

Composition: Electronic Media II

March 3, 2008

Assignment 3

1. The assignment will be presented in class on Wednesday, March 12, 2008.
2. Sound sources for this assignment can include any of the following:
 - a. Sounds from any source without restriction.
 - b. Sounds from your anechoic chamber recordings.
 - c. Sounds from the EMS database of instruments.
 - d. Spectral analyses and extractions from any of the above.
 - e. For those in class who have successfully recorded your instruments in the anechoic chamber, try to use some of these in the assignment.
 - f. For those in class who have successfully analyzed, extracted, and converted back to aiff files any of the sounds above, try to use these in your assignment.
 - g. For those in class who have not successfully done the tasks mentioned in above in 2e and 2f, you may use any sounds from any source.
3. In Max/MSP, create a patch as follows:
 - a. Integrate in some fashion the patches of Assignment 1 and Assignment 2.
 - b. Consider treating the patches of Assignments 1 and 2 as sub-patches of this new patch. This is not required.
 - c. Use any sounds that you wish, but try to use the sounds as described in Step 2, above.
 - d. Consider recording these to aiff files that can be imported into Pro Tools for your composition. These recordings do not need to be played in class during the presentations.
4. Construct your patch to produce the following types of gestures or phrases:
 - a. Short sounds followed by long sounds.
 - b. Long sounds followed by short sounds.
 - c. Long-short-long.
 - d. Short-long-short.
 - e. There can be some overlap during the transition from long-short and short-long.
 - f. Consider using these scenarios:
 - i. The short sounds activate the long sounds, which are a tail or response to that action.
 - ii. The long sound build in intensity to activate the short sounds, where the long sounds are a fade-in to the short sounds.
 - iii. Other scenarios?