

DESN 275 Week 2 Check Sheet

Create a sound track

_____ Street ambience - footsteps 8 sec - no distracting sounds

_____ Alley ambience - footsteps -Street ambience drops. First reflections increase. Dog barks in the distance.

_____ **1st door** is opened into a vestibule (small room). Reflections appropriate. Room reflections of door closing and second door opening is heard. Dialog is heard.

_____ **2st door** is opened into large quiet room with hard surfaces, walker steps inside and door closes. Room reflections of door closing is heard.

_____ Footsteps walking slowly through the larger room – long reverb time & pre-delay - reflections from hard surfaces -

_____ Dialog 1 is heard about 5' away

_____ Dialog 2 is heard about 10' away

_____ **3rd door** is opened (large room reverb) into a wood paneled and carpeted hallway

_____ Door closes behind us – short rev or reflections in hallway

_____ Quiet, muted (low level) and indistinct (EQ low and high cut) music coming from behind a far closed door.

_____ Dialog comments

_____ Footsteps walking down the hall - music level increases as we approach, but indistinct.

_____ Latch is turned, **4st door** is opened - chamber has mixed surfaces

_____ Music heard clearly (club/pub)

_____ People partying near and far
(bonus if far voices are EQ'd)

_____ **5th door** latch, steps into street

_____ Music becomes muted & indistinct

_____ Street ambience about 5 sec.fades

_____ Problems? Needs fades at end of clips? Reverb has time to complete. Smooth transitions? Original footfalls dry? Clipping? MP3? File name clear?

_____ **(24) Total**

DESN 275 Week 2 Check Sheet

Create a sound track

_____ Street ambience - footsteps 8 sec - no distracting sounds

_____ Alley ambience - footsteps -Street ambience drops. First reflections increase. Dog barks in the distance.

_____ **1st door** is opened into a vestibule (small room). Reflections appropriate. Room reflections of door closing and second door opening is heard. Dialog is heard.

_____ **2st door** is opened into large quiet room with hard surfaces, walker steps inside and door closes. Room reflections of door closing is heard.

_____ Footsteps walking slowly through the larger room – long reverb time & pre-delay - reflections from hard surfaces -

_____ Dialog 1 is heard about 5' away

_____ Dialog 2 is heard about 10' away

_____ **3rd door** is opened (large room reverb) into a wood paneled and carpeted hallway

_____ Door closes behind us – short rev or reflections in hallway

_____ Quiet, muted (low level) and indistinct (EQ low and high cut) music coming from behind a far closed door.

_____ Dialog comments

_____ Footsteps walking down the hall - music level increases as we approach, but indistinct.

_____ Latch is turned, **4st door** is opened - chamber has mixed surfaces

_____ Music heard clearly (club/pub)

_____ People partying near and far
(bonus if far voices are EQ'd)

_____ **5th door** latch, steps into street

_____ Music becomes muted & indistinct

_____ Street ambience about 5 sec.fades

_____ Problems? Needs fades at end of clips? Reverb has time to complete. Smooth transitions? Original footfalls dry? Clipping? MP3? File name clear?

_____ **(24) Total**