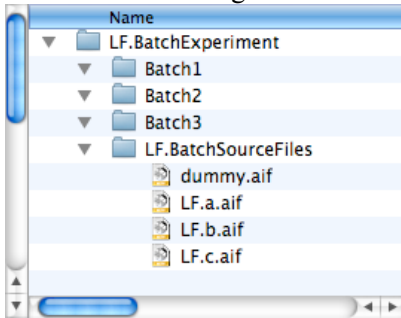
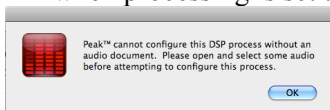


**Composition: Electronic Media I**  
**Fall 2009**  
**Batch Processing in Peak**

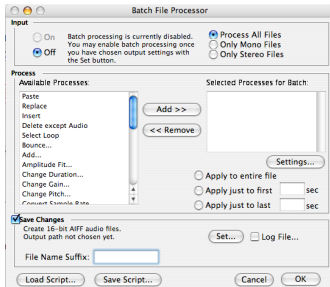
1. Discussion of batch processing.
2. Create the following files and folders, organized as shown below:



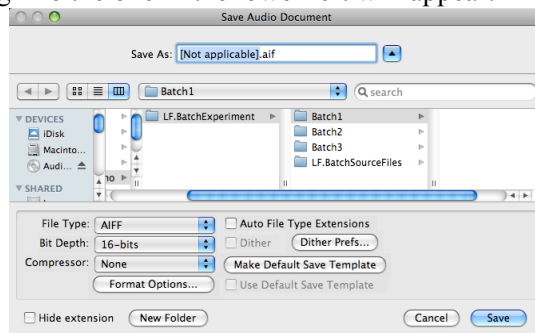
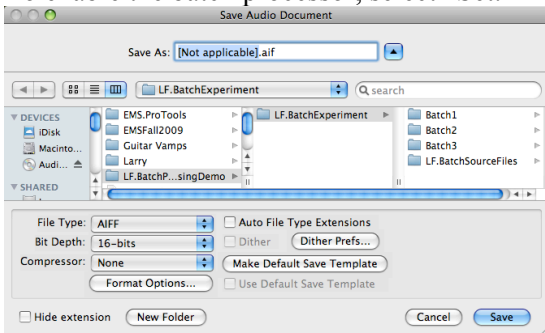
- a. The top folder should be called “LF.BatchExperiment,” but with your initials.
  - b. Within this folder are 4 other folders: “Batch1”, “Batch2”, “Batch3”, and “LF.BatchSourceFiles”.
  - c. The folder “LF.BatchSourceFiles” should contain the following files created in Peak: dummy.aif, LF.a.aif, LF.b.aif, LF.b.aif,
  - d. The file “dummy.aif” can be anything. The sound is not important.
  - e. The files LF.a.aif, LF.b.aif, LF.b.aif, should be the kind of source sounds called “Type 2” as discussed in class.
3. Prepare for batch processing as follows:
    - a. Power up the studio and set the mixer faders as discussed in class.
    - b. Launch Peak.
    - c. Open the file “dummy.aif” using File>Open or drag and drop techniques, as discussed in class.
    - d. If not file, such as dummy, is open while configuring batch processing, a window like the one below will appear when processing is set to occur:



3. Select File>Batch Processing. A window like the one below will appear:

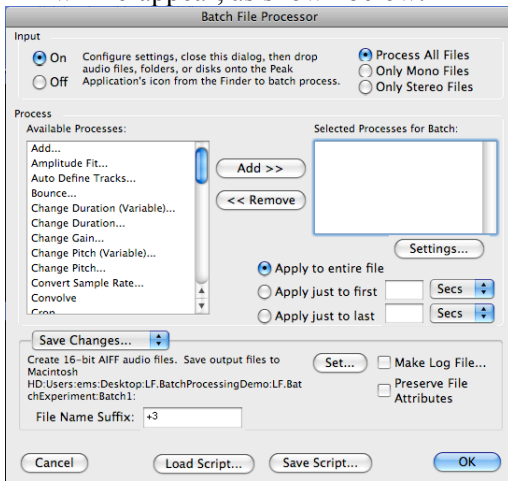


4. To enable the batch processor, select “Set.” A dialog like the one in the lower left will appear:



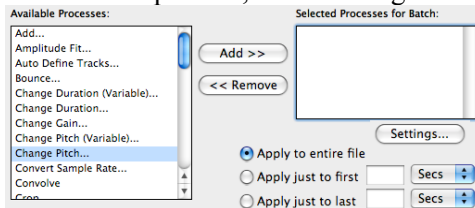


- a. Navigate to the folder “Batch1, as shown in the upper right dialog. Click Save. The batch processing window will re-appear, as shown below.

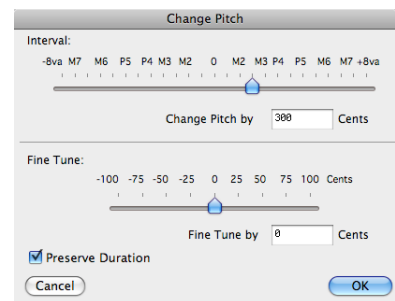
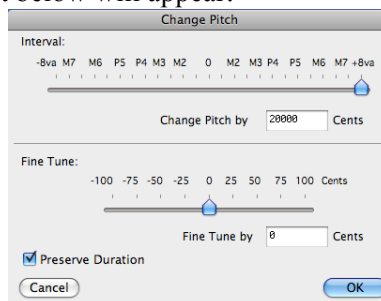
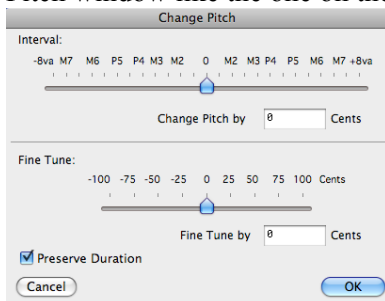


- b. In the input section of the window, select “On,” and “Process All Files.”  
 c. Near the bottom of the window, the words “File Name Suffix” can be found. The text entered in the box to the right will be appended to the end of the original file name, after it has been processed. The suffix should concisely denote the transformation that has been applied to the original file. For this demonstration, type “+3.” This will denote the files that have been pitch-shifted up 3 semitones, as shown later in this handout.

5. To choose a process, scroll through the window “Available Processes” and select “Change Pitch...” as shown below.

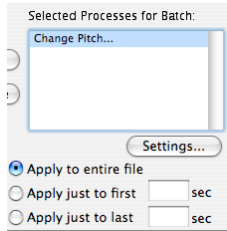


- a. Either double-click on “Change Pitch” or highlight it and click on the “Add>>” button on the right. A Change Pitch window like the one on the left below will appear:



- b. The following functions will be discussed in class:
- i. Interval
  - ii. Cents
  - iii. Change Pitch (Note that values greater than 1200 cents can be typed into the field.)
  - iv. Fine Tune
  - v. Preserve Duration
  - vi. Varispeed
- c. The image above in the middle will raise the pitch of a sound by 20,000 cents = 20 semitones.  
 d. Set the values to those in the image on the right for this demonstration. Click OK.

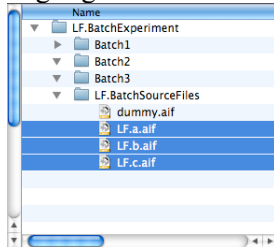
e. The Selected Process for Batch window looks like the one below:



f. Click OK in the lower right of the main window.

5. To batch process the files LF.a.aif, LF.b.aif, LF.c.aif, do the following:

a. Highlight them as shown below:

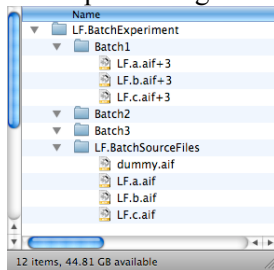


b. Drag and drop them onto the Peak icon in the dock, shown below:



c. As each file is processed, a progress window will appear, showing how many files are to be processed and which one is being processed at that moment.

d. When processing is finished, the Batch1 folder will look like the one below:



e. Notice that the suffix “+3” has been appended to the original file names.

f. WARNING: Turn of the batch processor now, before playing any files. Otherwise, these will be processed, too.

6. Discussion of other uses of the batch processor.

a. Can be used simply to append a new suffix to existing files without processing them.

b. Can have more than 1 process, which are done from