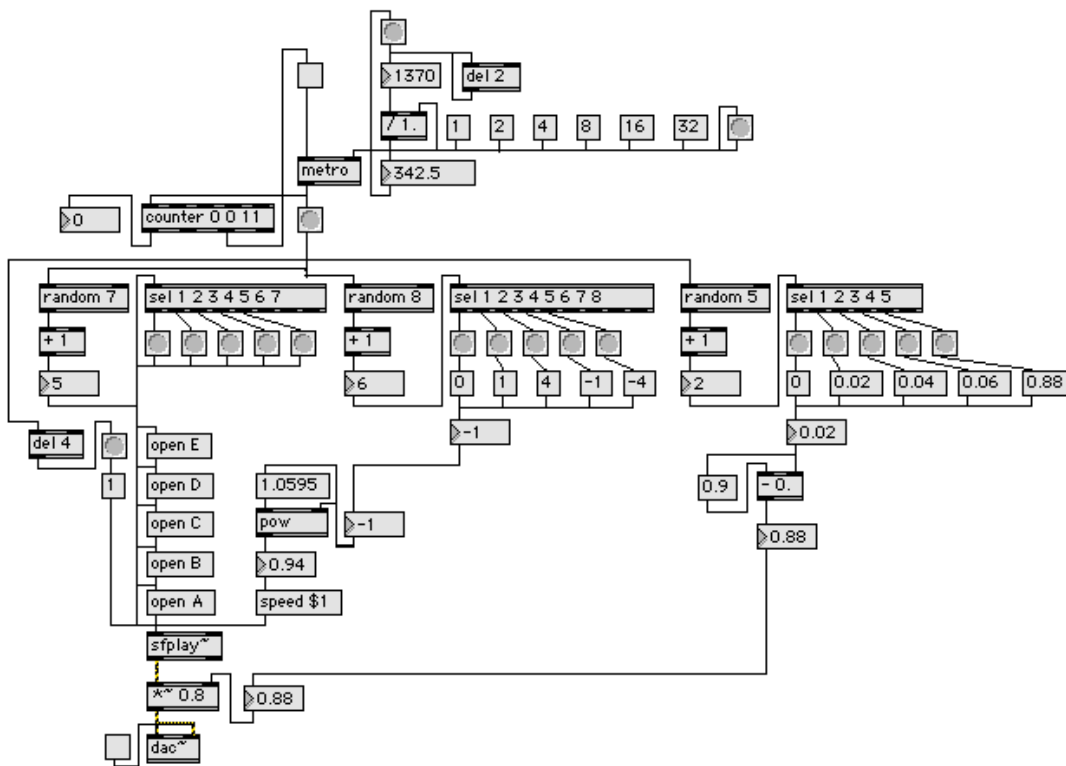


Composition: Electronic Media II

February 11, 2008

Assignment 1

1. To be presented in class on Feb. 20, 2008.
2. Create a folder entitled "YI.Max".
3. Create 5 mono soundfiles, as follows:
 - a. These files should be relevant to your instrument and tape piece.
 - b. These files should be mono.
 - c. These files should be stored in "YI.Max".
 - d. These files should have a duration no longer than 0.7 sec.
 - e. These files should have interesting attacks, similar to those of last semester's first assignment.
 - f. These files should be normalized.
 - g. These files should be named "A", "B", "C", "D", "E".
4. Create a new Max patch and save it to "YI.Max". Name the patch anything you like, close the patch, then reopen it (this will ensure that Max knows where the file resides). Build a patch like the one below:



5. Note the following:
 - a. The number box "1370" above should be set to the tempo of your composition.
 - b. Click on one of the message boxes "1", "2", "4", "8", "16", "32" to select the metric subdivision of whole, half, quarter, eighth, sixteenth, or thirty-second note pulse.
 - c. The counter text "0 0 11" means that the metro will be turned off on the 12 bang. Change "11" to any value than you like.
 - d. The horizontal patch cords underneath the counter object should be redrawn to that they are all on the same plane for neatness. They are drawn on separate planes above for clarity.
 - e. The 3 random and sel patches can be set to any value. Consider having few bangs underneath than outlets in the sel objects. This will generally cause a a sound to be played twice or more in succession, or the same pitch to be played twice in a row (depending on the pitch of soundfiles A, B, C, D, E).
 - f. The "open A, B, ..., E" message boxes are triggered by the bang buttons beneath the first sel object on the left. These buttons are triggered by random 7 object, which is in turn triggered by the metro bang button.
 - g. The sfplay~ object is triggered by the metro bang button passing through a 4 millisecond delay. The ensures that the soundfile is opened before before triggered.
 - h. The middle random selection patch determines by how many semitones up or down the pitch is shifted (a varispeed transformation).
 - i. The right random selection patch determines by what value the maximum volume of 0.9 will be lowered. This should be set so the range provides nuance in dynamics rather than radical shifts in loudness.