CDP Sound Design Illustrations - MAC

Your CDP Release 7 MAC OSX version of the software contains several important sets of demonstration sound examples made with the CDP software. If you are upgrading, please note that they have all been gathered together inside the **/demo** folder, the source files are in **wav** format and the examples are in **mp3** format Perusing these will help give an overview of the range of sound design options made possible by the CDP programs, from simple operations to more complex chains of operations. They have been designed to enable you to use this powerful and detailed sound design software productively in as short a time as possible.

For an overview of the various demos open **index.html** in your browser and scroll to the bottom of the page, to the DEMO/GRAPHIC panel.

Demo of CDP Sound Processing.

The sequence of examples illustrates 6 different sounds of a fairly complex nature, showing step-by-step how they have been created, most of which are drawn from my soundscape, *Crossing the Dark Rift*. The sounds and data files employed are in the folder **/docs/Demo/DiceDemo.** You can also open your browser directly in the file **Indexpgs.htm** in that folder**.** This takes you to a set of 6 images which you can select to go to the individual examples. The source sounds are in **.wav** format, with an option to use **.aiff** sources.

Worked Examples in 9 categories.

This set of examples employs contains example sounds (formerly) used on the CDP Website. The related folder is **/docs/Demo/CDPExamples.** You can double-click on **CDPExamples.htm** to enter the main HTML page that links to the various examples and their explanatory screens and texts. The example sounds are in **.mp3** format.

Multi-process Batch Files

These examples are a little different, and probably form a more advanced way of using the system because they involve the use of a series of command lines inside shell scripts (equivalent to batch files on the PC), using the Terminal. The examples demonstrate a typical use of a script, to define a chain of operations, perhaps based on a single source soundfile, and which may generate (at great speed!) an extended composition. Shell scripts have the file extension **.sh** on the Mac. Chained processes can also be set up as 'Instruments' in *Sound Loom*.

To work directly with these scripts you will need to open *Terminal* in (or **cd** to) the **/docs/demo/sdbats** folder. This contains examples comprising six **Sound-builder Templates.** These sculpt a sound via a sequence of processing steps, the most powerful way to use the CDP software. To explore this otherwise heavily laden folder most easily, click on the "Multi-process Batch Files" link in **index.html** as described above. This will take you to a new page from which you can explore each example. I have placed all these sounds on the CD so that they can be auditioned as they are. You can take it from there. Source sounds are given in .**wav** format, and the demo sounds are in .**mp3** format.

These sounds are made with the corresponding **.sh** script files, which run from the Terminal. To run the scripts, some background checks are required. The Installer package should already have created the special environment variable CDP_SOUND_EXT. On an Intel machine this should be set to **wav**. The path to the CDP executables needs to be set in your Environment Variables – which also should already be done (NB: the scripts won't run without the CDP software installed!). Check these settings by typing the command **env** in Terminal. CDP_SOUND_EXT should be present. Similarly the possibly long PATH variable should include the path to the cdp programs.

The script files are contained in the main **sdbats** folder along with the HTML files and .**wav source** sounds, and are also separately placed in the **Bat-sdbats-MAC** subfolder. If you are on a PowerPC (G4 or G5) machine, you may prefer to use the **aiff** versions of the source sounds (as CDP_SOUND_EXT itself will likely be set to **aiff**) – these are in the folder **aiffsources**. You will need to copy them to the parent **sdbats** folder. Run a script simply by invoking it in the standard UNIX way, e.g.,

./churbles.sh

To delete the files (you will need to do this in order to run the script again, as CDP programs are non-destructive):

./churbdel.sh

Each shell script has a similarly named deletion script.

The important thing about the sdbats examples is that you can edit them as you wish, e.g., to process a different soundfile. Copy an input mono soundfile of your choice to the generic name(s) used in the batch file. You can just change the sound input(s) and thereby run a variety of different sounds through the same processing sequence.

CDP_LITE.

Finally, in the **main index** to the CDP documentation, **index.html**, you will now find links to CDP-LITE, a top level and a somewhat more informative secondary level. These also link to the main CDP Reference documentation as a third level of detail. CDP-LITE deals with about 40 basic functions. The **Tutorial Workshop CD1**, *9 CDP Study Worksheets*, an optional purchase, provides sound examples for most of these amidst a comprehensive survey of the CDP System with over 170 worked examples. **Tutorial Workshops CD2** studies composition objectives possible with the TEXTURE set of programs, as well as a Workshop on *Transposition & Shifting*.

I hope that these various documents will help you get into the potential of the CDP software more easily.

Also note the tutorial *Getting Started with CDP in 12* Steps and the various tutorials available for *GrainMill*, also accessed via **index.html**. All sound examples for these are in the Installation. Another important new addition is Trevor Wishart's survey of the CDP software as run from within the *Sound Loom* GUI, ***twSoundLoomGuide.pdf***, which is in the top level of the **/docs** folder.