

Sound Sculptor II™ Copyright © 1994-1996 Jeff Smith. All rights reserved.

### Introduction

Sound Sculptor II is a commercial quality sound editor with overdubbing capabilities. It plays 8 tracks of stereo sound with precise control of volume and pan. It records sounds in mono or stereo with input gain control. The multi track mixer has level meters and controls for solo, mute, boost, volume, pan, and pan delay for each track. A variable speed shuttle rewinds and fast forwards up to 32 times faster or slower. Some of its effects include chorus, echo, equalizer, filter, flange, oscillator, resample, reverb, reverse, slow tempo, fade in and fade out. It has envelope's and LFO's for amplitude, pitch, filter and more (envelope's are for controlling effects over time, LFO's are for vibrato and tremolo effects). It also has pencil, line and eraser sound drawing tools. Opens and saves in AIFF, System 7, Sound Designer II, and SoundEdit files. Registration is required to save sounds (\$30.00 or \$10.00 upgrade from version 1.x.x). It requires System 7 and at least a 68020 or a Power Mac. Sound Manager 3.0 or higher is suggested. Includes online Help, tutorial and sample sounds.

### Changes for 2.2

Native PPC Play Routine - plays 8 stereo tracks up to 65kHz.

Native PPC Effects - 5 to 6 times faster.

Reverb - improved algorithm adds less noise.

Shuttle - gradually changes speed. The range is controlled by the Rewind and Fast Forward prefs.

Sound Designer II files - now saves the loop points.

SoundEdit files - now saves at any sample rate by adjusting the play frequency.

A few minor bug fixes and changes.

### Documentation

When the Help window is active (command-?), any menu or button you select displays help for that item instead of invoking a command. The three popup menus at the bottom of the window are the horizontal scale menu, the envelope menu (shown when in envelope mode), and the miscellaneous Help menu. A good place to start learning how to use Sound Sculptor II is "Glossary" and "Keys" in the Misc. menu.

### Questions & Answers

Q. Why does the sound distort when recording?

A. Some Macs do not properly clip sounds that are too loud. Try turning down the input gain.

Q. Why does the speaker squeal when recording with Play Through Speaker on?

A. The mic is picking up sound from the speakers causing a feedback loop. Move the mic from the speaker or turn down the Play Through volume with the speaker volume control (it controls Play Through volume when recording).

Q. Why do the effects make 8 bit sounds so noisy?

A. Because there is not enough resolution in 8 bit sounds. Resample the sound to 16 bit, add the effect, then Resample back to 8 bit.

Q. Why does it sound choppy when playing sounds?

A. The sample rate is probably too high for your computer. Try turning off the mixer, stereo, linear interpolation, pan delay or muting some of the tracks.

Q. How do you increase recording time?

A. Give it more memory in the Finder with "Get Info". Leave at least 50k free for the System.

Q. Why can't I edit or record sounds?

A. At least one track must be selected.

Q. Why does the computer "freeze" when memory gets low?

A. Most likely it's moving memory, which is SLOW when there is little free RAM.

### System Requirements

Sound Sculptor II requires System 7 and at least a 68020 or a Power Mac. Sound Manager 3.0 or higher is suggested for best performance and is required for 16 bit sounds and overdubbing. To see what version of the Sound Manager you have, look in the lower right corner of the About Box. You can get the Sound Manager 3.1 extension from most online services (AOL, Compuserve, etc.).

### File Formats

AIFF: 8 or 16 bit with 1 to 8 tracks non-compressed.

System 7: 8 or 16 bit with 1 or 2 tracks non-compressed.  
Sound Designer II: 8 or 16 bit with 1 to 8 tracks non-compressed.  
Sound Edit: 8 bit with 1 or 2 tracks non-compressed.

#### Registration Info

Sound Sculptor II is \$30.00. If you are a registered user of Sound Sculptor 1.x.x you can upgrade for \$10.00. Foreign orders send an International Postal Money Order or U.S. dollars. If you send cash make sure you can't see it through the envelope (The author is not responsible for any funds lost in the mail). A password will be sent that enables the save command. The password is for one user only.

#### License Agreement

Distribution of the password in any form is prohibited.

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You can get the latest version of Sound Sculptor II from:

America Online (keyword MMS)

<http://members.aol.com/sculptorii/>

<ftp://members.aol.com/sculptorii/public/>

**WARNING!** If this program is modified it will not run. If you would like to translate the resources to another language please contact the author.