

025:250 COMPOSITION: ELECTRONIC MEDIA I

Fall 2013

Assignment 1

Due Sept. 9

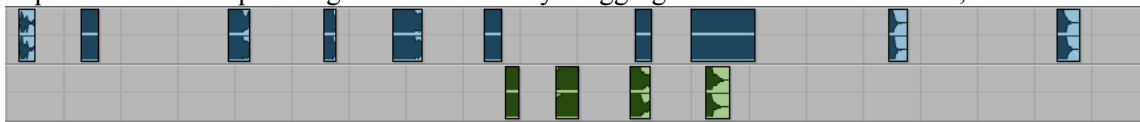
The key command used in this handout is opt cmd G. This makes a group out of a set of highlighted regions.

1. This assignment will be presented in a Pro Tools session in class Sept. 9-11. If your work resides on a flash drive, please copy it to the Studio 1 computer before class. This can save time when a session has a large number of soundfiles.
2. Make a copy of the Assignment 1 folder and save it under some variation of your name. Scroll through the Edit Window and play the various regions that have been sound-mined from the source recordings by Prof. Fritts. Use 4-10 or more to create an interesting musical gesture. In this context, a gesture is a single musical entity that the listener will interpret as one event, not multiple events. However, this does not mean that a gesture cannot have different sounds appearing at different times. Instead, the different sounds are arranged in the Edit Window to coalesce into a single expressive effect. The different sounds should be close enough together in time to make it essentially impossible for a listener to determine how many sounds a gesture is made up of.
3. The steps below outline a procedure for creating gestures out of the given source material. Once it is understood how the different sounds are selected and combined, the composer may experiment with other processes to produce the desired effect.

Step 1. Cherry pick the desired regions from Track 1 and drag them down to Track 2, as shown below.



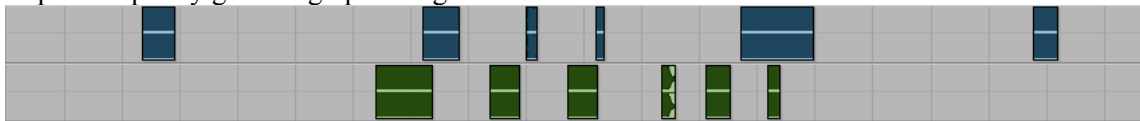
Step 2. Gather the up the regions in Track 2 by dragging them close to each other, as shown below.



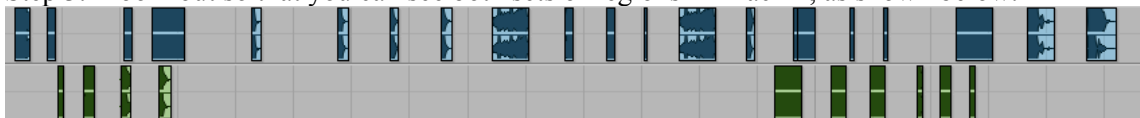
Repeat Step 1 with other regions.



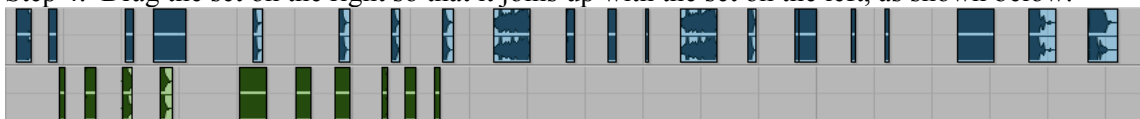
Repeat Step 2 by gathering up the regions in Track 2.



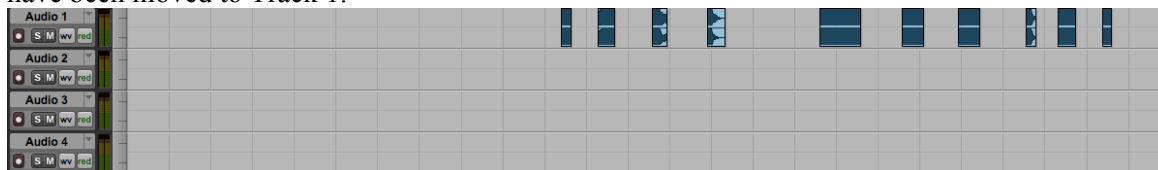
Step 3. Zoom out so that you can see both sets of regions in Track 2, as shown below.



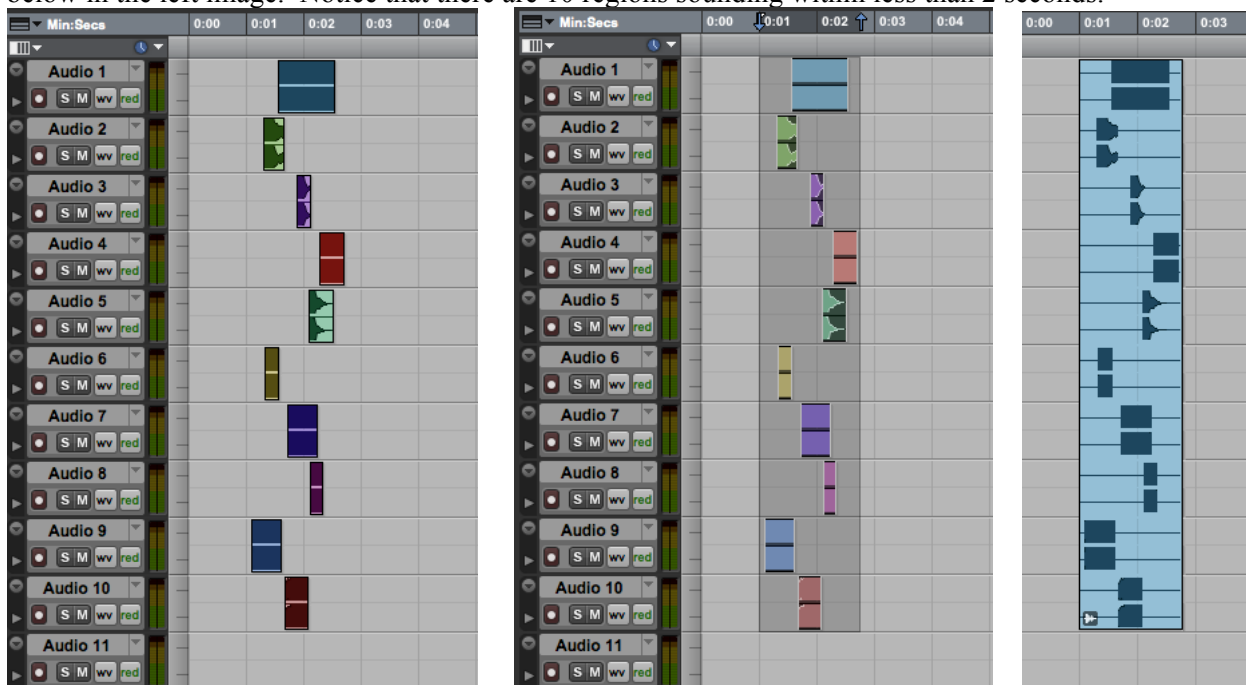
Step 4. Drag the set on the right so that it joins up with the set on the left, as shown below.



Step 5. Drag the combined sets to near the beginning of the Edit Window, as shown below. Notice that these have been moved to Track 1.



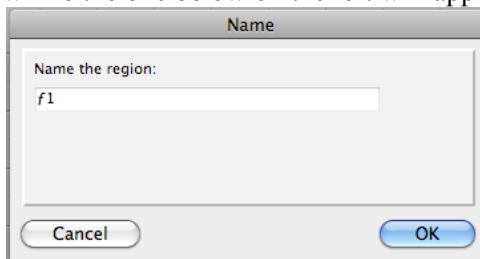
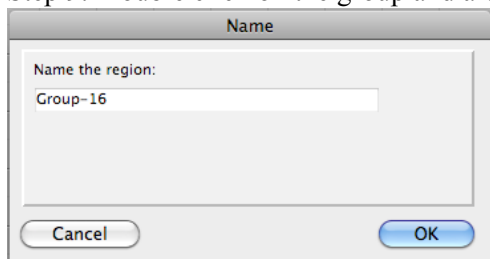
Step 6. Drag each region to its own track. Position them in time to produce a single, unified gesture, as shown below in the left image. Notice that there are 10 regions sounding within less than 2 seconds.



Step 7. Highlight the regions as shown above in the middle image.

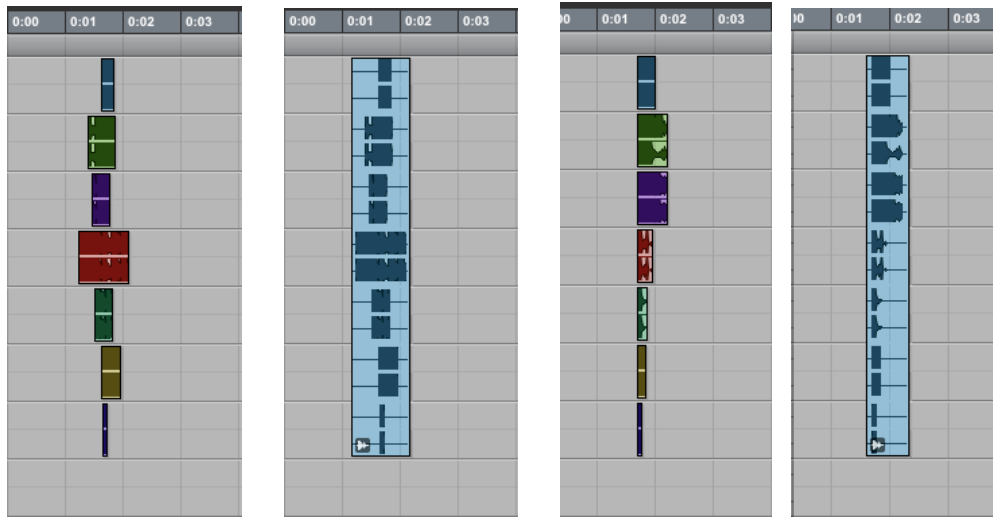
Step 8. Go to the Region menu and select Group. You should learn the key command opt cmd G. The group is shown above in the right image.

Step 9. Double click on the group and a window like the one below on the left will appear.



Step 10. Name the group *f1*, as shown in the image above on the right. The symbol *f* is created by typing opt f. This is not very important, but it makes the game a little more fun/OCD. More importantly, the symbol *f* shows up very well in a list. Furthermore, an entity designated *f* is seen as a different kind of object that is a collection of other objects. Other aspects of this will be discussed in class.

4. Shown below are two other groups. Unlike the group *f1*, described above, the group on the left has all of the regions sounding together. This can be thought of as a tighter version of *f1*. The group on the right has every region beginning at exactly the same time. This is an even tighter version *f1*.



5. You should make 15 groups of each type described above. The first type will use regions that occur at different times, but within a window of no more than 3 seconds. Most of them should be between 1.5 and 2.0 seconds long. The second type will use regions that are arranged in a tighter configuration, and which generally all sound at the sound time, but with individual start times. The third type is a chord, in which all of the regions start exactly at the same time. They will naturally end at different times, but that is part of the beauty of this type of gesture.
6. Other possibilities and considerations will be discussed in class.