

## DESN 275 Assignments Week 9, Winter 2011

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**Assignment:** Given the narration “You can’t get out!” create a sound track, using Logic Express, with Audacity if necessary, that supports the narration and brings it to life. Include both musical notes and ambient and object sounds to communicate the following:

- 1) **Environment** – nighttime, open area outdoors, graveyard, small hole, (possibly rustling leaves, nocturnal wild animals, etc.)
- 2) **Actions** – walking, falling, trying to climb out, scrambling, jumping, running, sweating, breathing, etc.
- 3) **Objects** – wind (and footsteps) are the only ones mentioned, but you might decide to include a gate or a vehicle passing on the road.
- 4) **Clues to Emotion** – fear, guilt, amusement. Music would be good for this.
- 5) **Moments of physical or dramatic transition** – dark to scary to terrified to adrenalin-filled to amusement and resignation. Music would be good for this.

### Part One - Planning

First create a plan, a “sound map.” Listen to the narration and listen for objects, actions, environments, emotions, and transitions. Jot them down in column one: like “wind rising” or “realizes someone is there” “footsteps running away.” Think up adjectives to describe what should be communicated and jot them down in column two: like “scary” or “frantic.” Note the location by seconds in column three. Note your ideas for sounds in column four. Note your ideas for the musical notes in column five. Include a copy of this to your instructor.

### Useful Criteria:

- Never overpower the narration. Understated sounds are better.
- Do not obscure key words with sounds that use the same frequency range as the narrator’s voice.
- Add a little time before the narrator begins, or after he ends. Use it to set the scene.
- Add a little space between sentences or particular words where it will make room for sounds that will improve the final product.

### Options:

- Perhaps think up another sound thread that might make the story more interesting or unique or funny, like a dog that accompanies the main character, or footsteps that seem to indicate a regular limp or a

stagger: you get the idea.

- There are two characters in the story. You might try to develop a separate musical motif for each and use them each time a character appears.
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### Study Questions

What is “rendering”? What is “bouncing”?

What is the difference in the jobs of a sound designer or a sound editor?

How many sound elements can you assume the viewer/listener will catch if they occur about the same time?

Technically, how can you make key sound elements easier to notice? (4 or 5 options?)

What EQ characteristics do film soundtracks usually have?

If it is difficult to understand the dialog, what can you do to help the dialog track?

When, in the process of sound design/creation for a project, do sound designers use *semiotics*?  
*During planning, translating adjectives and emotions to musical signs.*

How can you apply the emotional communication of musical notes and intervals to sounds that are not really musical notes, such as a door slam or a footstep?

Blues often use common chords built on *which notes in the major scale*? Answer: 1, 4 and 5

How many ½ steps does it take to go from 1 to 4 or to 5<sup>th</sup> note? 5, 7

What are some of the *semiotic guidelines* we discussed in class to help us support visual media with musical notes...

*Peaceful?*

*Gentle change is happening?*

*Something interesting?*

*Darker, Sad?*

*Tension?*

*Discord – real problems?*

*Heavy, more important?*

*About to end?*

*Coming up to a climax?*

How does music *resolve*? In a media project, what is an example of when would you *want it to resolve*?

What is a "Sound Map"?

What is an example of an **environment sound**?

Nighttime, busy street, etc

An **action sound**?

Footfalls, doors

Things the actor does

An **object sound**?

Cars, thunder, wind, equipment

How do we use adjectives in a sound map?

Design hints

Lively, fun, subdued, raucous

What are examples of emotions that would make sense in a sound map?

Fear, love, surprise, loneliness

What is a leitmotif?

What are examples of physical or dramatic transitions?

Something is about to change

Moving to a new location

What should we remember about EQ if we have two sounds with *similar frequency ranges* that occur at the *same time* in a media project?

### Loop Questions

What is a loop? What is the difference between a loop and a short recorded musical passage?

Explain "transpose" clearly. Be able to include the terms measure, key, notes, half-step(s), whole steps, octave in an explanation of "transpose."

What are the differences between a "software" instrument and "real" instrument? Which ones can you transpose? Which ones lets you change individual notes?

### Music Questions

What is meter?

*An identifier like 4/4 telling how many beats in a measure / the kind of note assigned to each beat (full, half, quarter, etc.)*

What is a musical *octave*? How are the frequencies of two notes an octave apart related?

A *sharp* raises a note by how much?

A *flat* lowers a note by how much?

What is an *interval*?

### Logic Express Lab Questions

What is a "region"?

*What is an "insert"?*

*What is a "send"?*

Where do you find the tool/control to...

*Add a track?*

*Browse through audio files or loops?*

*Edit an audio region?*

*Edit a MIDI region?*

*How do you get a musical keyboard to show?*