

025:251 COMPOSITION: ELECTRONIC MEDIA II

Assignment 5

Due Wed. April 7

Purpose: To do create, play, and record spectral files in **Kyma**.

- 1) Patch the **Capbara** into the audio system and turn it on. Make sure the Mac monitors are set to 256 colors.
- 2) Create a folder on the Scratch disk titled, "YI.Spectral". Place into this folder copies of the following:
 - a) Larry's Kyma module named "LF.SOS".
 - b) Any of your cells and transformations from Assignment 3. These must be in SDII or aiff format and mono.
 - c) Make sure that all files and saves you do during this assignment are saved to this folder.
- 3) Launch **Kyma**.
- 4) Create a spectral analysis of one of your files, "YI.Cell.1", as follows:
 - a) Select **Tools>Spectral Analysis**. A window like the one below will appear:



- b) Click "Select" and navigate through the dialog box to find "YI.Cell.1".
- c) Click "Next". A window like the one below will appear:



d) Follow the instructions in the window. Click "Audition" to hear the analyzed result. When satisfied, click "Next". A window like the one below will appear:



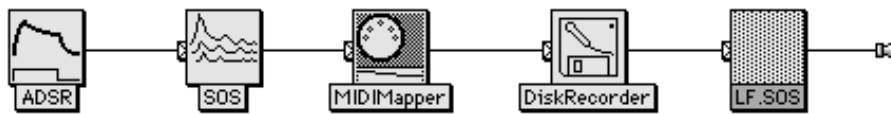
e) Click "Create Spectrum File". You will be prompted to save a spectral file named "YI.Cell.1 s256". Make sure that you save to your "YI.Spectral" folder.

f) After saving, an untitled window containing "YI.Cell.1 s256" as an SOS module will appear. Since this module is not needed, close the window.

g) Click "EXIT" on the Spectral Analysis window.



5) Repeat Step 4 to create spectral files of your other cells or transformations.

6) **Open** the soundfile "LF.SOS" from the main menu. The flow chart for this sound is shown below:



7) See Assignment 4 for an overview of **Diskrecorder** and **MIDIMapper**.

8) Notice the parameters settings for the **SOS** sound, as show below:

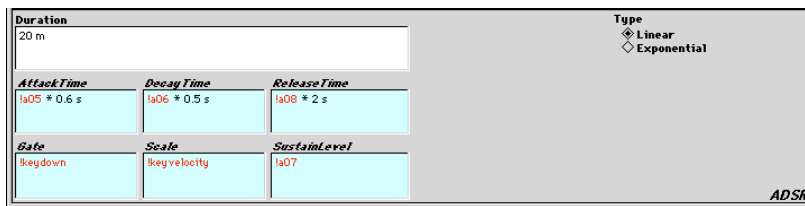
Frequency0 !a01 * !pitch	Frequency1 !a02 * !pitch	Duration on	OnDuration 10 m	
Analysis0 !f.cell.1 s256 	Analysis1 !f.cell.1 s256 	BBMorph !a03	PchMorph !a04	
Gate !keydown	Envelope [ADSR] L	<input type="checkbox"/> Loop	LoopStart 0	LoopEnd 1
NbrPartials 100	BankSize 50	<input checked="" type="checkbox"/> CtrlTime	TimeIndex !a09 * 2 - 1	

SumOfSines

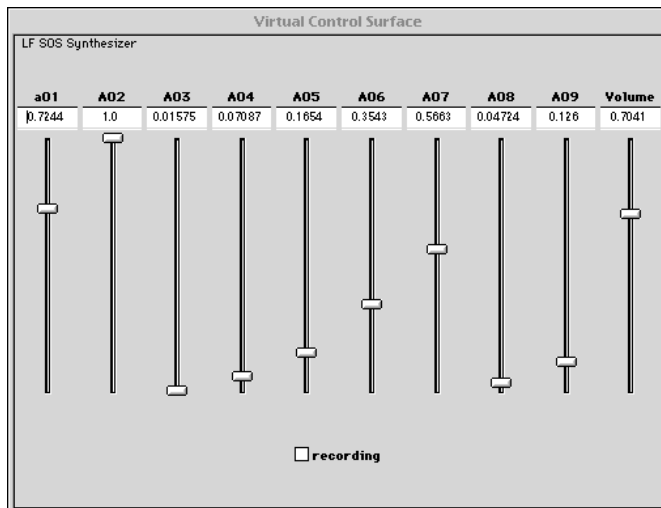
9) To select your spectral files "YI.Cell.1 s 256" and "YI.Cell.2 s 256" do the following:

- a) Click on the disk icon for Analysis0 and navigate through the dialog box to select "YI.Cell.1 s 256".
- b) Click on the disk icon for Analysis1 and navigate through the dialog box to select "YI.Cell.2 s 256".

10) Notice the parameter settings for **ADSR**, as shown below:



11) Notice how the hot parameters appear in the **Virtual Control Surface**.



12) Play your spectral files from your choice of the **Fatar** keyboard, **Peavey**, or **Vision**. Record these performances to disk (see Assignment 4), and edit in **Sound Designer**.

13) Bring @30 seconds of **SDII** files of these performances to class on Wed. April 7. Place them on the Scratch disk before class.