

CREATE A SOUNDSCAPE FOR A HYPOTHETICAL FILM SCENE

3 minutes

Due: May 21 (rough cut due May 14)

A soundscape is a sound (which can be composed of multiple layers of foley recordings, noises, and various forms of synthesis) that slowly evolves with the use of effects. Your soundscape should include background sounds, foley recordings, and special effects. At least 2/3 of your soundscape should be wild sound you record.

Remember: Record ambient and spot sounds.

Post-production tips:

1. Add depth using time stretch
2. Add foley recordings on top of recorded sounds
3. Add effects - Delay, Reverbs, Compression and EQ effects

Delays with pans can cause the sound to constantly bounce left and right in the stereo field, adding movement to the texture. There's room for experimentation here – the more extreme you push the different parameters, the more the sound will bounce around.

Next, we add multiple reverbs to even out and widen the layer.

The compressor controls the sound and brings up the reverb tails, while the EQ is used to cut off any unwanted frequencies, mud, and harshness caused by the multiple effects.