
- 5) Organize your sounds into subfolders based on sound types.