21M.380 Music and Technology
Sound Design

Sound design exercise 3 (ex3)
Steam train drive-by

1   Instructions

In groups, implement one Pd abstraction that will contribute towards
our final steam-train drive-by scene.

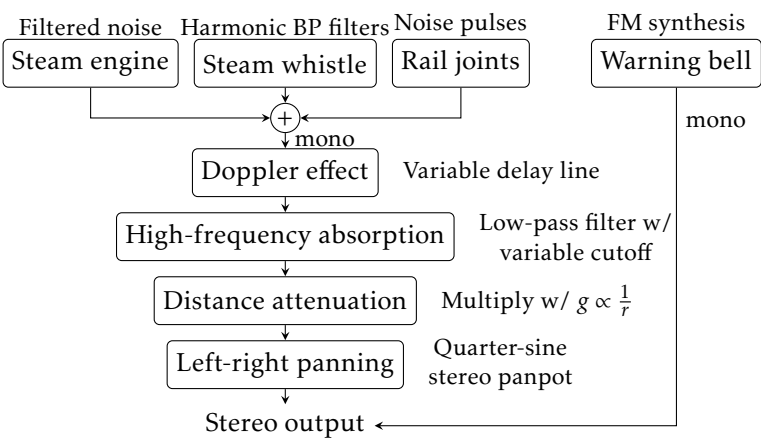| Students	Abstraction A	Abstraction B
Anish, Judy, and Alex F.	[doppler~]	[whistle~]
Jesse and Peter	[bell~]	
Ana and Alex M.	[attenuate~]	
Chris and David	[rails~]	
Robert and Cami	[steamengine~]	
Jeffrey and Tilly	[pan~]	
Grant and Roudi	[absorb~]	

Table 1. Student groups

2   Model

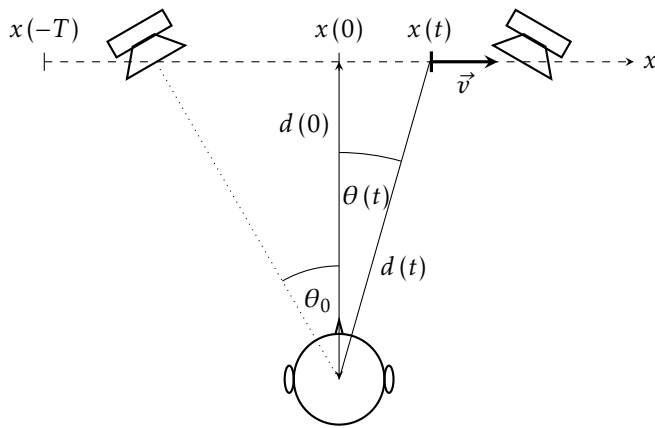Figure 1. Block diagram of steam train drive-by model

Figure 2. Geometry of steam train drive-by

3   Guidelines

- Use the framework of Pd patches provided with this assignment, starting with `driveby~-help.pd`.

- Inside that patch, you will find a skeleton of the abstraction that you need to implement, either in the `[driveby~]` or `[rusty~]` object.

- Do not make any edits outside the abstraction that you are responsible for. Your final abstraction should work within the provided version of `driveby~-help.pd`.

- Use *only* the inlets and outlets that are already provided for your abstraction; don't add any additional ones!

- Stick to the specifications provided by the comments inside your skeleton abstraction, especially with regards to the expected creation arguments.

4   Assessment criteria

Sonic quality of the sound or acoustic effect

Integration How well does your abstraction integrate into the larger patch?

Coding style and quality of inline comments

5   Submission format

The student who in the above table is listed leftmost for your team should submit a single `.zip` archive that contains *only* the correctly named `.pd` file(s) for your abstraction(s). The reason why I ask you to zip the patch(es) is that Stellar (and probably also LMOD) automatically replaces any tilde character (~) in a file name with an underscore (_). Your abstraction(s) will be tested with the version of `driveby~-help.pd` that is provided with this assignment.