**025:250 COMPOSITION: ELECTRONIC MEDIA I**
**Assignment 1**
Due Sept. 3

Purpose: To basic Sound Designer and SoundHack operations.

1) Follow the power up procedures described in **EMS Policies**. To log on via email, do the following:

    a) Select **Apple>Communications>NCSA Telnet**

2) Patch the audio system as follows:

    a) AMIII Outs -->Mackie Mixer 1, 2 In
    b) Mackie Mixer Main Outs-->Alesis Ins
    c) Confirm that Mackie and Alesis are on.
    d) Raise the Mackie In 1, 2 faders.
    e) Raise the Mackie Main Out fader(s).

3) Create a personal folder on **Host.Users** (host is the computer name; Studio 1 is "Moog" and Studio 2 is "Synket") as follows:

    a) Double-click on the **Host.Users** drive icon.
    b) You will see folders named after other users.
    c) In the Finder, select **File>New Folder**.
    d) A folder will appear on Host.Users with the words "empty folder" highlighted.
    e) Personalize the folder by typing "Your Name".

4) Launch **Sound Designer** as follows:

    a) select **Apple>EDIT-MIX>Sound Designer II.**
    b) when asked whether you want AppleTalk on or off, select **off**. (Communications will be cut off.
This means no email, filesharing, or internet access. If you want communications to remain open,
      select **on**. Sound Designer should still work OK, but no guarantees.)

5) After the program launches, create a new file as follows:

    a) select **File>New** (or type **cmd n**).
    b) an **Open Dialogue** box with the following information at the bottom should appear:
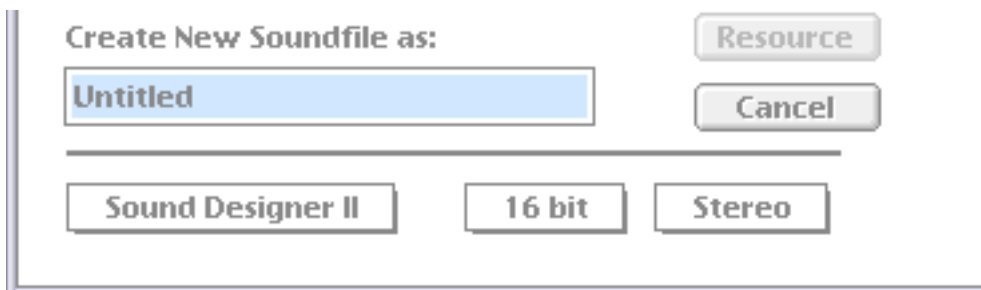
    c) confirm that the bottom three boxes read "Sound Designer II", "16 bit", "Stereo". If they
      do not show these items, click on the appropriate box and select the correct item.

d) replace the filename "Untitled" by typing "YI.Assign.1.1a" to rename your file. "YI" denotes Your Initials. DO NOT SAVE YET.

e) navigate through the folders shown at the top of the **Open Dialogue** box until Host.Users/Your Name is highlighted.

f) press the **Save** button (when any button is highlighted, pressing the **enter** key will select it--this eliminates an extra mouse move).

g) an empty **Sound Designer** screen should appear.

8) Find source material for your file as follows:

a) Select **File>Open** (or type **cmd o**)
b) An **Open Dialog** window will appear. Navigate through the folders to **Desktop/Host.EMS/EMS Files/EMS Sounds/Any Folder/Any File**
c) Click on the **play** button to hear the sound file.
d) Navigate through the files in EMS Sounds and play each one until you find one to use as a source.
e) Open the source file by double-clicking on its name.

9) After the source file opens, select any portion of the file you like as follows:

a) Highlight the desired portion with the **click-drag-release** mouse technique.
b) To listen to this portion, click on the **speaker** icon in the upper left corner of the window.
c) To extend the highlighted selected in either direction, hold down the **shift** key and click on the part   of the sound file to which you would like to extend.
d) Copy this portion to the **clipboard** by selecting **Edit>Copy** (or type **cmd c**).

10) Bring "YI.Assign.1.1a" to the front window by selecting **Display>YI.Assign.1.1a".** An empty **Sound Designer** screen should appear.

11) Paste the contents of the **clipboard** into the start of **Channel 1** of the file as follows:

a) notice that the cursor is flashing at the beginning of the file.
b) select **Edit>Paste** (or type **cmd v**)
c) a dialogue window like the one below will appear
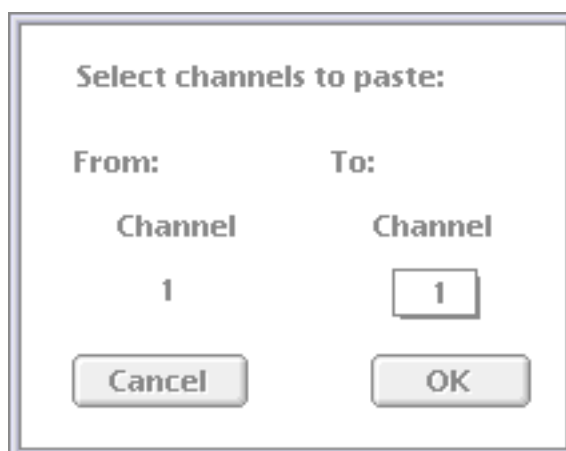
d) notice that this tells you that you will paste to the default channel, **Channel 1**. Since this is the channel that you want, press **OK** (or press the **enter** key).

e) the contents of the **clipboard** should now appear at the beginning of **Channel 1**.

12) Modify **Channel 1** using any of the following **Edit** commands:

a) Select the entire sound and normalize it by choosing **Edit>Normalize** (or typing **cmd m**).
b) Select the beginning of the sound and fade in by choosing **Edit>Fade In** (or typing **cmd /**).
c) Select the end of the sound and fade out by choosing **Edit>Fade Out** (or typing **cmd **).
d) Reverse the selected sound by choosing **Edit>Reverse**.

13) Modify the <u>entire</u> sound (do not select only a portion) by using any of the following **DSP** commands:

a) DSP>Graphic EQ (watch out for clipping)
b) DSP>Parametric EQ (watch out for clipping)
c) DSP>Pitch Shift (select Time Scale option).

14) Find a new source as in Steps 8-10.

15) Paste the contents of the **clipboard** into **Channel 2** at any edit you wish. Select **Channel 2** in the **paste window** that appears.

16) Modify **Channel 2** as in Steps 12-13.

17) Add new sources to Channels 1 and 2 by using appropriate procedures from Steps 8-13. In order to control rhythm and dynamics, you should do the following as needed:

a) move any event earlier in time by selecting silence which precedes it and cutting it by choosing **Edit>Cut** (or type **cmd x**).
b) move any sound later in time by selecting any amount of silence anywhere in either track, copying it to the clipboard, and pasting to the beginning of the sound.
c) make any sound louder or softer by selecting it and choosing **Edit>Change Gain.**

18) Add more layers to "YI.Assign.1.1a" as follows:

a) choose **File>Save As**
b) rename the file "YI.Assign.1.1b"
c) select "mono" instead of "stereo".
d) navigate through the **save dialog** window and select **Host.Users.Your Name**.
e) click **save**
f) when "YI.Assign.1.1b" appears, select the entire file by choosing **Edit>Select All** (or typing **cmd a**)
g) normalize the file (**cmd m**)
h) Choose **Display>Add New Channel**
i) "YI.Assign.1.1b" will now be a stereo file, with the normalized contents of "YI.Assign.1.1a" mixed together in Channel 1.
j) Repeat Steps 14-18 as many times as you wish (renaming each file "YI.Assign.1.1c" , "...1d", etc.)

19) When finished, save "YI.Assign.1.1x" as a mono file and name it "YI.Assign.1.1m" (where m denotes mono). Normalize it.

20) Create at least 3 completely different sound files, named "YI.Assign.1.1m", "...1.2m", etc. These will be graded by the following criteria:

   a) Each file must be at least 10 seconds long.
   b) One file must consist of layers of sustained sounds, so that no silence occurs between the beginning and end.
   c) At least 2 files must have at least 3 spots in them where virtual (not necessarily absolute) silence occurs.
   d) The files must be musically interesting and unpredictable. The more surprises, the better. The more conventional, mundane, flat, rhythmically bland, internally unmotivated, timbrally and registrally similar, popular-culture-cliched, the lower your grade.
   e) Naming conventions described above must be followed exactly.

21) When finished with a session, make backup copies, logout via email, clean the studio, and power down correctly.

22) When finished with the assignment, do the following:

   a) Create a subfolder called "Your Name Assign.1final". Place your final versions in here.
   b) Create other subfolders for alternate versions and anything else that you want to keep.
   c) Buy a Zip disk and copy your work to it (ask someone for help if it needs formatting).
   d) Place a copy of "Your Name Assign.1final" on **Moog.Scratch** in a folder entitled "EMS Class Assignment 1". If no such folder exists, then create it yourself. Subsequent students will then place their assignments into this folder.
   e) IMPORTANT: place your assignments on Moog.Scratch between Tuesday Sept. 2, 5:00 PM and Wednesday Sept. 3, 3:00 PM, not before and not later. Since these will be COPIES of your work, they will be trashed immediately after class on Sept. 3.

23) You are expected to have followed all directions, sought help from other users, consulted the Sound Designer manual, and devised workaround solutions to problems that arose.