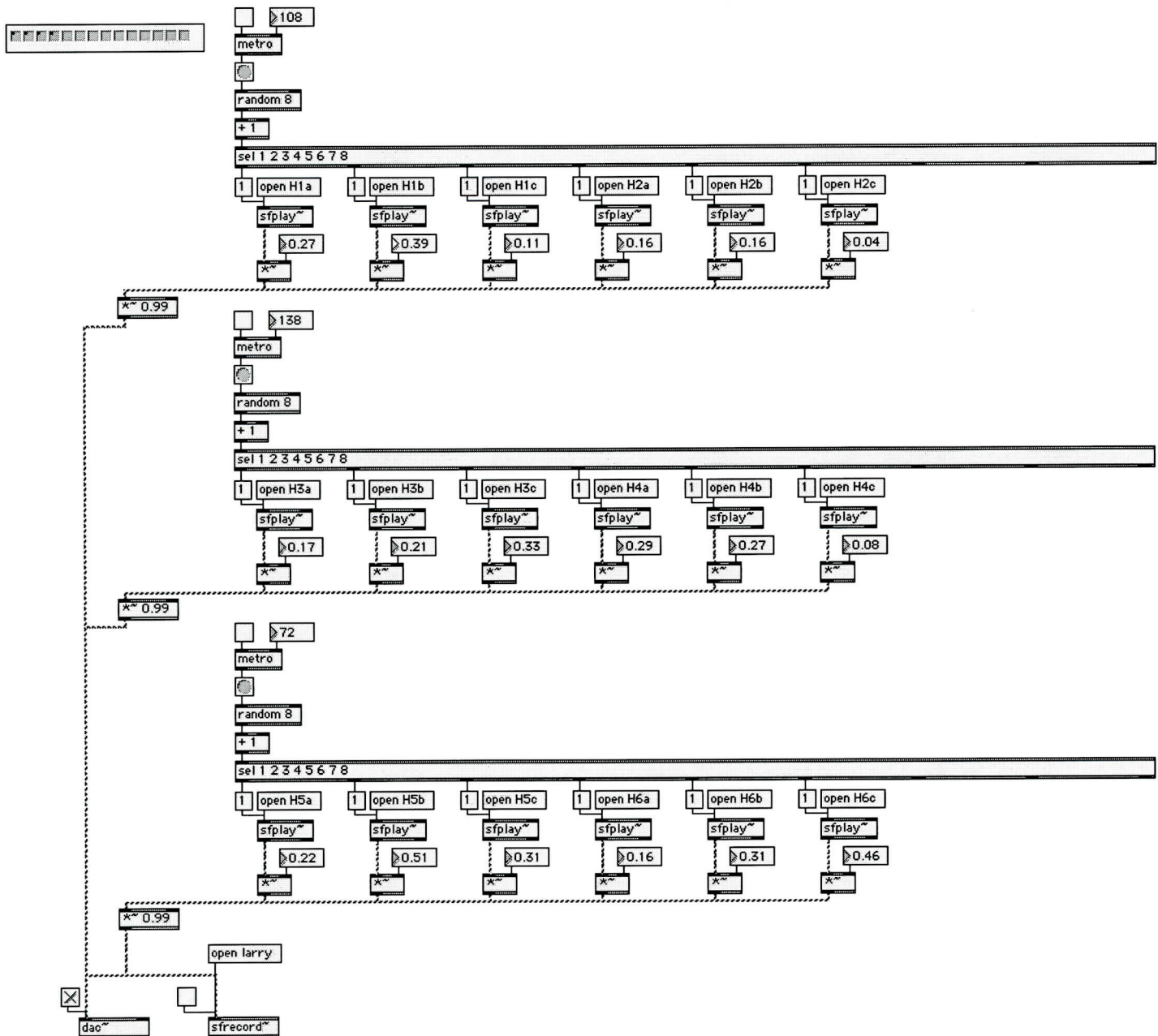


# Composition: Electronic Media II

April 5, 2006

Sfplay~ and srecord~ in Max.

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



- Note the following:
  - Preset box.
  - Metro, random, and sel objects.
  - Structure of sfplay~
  - Structure of srecord~.

4. Build the patch shown below.

