

## Creative Computing 2 (IS52020A) Assignment 2 : 2010-11

### Sound and Music Processing

- A. Your task for this part of the coursework is to implement an *Octave* function, or a *Processing* effect for Minim, to introduce a (small) delay into one of two stereo channels, and to apply this effect (with a user-controlled delay length) to the audio file provided.

As your submission to this part, include: the code you have written; the audio file with the second (right) channel delayed by 1ms; and a short (less than one A4 page) report including a description of how your code works, and observations of the perceptual effects caused by relative delays of various durations between the two channels of a stereo file. [40%]

- B. Design and create an interactive *Processing* sketch illustrating one or more aspects of music perception. Your sketch may use sounds from the Commons as source materials provided any licencing terms are adhered to, or may be designed from scratch.

As your submission to this part, include: your *Processing* sketch code; any source materials along with origin and attribution; and a short (less than one A4 page) description of the aspect(s) of music perception your sketch is intended to illustrate, and how it does so. [60%]

The deadline for this coursework is **Friday 18th March 2011**. Programs and output audio files must be submitted electronically using the folder named '2' in the 'IS5020A-assignments-2010-11' directory in your homespace on `igor` (or the G: drive); written components may be submitted electronically (in plain text or Portable Document Format **only**) or as hardcopy. Your submissions will be assessed for how successfully they fulfil their briefs, the technical content of the programs, the clarity of your written descriptions, and any added value.