

## **025:250 COMPOSITION: ELECTRONIC MEDIA I**

**Fall 2014**

### **Assignment 4**

**Due Oct. 20**

1. This assignment will be presented in a Pro Tools session in class Oct. 20-24. Its purpose is to create new gestures incorporating longer sounds and short sounds followed by silence.
2. Find sounds that are long, or have the potential to be made long with Pitch n Time and overlapping techniques. These sounds may be taken from anything that you have in the region list, imported from the soundmine collection used in Assignment 1, and instrument sounds from the EMS library of anechoic recordings. NOTE: when using instrument sounds in the gestures below, they must not be identifiable. Removing the attack is one of way of doing that. Layering is another way, as is using an extreme pitch shift (but only if artifacts are not noticeable).
3. Create gestures according to the following criteria:
  - a. Let's make a rule prohibiting the rapid rolls and clackery types of sounds that are already dominating your material. We need to counter-balance that.
  - b. Each gesture will not be longer than 15". No exceptions.
  - c. Each gesture can have layered sounds, overlapped sounds, or a single sound (this means that a single sound can occur without any other sounds occurring while the single sound is still present; it does not mean that a gesture can consist of a single sound only).
  - d. Make use of long sounds in all of the different registers, in the totality of the assignment. (It does not mean that every gesture should use all registers).
  - e. Make use of short, single attack sounds on occasion. Some of the sounds should be followed by absolute silence before any other sounds occur in the gesture. Consider adding a reverb tail to some, but not all, short sounds.
4. It is difficult to estimate how many gestures you should create. Let's say this: make enough gestures that will make it seem like you put the same amount of time and effort into this assignment as you did with other assignments. Under torture, I may divulge how gestures I think you should create, but I would rather not (be tortured, that is).