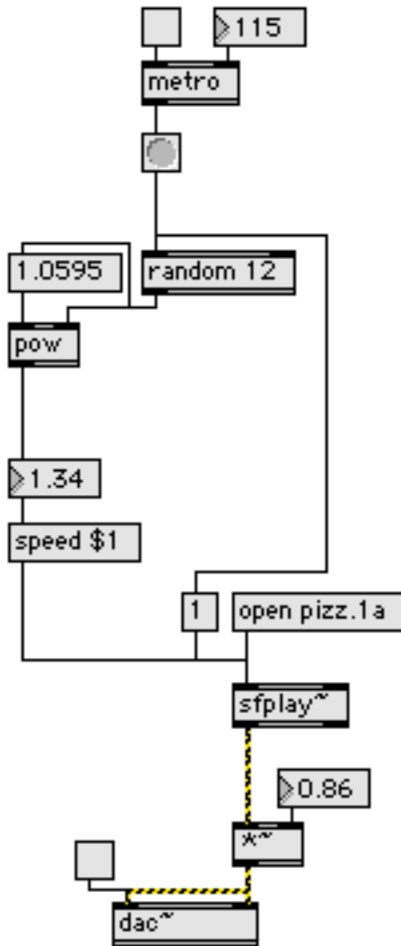


Composition: Electronic Media II

April 10, 2006

Changing frequency, duration, pitch in sfplay~

1. To prepare sound files for Max, do the following:
 - a. Create some short sound files. These should be edited, single sounds, normalized. Mono is fine for now.
 - b. Create very short, memorable names, such as "1a", "1b" etc.
 - c. Place these into a new folder called "Larry Folder."
2. Create a Max patch like the one shown below.



3. Note the new items:
 - a. speed \$1
 - b. float
 - c. pow
 - d. random 12
 - e. 1.0595
 - f. bang
 - g. metro
 - h. number box
 - i. toggle