Composition: Electronic Media II
February 20, 2008
Assignment 2

1. Assignment 2 will be presented in class on Monday, March 3, 2008.

2. Create 20-30 soundfiles of 0.2 to 20 seconds in duration. Some of these can be unprocessed instrument samples, but try to make as many as you can using the shading and mixing techniques that we learned last semester. (Brian and Peter, talk to Israel and George about that. I'll let you use fewer soundfiles and a greater proportion of unprocessed sounds.) Keep these files in the same folder as your Max patch. These sounds should be normalized and named in a very efficient way.

3. In Max, create 5-20 sub-patches that work together to allow the user to fade in/out of the soundfiles. Remember that any complicated group of objects can be made into a subpatch.

4. Stochastic (random) aspects may include:
   a. speed$ functions
   b. overall loudness of the sound
   c. onset of the sound
   d. timing of ramps in the envelopes

5. The sounds should be mixed in stereo. Panning effects should be considered.

6. The patch should be able to record the sounds using "sfrecord~ 2".

7. Make the patch user friendly in its layout, especially the main window.