

025:250 COMPOSITION: ELECTRONIC MEDIA I

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Goals: To learn how to edit, mix, process, synthesize, and control digital sound. Students will use applications including Sound Designer, Protools, SoundHack and HyperPrism on a Macintosh computer; Kyma on a Capybara DSP system; and Cecilia on an SGI computer.

Grading: Final grades will be based on the following criteria:

<u>Class Presentations:</u>	15%
<u>Assignments:</u>	25
<u>Final Composition:</u>	60

Class Presentations: Students will develop their teaching skills by giving presentations on software, hardware, and other aspects of electronic music composition. Software demonstrations should include handouts with screen snapshots as well as prepared audio examples.

Assignments: The primary purpose of the assignments given throughout the semester will be to generate compositional material for the final composition. Grading criteria includes musicality, originality, variety, and flexibility, as well as demonstration of ability to follow instructions and to solve and work around problems.

Final Composition: The final composition will be a ca. 5' piece for stereo digital tape. Students will present working versions of the piece during class throughout the semester. The final composition is due Dec. 8.

Calendar

Weeks 1-3: Studio orientation, intro to digital audio, basic editing, processing, and compositional approaches on Macintosh with Sound Designer, Sound Hack, and Hyperprism.

Week 4: Composition critiques.

Weeks 5-6: Advanced editing, mixing, plug-in processing on Macintosh with Protools.

Week 7: Composition critiques.

Weeks 8-9: Processing with Cecilia on SGI.

Week 10: Equalization with GQ and Cecilia on SGI.

Week 11: Composition critiques.

Weeks 12-15: Intro to MIDI, processing, and synthesis on Kyma system.

Week 16: Composition critiques.