

**025:250 COMPOSITION: ELECTRONIC MEDIA I**  
**Fall 2009**

**Assignment 1.0 Due Wednesday Sept. 16.**

1. Assignment 1 will be done in 4 steps:
  - a. Record or acquire source Type 1 source files.
  - b. Mine the Type 1 source files to create 3 classes of Type 2 source files.
  - c. Following the guidelines below, create or transform with pitch-shifting a total 27 Type 2 source files.
  - d. Import these sounds into Pro Tools to create a number of Type 3 source files.
2. Timeline for Assignment 1:
  - a. Wednesday Sept. 9: Discussion of Assignment 1.0.
  - b. Monday Sept. 14: Discussion of Assignment 1.1.
  - c. Wednesday Sept. 16: Presentation of Assignment 1.0.
  - d. Wednesday Sept. 23: Presentation of Assignment 1.1.
3. Review of concept of source file.
  - a. Type 1: Long, unedited recorded studio take (clarinet in EMS Studio 1, voice in anechoic chamber, etc.) or long, unedited found sonic object (political speech, audio from a movie, blues song, etc.).
  - b. Type 2: Short, isolated sound used in Pro Tools or Max/MSP. Usually derived from Type 1 source files.
  - c. Type 3: Intermediate stage of composition created in Pro Tools and bounced to a soundfile. Created out of Type 2 soundfiles to create Type 1 soundfiles.
4. Create the following soundclass A source files of Type 2:
  - a. LF.AaL = Larry's Type 2 soundfile that is soundclass Aa at a low-register pitch
  - b. LF.AbL = Larry's Type 2 soundfile that is soundclass Ab at a low-register pitch
  - c. LF.AcL = Larry's Type 2 soundfile that is soundclass Ac at a low-register pitch
  - d. LF.AdM = Larry's Type 2 soundfile that is soundclass Ad at a middle-register pitch
  - e. LF.AeM = Larry's Type 2 soundfile that is soundclass Ae at a middle-register pitch
  - f. LF.AfM = Larry's Type 2 soundfile that is soundclass Af at a middle-register pitch
  - g. LF.AgH = Larry's Type 2 soundfile that is soundclass Ag at an upper-register pitch
  - h. LF.AhH = Larry's Type 2 soundfile that is soundclass Ah at an upper-register pitch
  - i. LF.AiH = Larry's Type 2 soundfile that is soundclass Ai at an upper-register pitch
  - j. A low-register sound can be naturally occurring in the Type 1 source file or it can be pitch-shifted into range.
  - k. sound can be naturally occurring in the Type 1 source file or it can be pitch-shifted into range.
  - l. A high-register sound can be naturally occurring in the Type 1 source file or it can be pitch-shifted into range.
5. Repeat Step 2 with soundclass B, appropriately labeled.
6. Repeat Step 2 with soundclass C, appropriately labeled.
7. Make sure that all 18 soundfiles are cleaned up.