

Audio Library Assignment 03

FND 111 Timearts
due week of 02.04.2013
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Assignment

Build an "audio library". Use audacity to cut your samples. Use audio you have recorded via audio recorders to build your libraries. You should have 4 libraries of 5-15 second clips. Each library should contain 10-15 clips. Please use a quality sound recorder. You can check recorders out at the cage in Shaffer. Make sure you are getting the best sound possible. Some situations require the microphone to be close and others farther away. Eliminate background noise. Record in a quiet environment. Listen to your sounds first to make sure you have quality sounds before the editing process.

In music, **sampling** is the act of taking a portion, or sample, of one sound recording and reusing it as an instrument or a sound recording in a different song or piece. Sampling was originally developed by experimental musicians working with *musique concrète* and electroacoustic music, who physically manipulated tape loops or vinyl records on a phonograph.

Library 01 should be focused on **spoken word**. Spoken Word samples are usually taken from movies, television, or other non-musical media, spoken word samples are often used to create atmosphere, to set a mood, or even comic effect. The American composer Steve Reich used samples from interviews with Holocaust survivors as a source for the melodies on the 1988 album *Different Trains*, performed by the Kronos Quartet.

Library 02 should focus on **musical instruments**. A musical instrument sample is a type of sample usually a single note. Music workstations and samplers use samples of musical instruments as the basis of their own sounds, and are capable of playing a sample back at any pitch. Create an instrument or use an existing instrument. Sample 10-15 distinct notes or tones.

Library 03 should focus on **seamless looped** subjects. In electroacoustic music, a loop is a repeating section of sound material. Short sections of material can be repeated to create ostinato patterns. A loop can be created using a wide range of music technologies including digital samplers, synthesizers, sequencers, drum machines, tape machines, delay units, or they can be programmed using computer music software.

Library 04 should focus on **unconventional** sounds. These are not musical in the conventional sense - that is, neither percussive nor melodic - but which are musically useful for their interesting timbres or emotional associations, in the spirit of *musique concrète*. Some common examples include sirens and klaxons, locomotive whistles, natural sounds such as whale song, and cooing babies. It is common in theatrical sound design to use this type of sampling to store sound effects that can then be triggered from a musical keyboard or other software. This is very useful for high precision or nonlinear requirements. For example, the English composer Jonathan Harvey sampled a thunderclap for use in his opera, *Wagner Dream*.

Please export your loop as a .WAV file. To be specific in Audacity the format will be as follows:
WAV (Microsoft) signed 16 bit PCM

Each type of audio should be in its own folder. Each audio clip should be named sequentially (loop_01_car.wav, loop_02_brain.wav, etc) WITHOUT SPACES. Please use _ (underscore) or - (hyphen) in place of spaces in your file names. We will check and rename files and folders next class.