

025:251 COMPOSITION: ELECTRONIC MEDIA II

Assignment 3

Due Mon. March 29

Purpose: To create and transform musical cells.

- 1) Create 4 musical cells, each of 3-10" duration, according to the following criteria:
 - a) Let "YI.Cell.1" consist of sounds of short durations with free rhythmic organization.
 - b) Let "YI.Cell.2" consist of sounds of short durations with metrical organization that corresponds rhythmically to the instrumental part in your composition.
 - c) Let "YI.Cell.3" consist of a combination of short and long sounds, rhythmically organized in any way that you wish.
 - d) Let "YI.Cell.4" consist of overlaid, cross-faded long sounds.

- 2) These cells should conform to the following criteria:
 - a) duration should be 3-10"
 - b) each cell should have unique sonic material
 - c) each cell should be a gem in itself, with a high degree of musical quality and interest

- 3) Transform these cells using any combination of software, including Sound Designer EQ functions; SoundHack pitch, time, and convolution functions; Hyperprism, MetaSynth, and the SGI Granular program (as discussed in class). Rename these transformed cells in a clear manner.