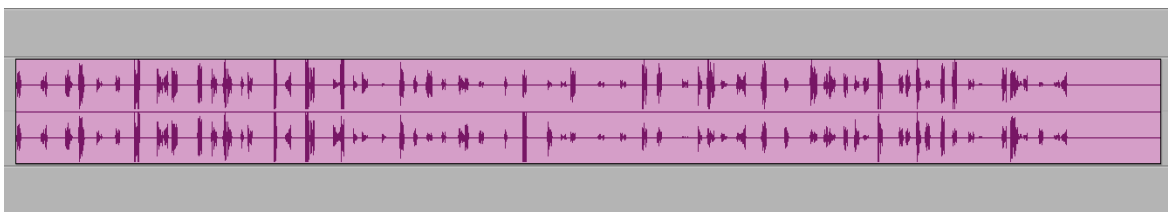


## Assignment 5

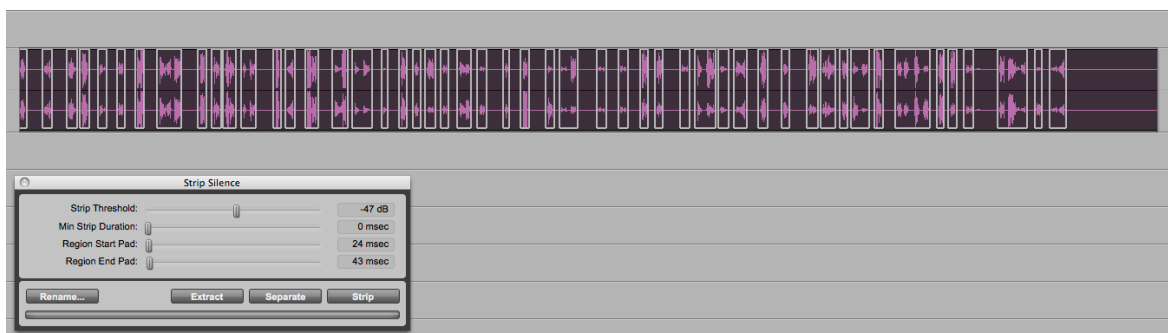
### Electronic Music I

#### Fall 2013

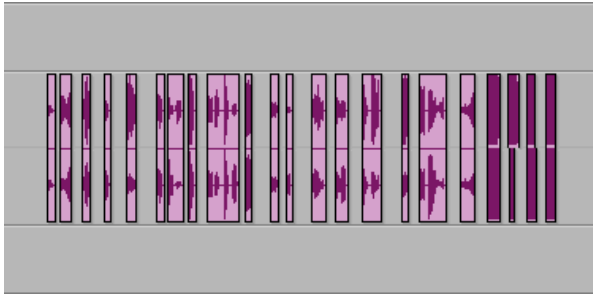
1. This assignment is focused on creating material using the Soundchain patch.
  - a. This patch will be made available through the EMS Google Drive account.
  - b. In order to run the patch outside of the studio, Max Runtime will need to be downloaded (<http://cycling74.com/downloads/runtime>).
  - c. The operation of the patch will be demonstrated in class (with accompanying handout).
  - d. This patch will be used to manipulate the audio files used in one's current Pro Tools session.
2. Copy the patch into your main project folder. Open the patch.
3. The first stage of this assignment will be to create chains using all the audio files in the Pro Tools session.
  - a. Locate the Audio Files folder in the main project folder.
  - b. Drag this folder into the thick-bordered green square (as demonstrated in class).
  - c. Create 3 recordings, with the following characteristics:
    - i. 2-3 minutes in duration.
    - ii. One recording will have a fixed triggering rate; the rate will be less than 250 ms.
    - iii. The second recording will have a random triggering rate; the range will be very wide (at least 250 ms between min and max).
    - iv. The third recording will have a random triggering rate; the range will be very narrow (no more than 250 ms between min and max).
    - v. For the second and third recordings, keep the timing values smaller rather than larger; with a slow enough triggering rate, the recording will contain essentially single sounds.
  - d. These output files will all be located in your main project folder (the same location as the patch).
  - e. Once the three recordings are completed, import them into the Pro Tools session.



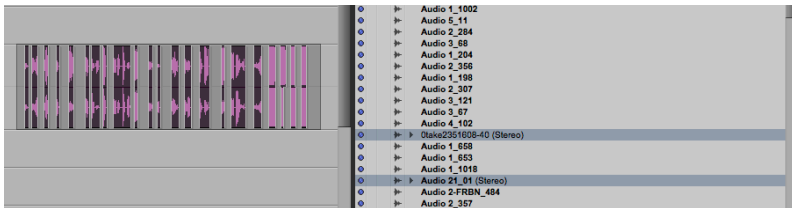
- f. To extract individual events, use Strip Silence.



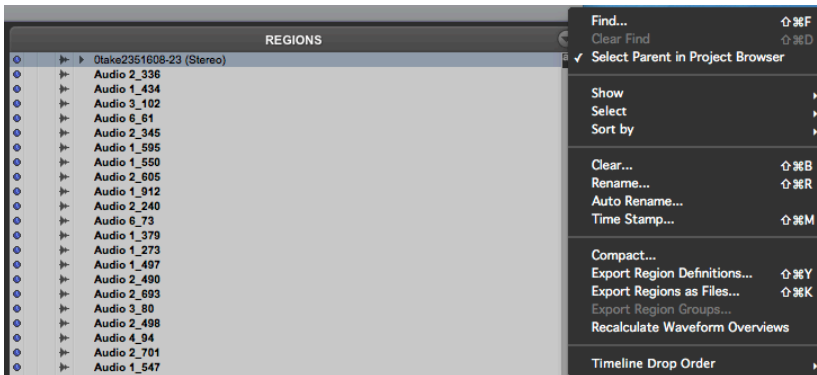
- g. These events can now be used in the composition process.
- 4. The second stage of the assignment will make use of subsets of the complete Audio Files folder.
  - a. Create a new folder within the main project folder.
  - b. Cherrypick 20-40 sounds from the Pro Tools session. Cluster them together for convenience.



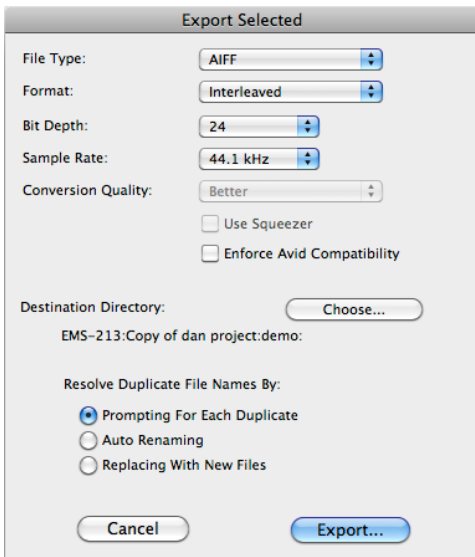
- c. Open the Regions list on the right-hand side of the Edit window.
- d. Select all the regions from 4b. They will become highlighted in the Regions list.



- e. Click on the arrow-dropdown menu in the upper right-hand corner of the Regions list.



- f. Click "Export Regions as Files...". The following dialog window will appear.



- g. For the Destination Directory, choose the folder created in 4a. Click Export.
  - h. This will create audio files of all the selected regions, in the specified folder. This folder can now be dragged into the patch for a new set of recordings.
5. Repeat the process described above twice, resulting in three separate folders, each with a subset of your project's complete body of sounds.
- a. Using each of these subsets, create at least 3 recordings. Each recording should be at least 2-3 minutes long.
  - b. Each of the three recordings should have distinguishably different densities. Consider the first stage of this assignment; how was density created or avoided? How can parameters other than triggering rate play a role?
  - c. Experiment with the Playback alterations available through the patch. Consider that they can be changed during recording.
  - d. When these recordings have been completed, import them to the Pro Tools session. If applicable, separate individual events using strip silence.