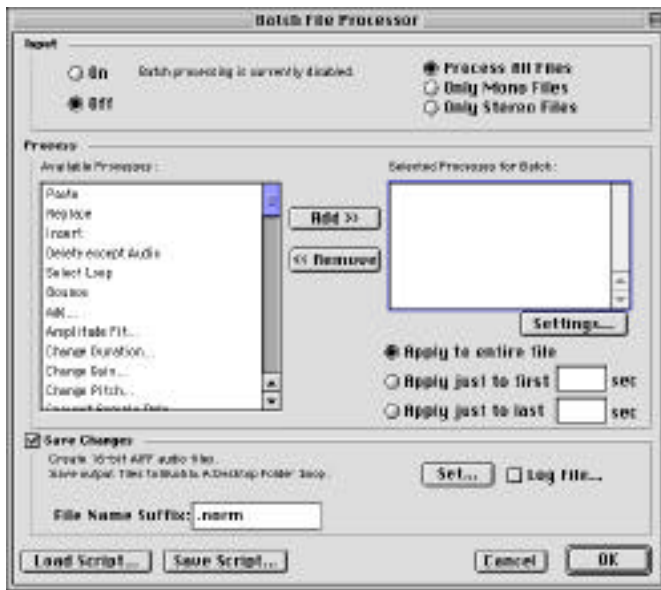


## Composition: Electronic Media I

Fall 2000

### Batch Processing in Peak

- 1) Create an alias for **Peak** as follows:
  - a) Select **File>Find** to find the **Peak** application.
  - b) Open the window in which **Peak** appears.
  - c) Click once on the **Peak** application.
  - d) Select **File>Make Alias**.
  - e) An alias of **Peak** will appear (note the italicized application name).
  - f) Drag the alias to any desired location on the computer.
- 2) Create a folder of all soundfiles you wish to batch process as follows:
  - a) Create a new folder and name it "YI.Sounds".
  - b) Place copies (not originals) of any sounds you wish to process into "YI.Sounds".
- 3) Select **Peak** batch process as follows:
  - a) Launch **Peak**.
  - b) Select **File>Batch Processor**. A window like the one below will appear.



- c) Select **Normalize** from the **Available Processes** dialog.
      - d) Click **Add**.
      - e) A **Normalization** window appears. Set the value and click **OK**.
      - f) **Normalize** now appears in the **Selected Processes for Batch** dialog.
      - g) Under the **Selected Processes for Batch** dialog, several options for length of file to be processed appear. Select one.
- 4) Select an output for the batch processed files as follows:
  - a) In the lower right corner, select the button **Set...**
  - b) A file dialog appears; navigate to "YI.Sounds".
  - c) Set **File Type** to **AIFF** and **Compressor** to **None**.
  - d) Click **Save**.
  - e) After being returned to the **Batch Processor** window, notice the **File Name Suffix** box.
  - f) In the **File Name Suffix** box, type ".norm".
  - g) Select Input **On** in the upper left corner.
  - h) Click **OK** in the lower right corner.
- 5) Batch process the files in "YI.Sounds" as follows:
  - a) Drag and drop "YI.Sounds" onto the **Peak** alias.
  - b) Windows will appear showing which file is being processed.
  - c) When processing is done, open "YI.Sounds" and notice that for every original file "File", a normalized version "File.norm" has been created.

6) Note that other processes may require that a soundfile be open in order to set processing parameters. This will be discussed in class.