

025:250 COMPOSITION: ELECTRONIC MEDIA I

Fall 2013

Assignment 3

Due Oct. 7

1. This assignment will be presented in a Pro Tools session in class Oct. 7-9. Its purpose is to generate new source sounds that are unique to your composition.
2. We will use the term “gesture sets” to describe the groups that were created by transposing and permuting copies of the regions of a single gesture. Gesture set applies to the 4 or more transformed gestures in a group.
3. Using copies of your gesture sets from Assignment 2, go through them and make sure that you have no overs. If you are not sure if you have any overs, bounce the gestures as discussed in class, import the bounce into your session, and inspect for overs.
4. Ungroup the gestures, and use automated Pan L and Pan R to stereo-ize the gestures, as will be demonstrated in class.
5. Make the gesture sets into groups again, and name them GroupAa, GroupAb, GroupAc, etc. By using the phrase GroupA for every group, they will be easier to find in Region List.
6. Bounce each gesture set. For gesture set GroupAa, name the bounced file βAa. For gesture set GroupAb, name the bounced file βAb, and so on.
7. Import the bounces into the session. Cut out all of the silence between gestures, either using the Smart Tool, or Strip Silence. Normalize each gesture.
8. Perform any of the following actions on a particular gesture:
 - a. Pitch shift up or down by +/- 10 to 36 semitones. Consider that your compositional material thus far is relatively high in pitch. Using some downward transpositions will give you source material in the lower registers.
 - b. Time expand/compress within a range that does not create very noticeable artifacts. Consider that your composition material thus far contains relatively short sounds. Using time expansion will give you more source material with longer durations.
9. Soundmine the transformed gestures by extracting a segment of them. The segment can be from the beginning to the middle, the middle of a gesture between the beginning and the end, and from the middle to the end. Consider doing any of the following on the soundmined segments:
 - a. Fade in/out.
 - b. EQ
 - c. Pitch shift
 - d. Time expand or compress
 - e. Reduce noise using the iZotope Noise Reduction plug-in.
 - f. Normalize when necessary.
 - g. You may perform an operation more than once, even if it contracts an earlier operation, as discussed in class.
 - h. You may make a copy of one of the segments and perform any operations on that. This may be repeated often as you like.
10. Every transformed soundmined segment from Item 9, above, can be used as source material. Consider that this source material will be unique to your composition, and cannot be replicated by other students. This is because each gesture from Assignment 2 is created by a unique combination of source sounds and their individual transpositions.
11. How many source sounds will you have? This will be discussed in class.
12. These sounds should be named. The easiest naming scheme is YI1, YI2, YI3, ..., YI30, YI31, YI32, ..., YIetc. YI represents Your Initials.
13. What will you do with these source sounds? This will be discussed in class.