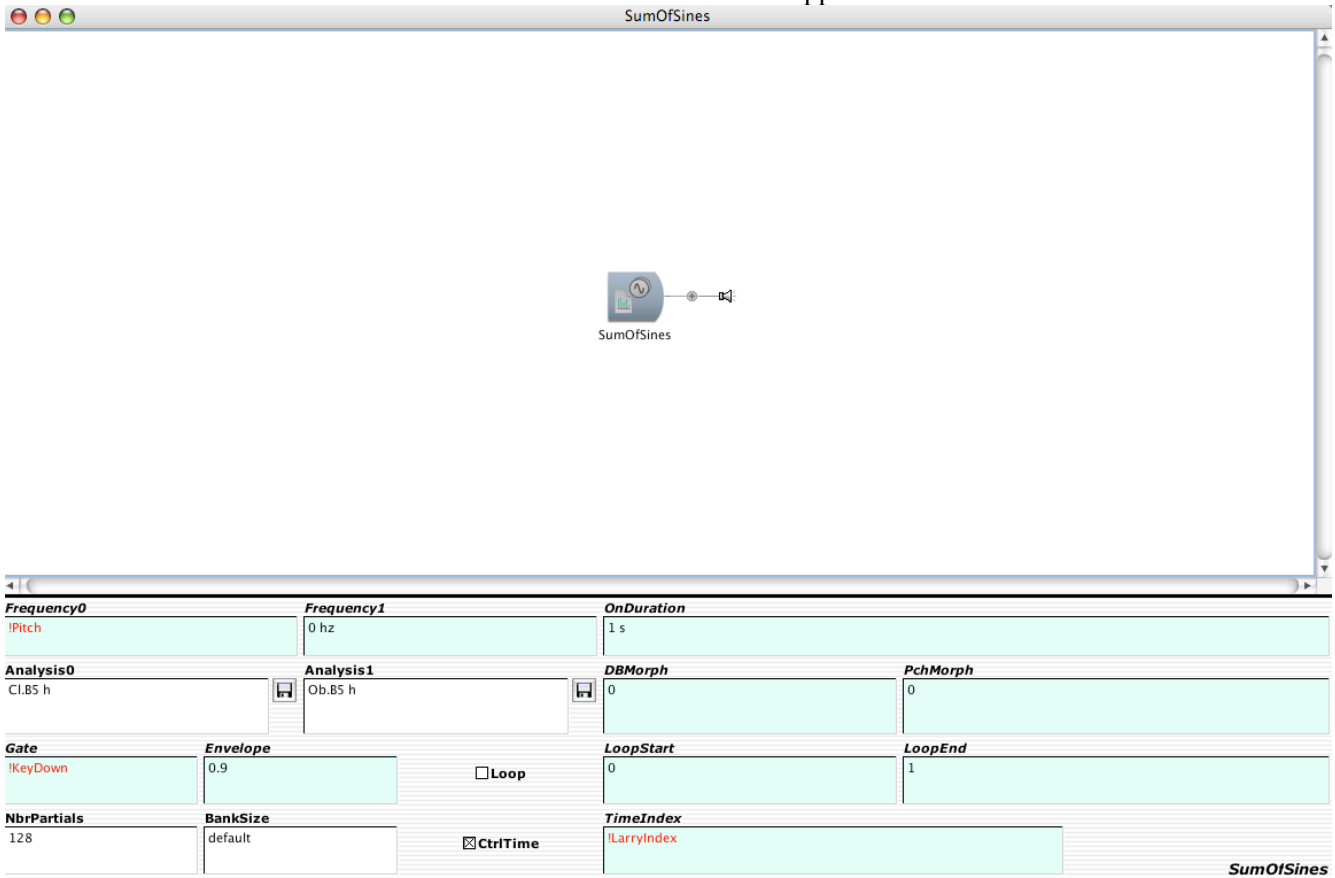


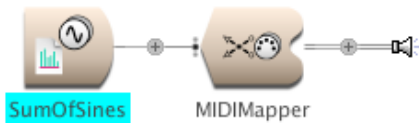
**Composition: Electronic Media II**  
**Jan. 30, 2006**  
**MIDI File Control of Sum of Sines**

1. Thumbnail discussion MIDI.
  - a) Notes = !Pitch
  - b) On/Off = !KeyDown
  - c) Velocity = !Velocity
  - d) Channel
  - e) Polyphony
  - f) MIDI Files
2. Acquire a MIDI File and place it on the desktop.
3. Launch **Kyma**, create a new Sound File, and drag and drop the Sum of Sines Prototype into the window. Double-click on the icon. An edit window like the one below will appear:

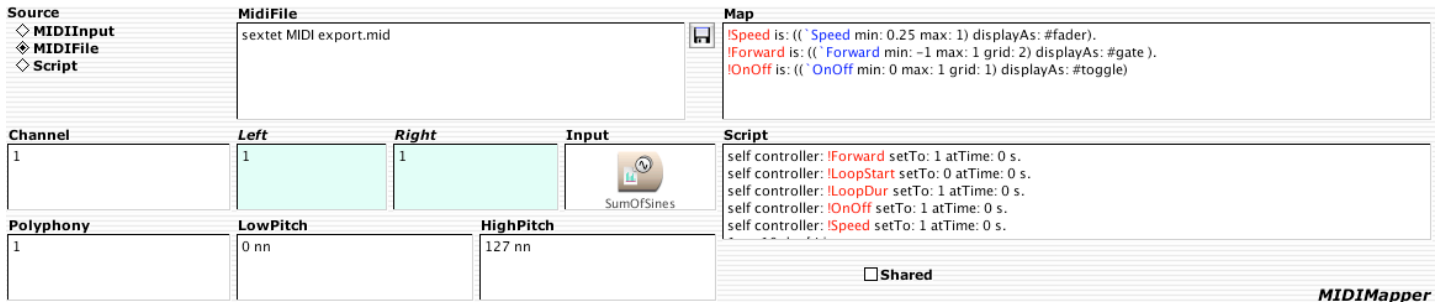


Enter the values shown above (but choose your own analysis files).

4. Drag and drop the MIDIMapper Prototype and place it between the Sum of Sines and the Speaker Icon, as shown below:



5. Double-click on the MIDIMapper icon to open the edit window, as shown below:



Enter the values shown above (but choose your own MIDI File).

6. Compile from the MIDIMapper and experiment. Other things to experiment with include:

- a) Activating the second analysis file and morphing.
- b) Do some algebra with !pitch for realtime pitch control.