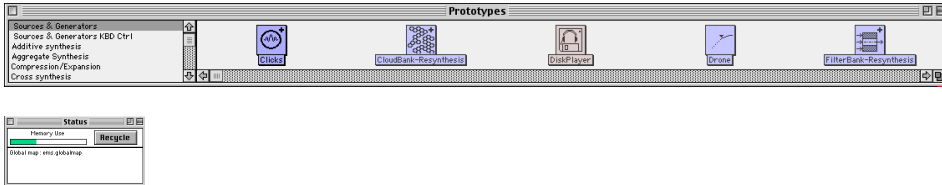
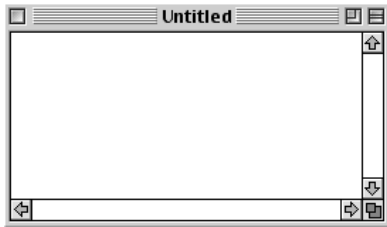


Electronic Media II
Spring 2003
Intro to Kyma

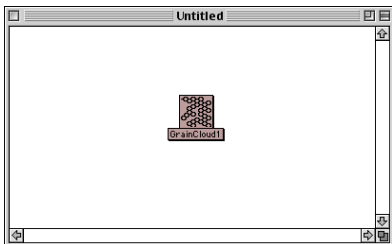
1. Prepare to launch **Kyma** as follows:
 - a) Power up the studio (power switch on wall; power switch for amps; power switch for peripherals)
 - b) Bring up **Kyma** faders on the mixer (18, 19, 20, 21)
 - c) Assign the faders to the desired buses by punching the bus buttons directly above each fader.
 - d) Bring up **Mackie** Bus faders + L-R (main) fader on the mixer
 - e) Bring up faders for desired speakers (23-31 + 32 for sub)
2. Launch **Kyma** as follows:
 - a) Select **Apple Menu>Process/Synthesize>Kyma.5**
 - b) A licensing window will appear. Click "Accept".
 - c) Close all windows except **Prototypes** and **Status**, shown below.



- d) Notice that the **Prototypes** window is organized into **Categories** on the left and **Prototypes** on the right. These have scroll bars.
 - e) Notice that the **Status** window shows that the "ems.globalmap" is loaded.
 3. Create a **Sound File** as follows:
 - a) Select **New>Sound File>New**
 - b) **An untitled window like the one below appears**



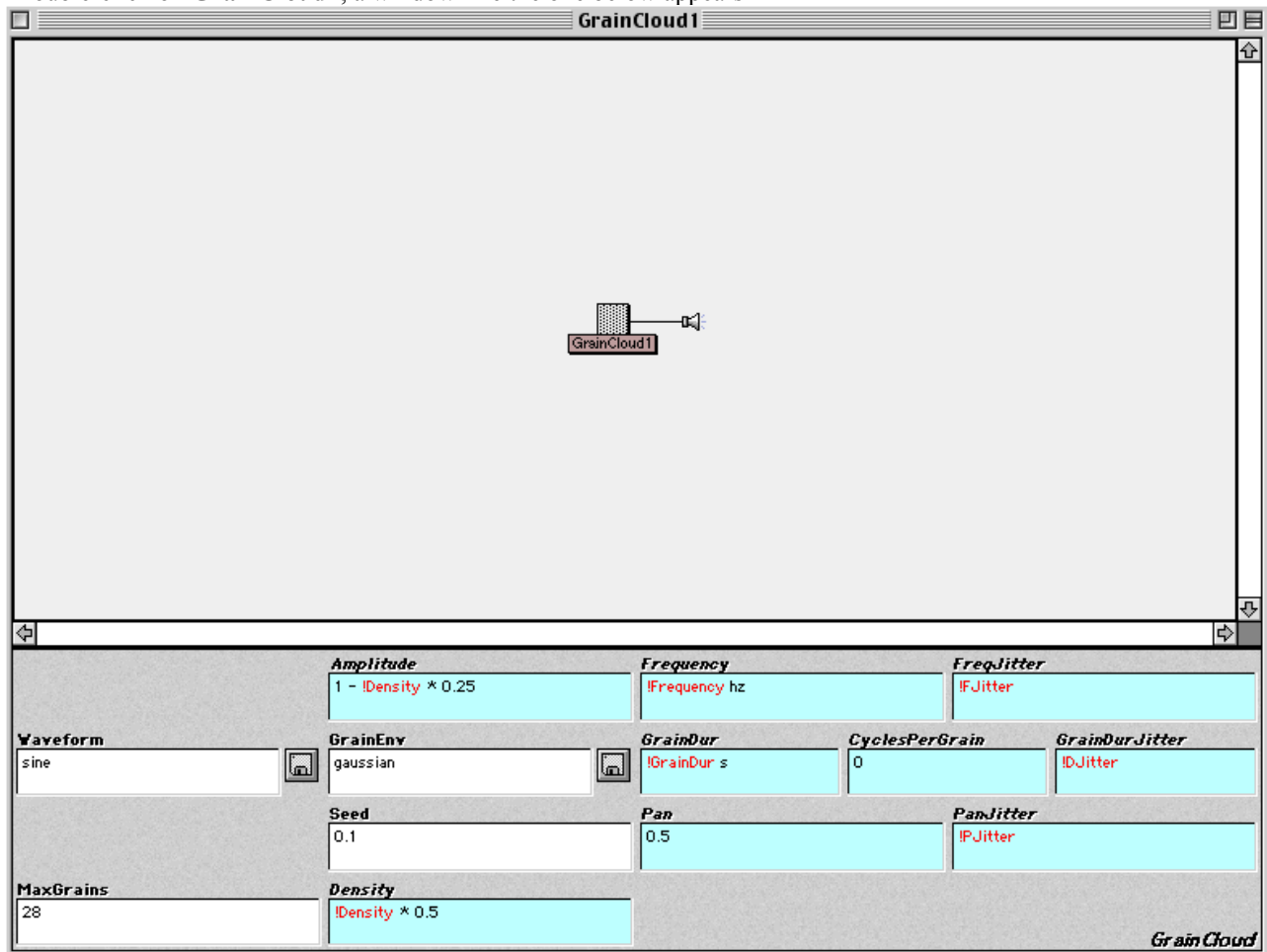
- :
- c) This **Sound File** window behaves like a folder in **Kyma**.
 4. Create a **Sound** as follows:
 - a) Navigate through the **Prototypes** window and select **GrainCloud**.
 - b) Drag **GrainCloud** into the **Sound File** window, as shown below:



- c) Notice that **GrainCloud1** is now a **Sound** in the **Sound File** window.

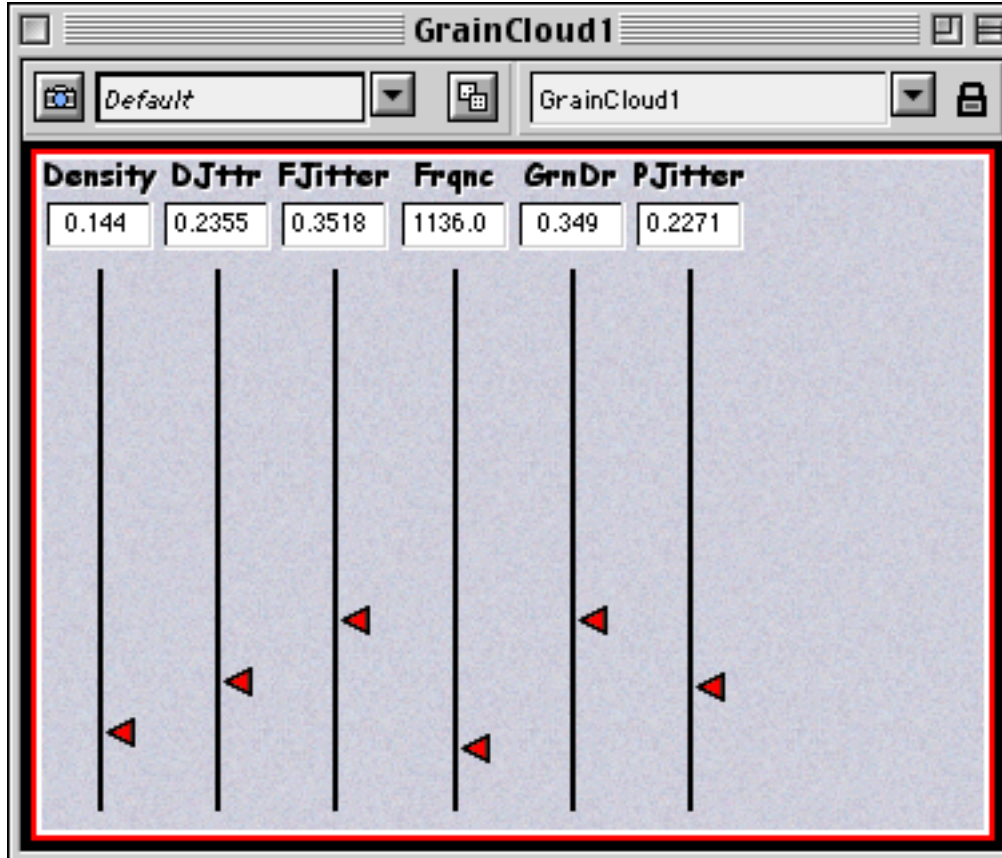
5. Open **GrainCloud1** as follows:

a) Double-click on **GrainCloud1**, a window like the one below appears



- b) Notice the **Flowchart Diagram** in the white space.
- c) Notice the **Edit Window** underneath.
- d) Notice the **cold parameter fields** with a white background and black text.
- e) Notice the **hot parameter fields** with cyan background with red text and black text.
- f) Notice that **hot parameters** in red always begin with an exclamation mark.
- g) Notice the disk icons, used to open files within the **edit window**.

6. To play a sound, the **Sound** must first be compiled.
 - a) To compile a **sound**, press the spacebar.
 - b) After a **sound** is compiled, the **Virtual Control Surface** appears, like the one below.



- 7) To change the parameters of the **sound**, move the sliders up and down.
 - a) Notice that each slider has a range of 0 to 1.
 - b) Notice that each slider represents a **hot parameter** in the **edit window**.
 - c) Notice that the slider value mathematically interacts with the black text **cold parameters** in each **hot parameter field**.
- 8) In addition to moving sliders individually, sliders can also be moved all at once, as follows:
 - a) The camera icon in the upper left corner of the window takes a snapshot of the fader positions. These Snapshots can be named, stored, and recalled from any folder in the computer.
 - b) The dice icon will randomly assign slider values.
- 9) Finally, notice that:
 - a) The **hot parameters** appear as sliders in alphabetical order. This can be changed later.
 - b) **Hot parameters** can appear as knobs, boxes, and buttons, which will be discussed later.
 - c) Some **hot parameters**, like **!pitch** have specific functions and values determined by the **global map**.
 - d) Some **hot parameters**, like **!larry** can be used when functions of 0-1 are needed.
- 10) To quit **Kyma**, do the following:
 - a) Kill or uncompile the **sound** by pressing cmd +K.
 - b) Close the **Sound** by clicking in the upper left corner of the window.
 - c) Select **File>Save as>Larry is my name** and save it to a desired location.
 - d) Select **File>Quit**.
 - e) Notice the icon below. This is your **Sound File** (remember, a folder) that contains your **Sounds**.

