



CDP Release 5

Sound Transformation Software

~ Mac OS X ~

Key Features

- **Platform** – Supports Apple Mac OS X machines only (Jaguar, Panther or Tiger). Support for the Intel Mac is forthcoming (TBA). Faster processor speeds and larger memory modules will enhance performance.
- **Purpose** – The CDP software is all about 'sound transformations', i.e., gaining access to the sonic data of existing (sampled) sounds in order to shape altered versions or create altogether new sounds. Designed for all who love to explore sound, the sound design professional, electro-acoustic composers and music technology courses.
- **Access** – The CDP software can be accessed on the Mac in 2 different ways:
 1. The *Sound Loom* graphic user interface, also bundled with the CDP PC software. Written by Trevor Wishart, it is modelled on the working methods of this well-known composer, and creator of most of the CDP sound transformation functions. Uses TCL/Tk.
 2. Via the Terminal. This opens the way to processing multi-command sequences of operations (and building your own libraries of them), as well as access for visually impaired users.
- **Time-varying** – One of the most important features of the software is its support for time-varying parameters, realised by means of user-defined 'breakpoint' files. This gives users precise and flexible control over automation.
- **Reference** – Extensive on-line reference documentation in HTML format.
- **Tutorial** – A range of Tutorial and Demo materials, with an option to purchase them with ca. 390 megabytes of realised soundfile examples. Otherwise the links to the sounds are inactive because the sounds will not be present.

(List of Program Groups on next page)

List of Program Groups

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| BLUR | smooth over or rearrange parts of a soundfile – useful for ambient effects |
| COMBINE | put together sonic data from two sounds in various ways |
| DISTORT | 23 different applications of Trevor Wishart's wavecycle distortion technique |
| ENVELOPE | standard envelope functions, envelope data manipulation and associated utilities |
| EXTEND | make a sound longer by various segmentation techniques |
| FILTER | standard filter functions, plus special time-varying and user-definable operations |
| FOCUS | emphasise parts/features of a sound – includes hold and step functions |
| FORMANTS | formant extraction and vocoding (impose formant pattern of one sound onto another) |
| GRAIN | extensive series of operations on 'grain'-sized portions of soundfile |
| HILITE | pick out features of sounds or sonic data – includes imposing vowels on a sound |
| HOUSEKEEP | useful functions for handling sound <i>files</i> and file properties, such as channels, sample rate, copy etc. |
| MODIFY | wide-ranging series of programs to deal with transpositions, loudness, brassage, types of echo ... |
| MORPH | gradual transitions between sounds in 3 different ways |
| PITCHINFO | information about binary files containing 'pitch traces', i.e., an outline of salient pitch movement in an analysis file |
| PITCH | specialised facilities for manipulating pitch data, such as tuning a frequency data to a specific chord |
| PVOC | analysis and resynthesis 'engine' developed from the CARL original – this remains a public domain program; CDP's Pvplay (Dobson) plays analysis files without reconvert-ing back to a soundfile. |
| REPITCH | extensive range of programs to shape pitch trace data |
| REVERB | a variety of ways to create reverb effects, incl. (user-definable) room responsiveness |
| SFEDIT | utilities to edit and splice soundfiles, including segmentation rearrangement and separating out vocal syllables |
| SNDINFO | information about soundfile properties, such as length, maximum amplitude ... |
| SPEC | utilities for editing analysis files |
| SPECINFO | information about analysis file data |
| STRANGE | unusual effects applied to analysis data |
| STRETCH | elongate a sound or spectrum without changing its pitch |
| SUBMIX | range of techniques to mix sounds, create and alter mix instruction files, and set up 'panning' movements between speakers |
| SYNTH | a few utilities to create test tones, noise and silence |
| SYSTEM | some basic utilities to list, record, play, copy soundfiles (with format conversions) |
| TEXTURE | create multi-event textures from one or several soundfiles, with 20+ shaping parameters, most of which can change data over time. This powerful set includes snapping to a user-defined harmonic grid (chord) and even moving between harmonic grids. |