**025:250 COMPOSITION: ELECTRONIC MEDIA I**
Fall 2010
Varispeed Sound Mining

0. Varispeed sound mining is a 3-step process.

1. Step 1. In Peak, open one of the sound-classes created for Assignment 1.
    a. Make a copy and append the letter "z" to the name.
    b. Select DSP>Change Pitch
    c. Uncheck the box "Preserve Duration".
    d. In the box "Change Pitch by (blank) Cents, type a value between -6000 and -1200, as shown below:
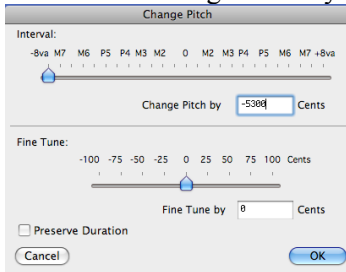

    e. Remember that lowering a pitch by octaves uses multiples of -1200 cents: -1200, -2400, -3600, -4800, -6000.
    f. In general, avoid transposing by exactly one octave and its multiples. Instead, transpose by -1300, -1400, -1500, etc.
    g. Normalize.

2. Step 2. Because sounds below 60-120 hz are not as useful as sounds above 120 hz, the transposed sound should be filtered with a Plug-In, as follows.
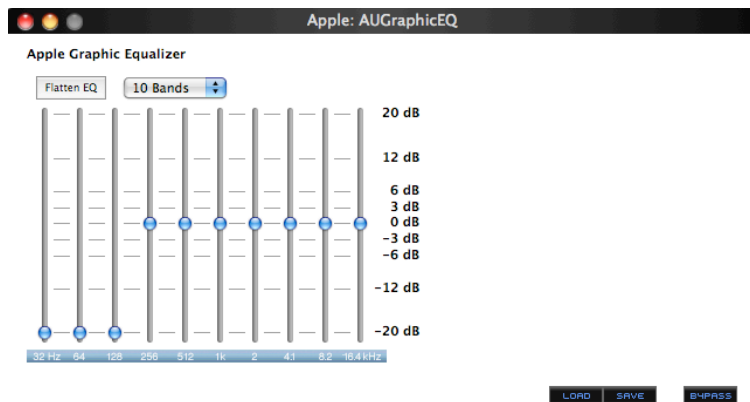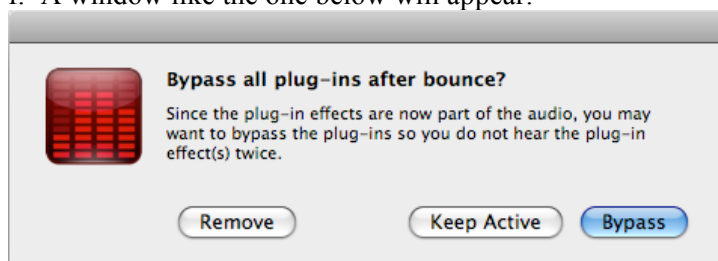   a. Under Plug-Ins, navigate the sub-menus and select AUGraphicEQ, as shown below:
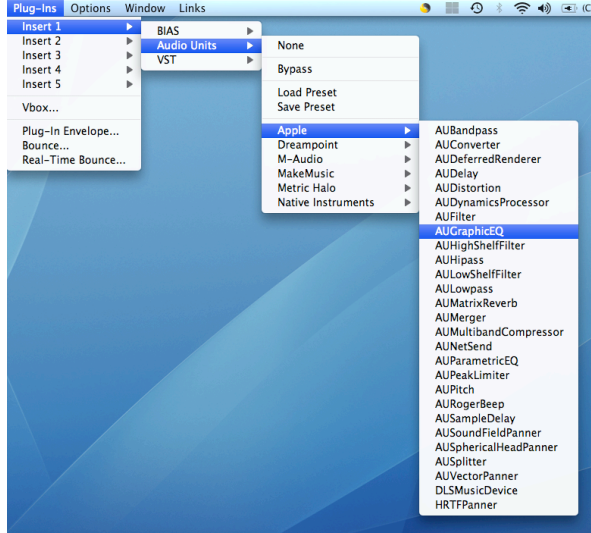
    b. A window like the one below will appear:
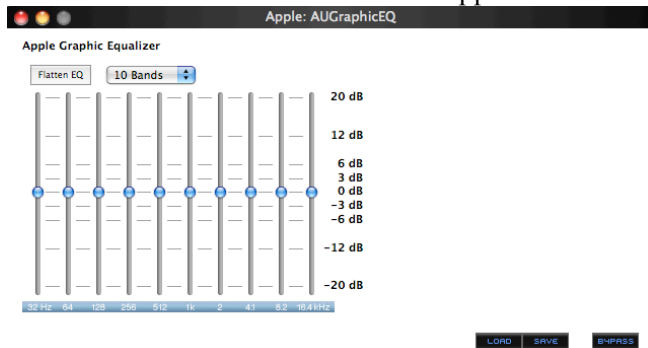
c. Change 31 Bands to 10 Bands, as shown above.
d. Lower the 3 lowest frequency bands, as shown below:

e. Select Plug-Ins>Bounce…
f. A window like the one below will appear:

Bypass all plug-ins after bounce?

Since the plug-in effects are now part of the audio, you may want to bypass the plug-ins so you do not hear the plug-in effect(s) twice.

Remove   Keep Active   Bypass

g. Select Remove.
h. Normalize.

3. Step 3: Treat this file as a sound source to be sound-mined.