Composition: Electronic Media I Sept. 19, 2007 Basic Operations in SoundHack

- 1. Sound Hack background:
 - a. Tom Erbe, Cal Arts
 - b. Sound file converter
 - c. Sound processor
 - d. Output
 - e. Icon in the dock:



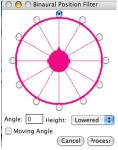
- 2. Find or create a mono or stereo (interleaved) soundfile. Open the soundfile in **SoundHack** as follows:
 - a) Launch **Soundhack** from the dock.
 - b) Select a select a soundfile from File>Open. Two windows will appear.
 - c) The window below shows soundfile information.



d) The window below shows playback information. Press spacebar to play; press return to stop.

000	play • idle	
in: 00:00:00.000	out: 00:00:00.000	play: 00:00:00.000
) + + (

- 3. The Hack menu displays the following functions:
 - a) Binaural Filter
 - b) Convolution
 - c) Spectral Dynamics
 - d) Mutation
 - e) Phase Vocoder
 - f) Varispeed
 - g) Spectral Extractor
 - h) Normalize
- 4. The Binaural Filter looks like this:



- 5. To use the **convolution** function, do the following:
 - a) Open any soundfile you wish to convolve.
 - b) Select Hack>Convolution
 - c) A dialog like the one below will appear:

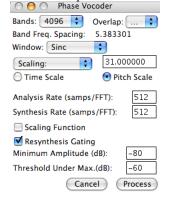


- d) Select the options shown above, then click on "Pick Impulse".
- e) An open dialog will appear. Select a very short soundfile to use as an impulse.
- f) Click on "Process". A new file will be created named "file1 * file2".

- 6. To use the **Phase Vocoder**, do the following:
 - a) From the menu, select Hack>Phase Vocoder. A window like the one below will appear.

Bands: 4096 🛟 Overlap: 🛟		
Band Freq. Spacing: 5.383301		
Window: Sinc 🛟		
Scaling: 10.000000		
💽 Time Scale 🛛 🔘 Pitch Scale		
Analysis Rate (samps/FFT): 51 Synthesis Rate (samps/FFT): 512		
Scaling Function Kesynthesis Gating Minimum Amplitude (dB): -80		
Threshold Under Max.(dB): -60		
Cancel Process		

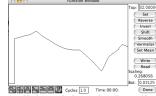
- b) Note that **Bands** = 4096, **Overlap** = .5x, **Window** = Sinc, **Scaling** = 10, **Time Scale** is checked, **Resynthesis Gating** is checked. Click **Process** to create a new processed file.
- c) To raise the pitch of the sound 31 semitones higher, enter the values shown below:



- d) Note that **Semitone Shift** = 31 and **Pitch Scale** is checked.
- 7. Use the Varispeed function as follows.
 - a) Set the parameters to those shown below:



b) Click on the "Varispeed Function". A window like the one below will appear:



- c) Click and draw in the edit window. Press "done."
- d) Return to the Varispeed window and select process.