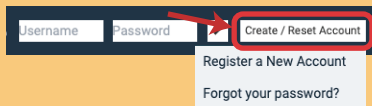


# Get Started in { .||.||. } EarSketch

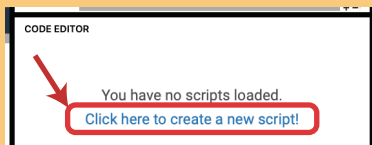
1) Go to earsketch.gatech.edu and click "START CODING"

START CODING

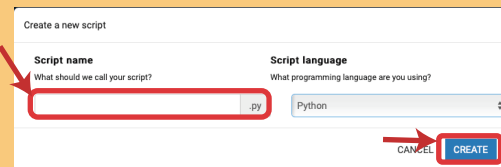
2) Create an account (button in the top right corner)



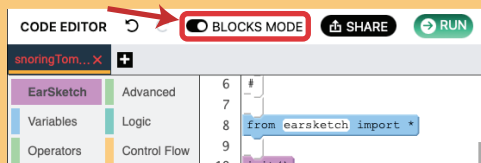
3) Once logged in, open a new script (middle of the page)



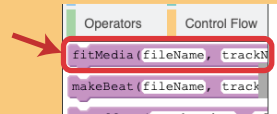
4) Name script and click "CREATE"



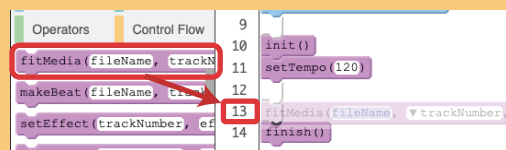
5) Toggle "Blocks Mode" to the right



6) Find "fitMedia()" in the blocks menu



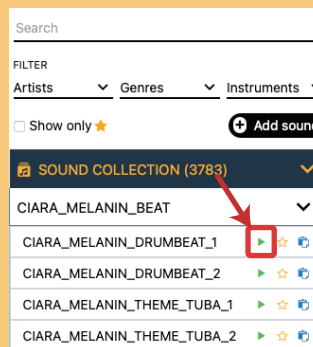
7) Click and drag "fitMedia()" block to line 13



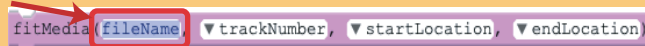
8) Toggle open the content manager (top left) to find the sound menu



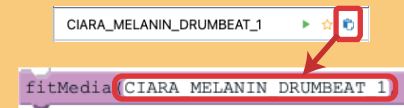
9) Listen to a sound and decide if you like it



10) Highlight filename in your "fitMedia()" function



11) Click the blue clipboard on a sound you like to paste into the function



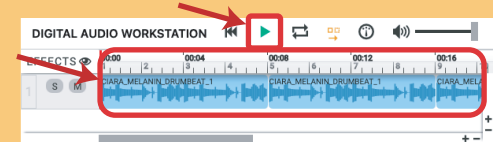
12) Assign the track #(1), the starting measure, and ending measure



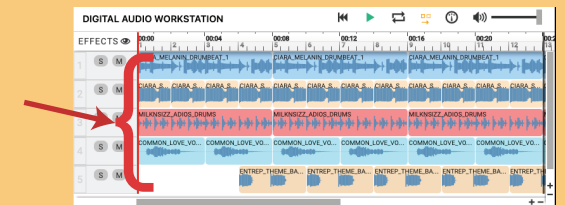
13) Click "Run"



14) Check the Digital Audio Workstation (DAW) to see the music and click "Play"



15) Repeat steps 6-14 until you have 5 tracks\*

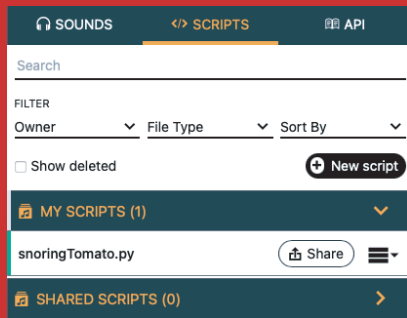


\*Each "fitMedia()" will play on a new track (Tracks 2-5)

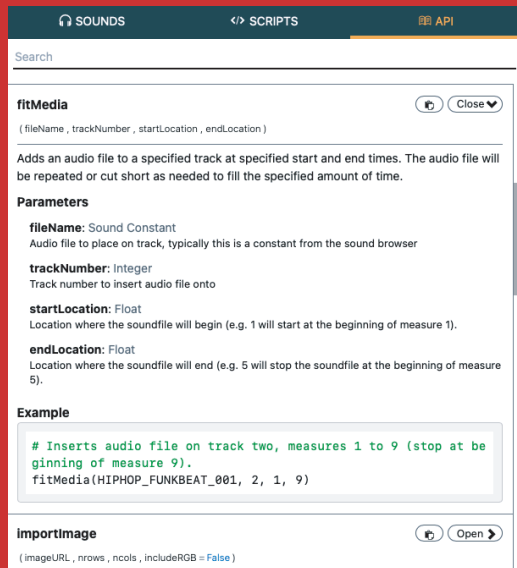
# Get Started in EarSketch

“Content Manager” contains different sounds, scripts created, and explanation of code functions

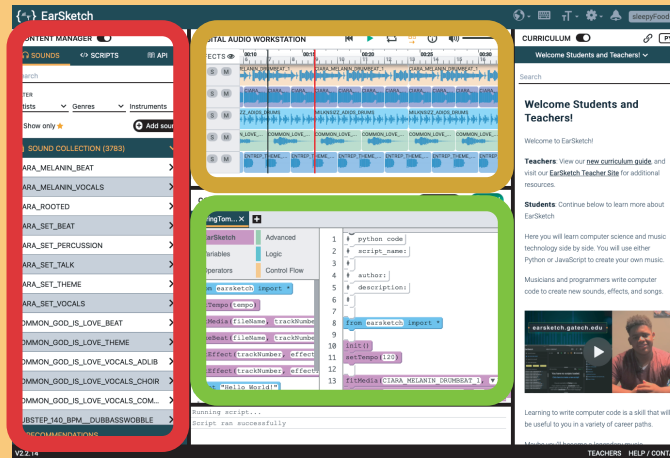
Scripts contain your scripts and shared scripts from your friends



API has the description of functions, their inputs, and an example

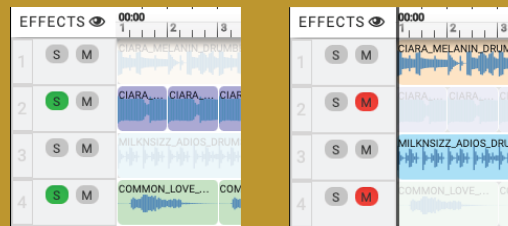


## EarSketch Coding Page



“Digital Audio Workstation” (DAW) shows the sounds waves, alignment of the sounds, and time of the audio

S - Solo the sound(s)  
M - Mute the sound(s)



From left to right: Go to the beginning, play, repeat, scroll with audio, metronome, volume

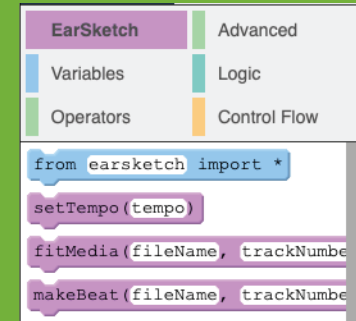


“Code Editor” has function blocks to drag and drop into the lines of code

Share - Lets others view, others edit, embed into a website, or publish the audio onto SoundCloud  
Run - Updates the code to the DAW



Left side contains function blocks with labels on what to input



Right side contains the script with the function blocks

