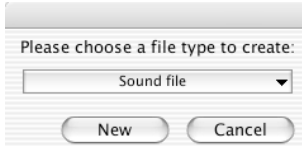


Composition: Electronic Media II
January 23, 2006
Kyma Prototypes, Sounds, Sound Files

1. Discussion of the **Kyma** Sound File.
 - a. The Sound File is both a workspace and a folder. Sounds reside in them.
 - b. To create a Sound File do the following:
 1. Select File>New. A dialog like the one below will appear.



2. Select "Sound File." A blank window like the one below will appear:



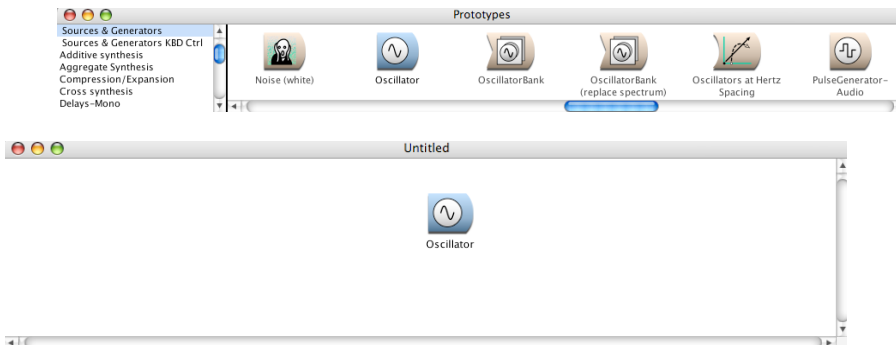
- d. This window behaves like a folder. Sounds can be stored in it.
 - e. When closing or quitting, the Sound File must be saved as follows:
 - i. make the window active by clicking on it.
 - ii. Select File>Save As to give it a name and location.
 - iii. The Soundfile now appears as an icon like the one below:



- iv. To open the Sound File, double-click on it (or use the File>Open dialog).
- Note: always save the Sound File when closing or quitting.

2. Discussion of Prototypes.
 - a. Prototypes reside in the prototypes window.
 - b. Use the horizontal scroll bar to find a prototype within a given category (shown on the left).
 - c. Use the vertical scroll bar to change categories.
 - d. Some prototypes will reside in more that one category.

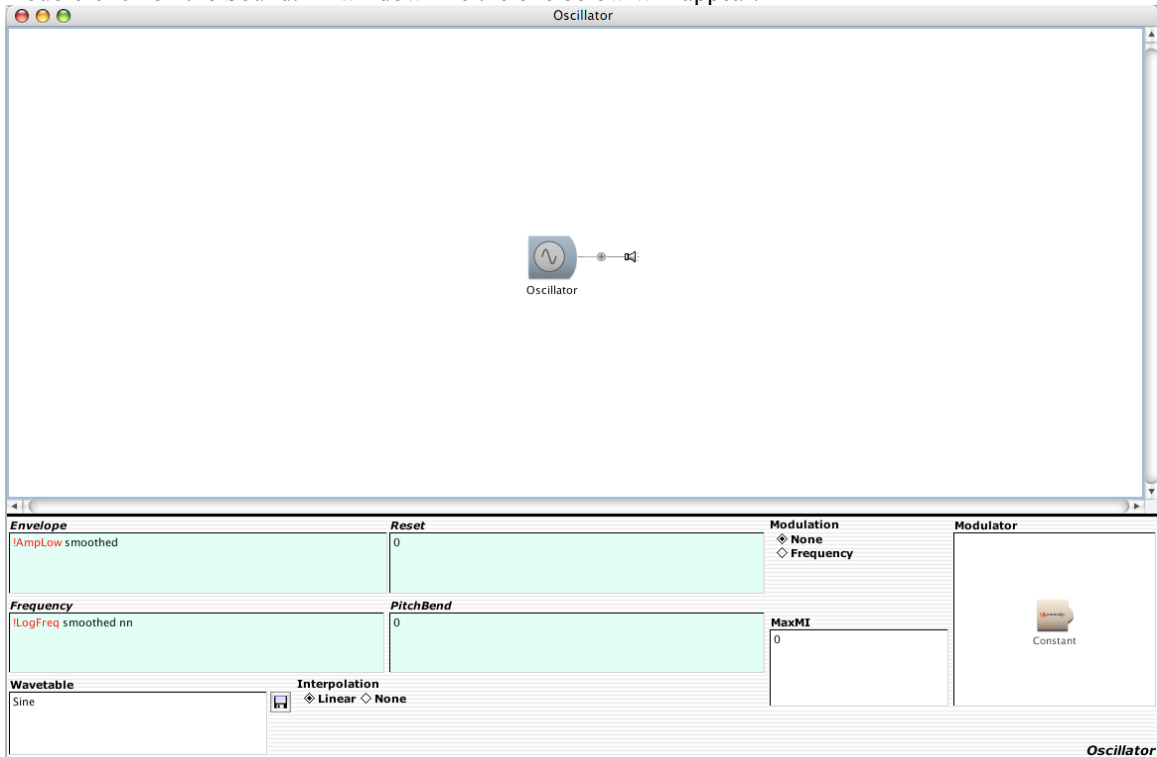
3. Changing a prototype into a Sound.
 - a. Create a new Sound File.
 - b. Drag a prototype from the prototypes window and drop it into the Sound File window, as show below:



- c. Once a protoype has been dropped into the Sound File window, it is called a Sound.
 - d) More than one Sound can reside in the Sound File.

4. Working with Sounds.

- a. Place a Sound in the Sound File window, as shown above.
- b. Double-click on the Sound. A window like the one below will appear:



- c. Note the following:
 - i. A speaker icon appears to the right of the sound. This indicates that the sound will be played through the audio system.
 - ii. It is possible to rename “oscillator” to “larry”. To do this, select the sound, hit enter, then type in the new name in the dialog. Note: “Larry” is copyrighted, so please pay Larry 50 cents every time you use his name.
 - iii. The edit window appears under the white space. To learn the functions of the edit parameters, select Info>Describe Sound.
 - iv. The cyan edit windows contain hot and cold parameters.
 - v. The white window contain cold parameters.
 - vi. Discussion of hot and cold parameters and the Virtual Control Surface.
 - vii. Discussion of compiling and killing sound playback.