

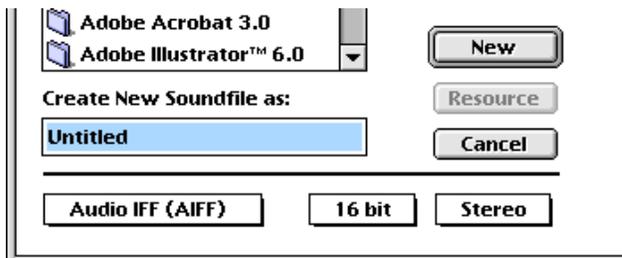
025:250 COMPOSITION: ELECTRONIC MEDIA I

Assignment 1

Due Sept. 12

Purpose: To learn basic Sound Designer operations.

- 1) Follow the power up procedures described in EMS Policies.
- 2) Patch the audio system as follows:
 - a) AMIII Out 1,2 s -->Mackie Mixer In 1, 2
 - b) Mackie Mixer Main Out 1,2 -->Alesis In 1,2
 - c) Confirm that Mackie and Alesis are on.
 - d) Raise the Mackie In 1, 2 faders.
 - e) Set the pan knobs of Mackie 1,2 to center. This will produce a mono playback.
 - f) Raise the Mackie Main Out fader(s).
- 3) Create a personal folder on **Host.Users** 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**.
 - b) when asked whether you want AppleTalk on or off, select either **on** or **off**.
- 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 "Audio IFF (AIFF)", "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.1.1" 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 **New** 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.

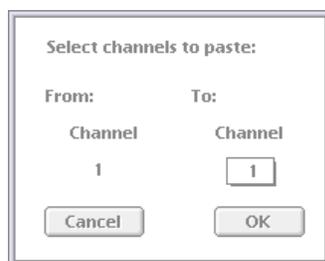
9) After the source file opens, select any portion of the file you like as follows:

- 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.1.1" to the front window by selecting **Display>YI.Assign.1.1**". 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 entire 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 point 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) as an alternative to the above, copy the sound, select **Edit>Silence**, highlight the place where you want the sound to occur, select **Edit>Replace**.
- d) make any sound louder or softer by selecting it and choosing **Edit>Change Gain**.

18) Add another layer to "YI.Assign.1.1" by bouncing down as follows:

- a) create silence at the end of the file by pasting a sound, then selecting **Edit>Silence**
- b) select and copy the all of the sounds in both channels that you wish to bounce
- c) select a portion of silence (amount does not matter) at the end of the file in **Channel 1**
- d) paste the contents of the clipboard
- e) the bounce should appear in Channel 1 at the end of the file
- f) cut the beginning of the file so that only the bounce is present
- g) normalize the bounce
- h) repeat Steps 14-18 as many times as you wish

19) At any point in the above process, you may modify any sound with **SoundHack** and **HyperPrism**. These applications will be discussed in detail later in the semester, but you may use them now.

20) Create a catalog of original samples using the above techniques. These should conform to the following criteria:

- a) Each file should be named YI.Assign.1.1a, ...,1n; YI.Assign.1.2a ... 2n, etc. You can rename these later using a cataloging system of your choice.
- b) Your catalog should contain a variety of samples that are high, low, short, long, bright, dark,

harmonic, inharmonic, with sharp attacks, slow attacks, fast decay, slow decay.

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

- a) Create a subfolder called "Your Name Assign.1". Place your final versions in here.
- b) Create other subfolders to organize your sounds into categories such as those described in step 20c. You may devise other categories as well.
- c) Buy a Zip disk and copy your work to it.