


8/11/17

Interrogation

GAD402

A man wearing a black cowboy hat and a dark shirt is holding a large, bright flashlight. The beam of light is focused on the face of another man, who is shown in profile. The man being interrogated has dark, wavy hair and is wearing a black blindfold. The background is dark and textured, possibly a wall.

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Connor Leigh,

Concept

An immersive experience through sound where you, the victim, has been kidnapped, blindfolded and have been placed into an interrogation. Against your will.

The experience will be for young adults to old generations (16+).

The immersive experience comes from the experience of being placed in a situation where the user doesn't feel comfortable, as they are in an interrogation situation.

Because the user is blindfolded their sense of hearing is heightened and therefore can become more immersed in the 3D sound.

The experience is special because it only uses smell and hearing to make the user experience this interrogation situation as their main sense, sight, is unable to be used.

Materials and Technology

We plan to use a binaural microphone to record the dialogue for our immersive experience. In the recording process, we will have one individual sitting still in a chair wearing the microphones on their ears. We will also have an (Connor) reciting the script and acting out the scene. We are hoping to catch the whole thing in one take, because if the audio clip has to be edited it may become disjointed and make the whole experience less immersive. We are planning to record in a quiet empty room at university, but we may have to test different locations to find the acoustics that will fit our narrative best. For the delivery of the product, we will blindfold the user, and walk them to another room where we will sit them down in a chair and put headphones on them, which will be connected to a laptop through an audio splitter. There will also be another pair of headphones plugged in, worn by someone from our group, who will listen for the cues to direct the other group members to use props to immerse the user further.



Scope of the project

What is the scope of our project?: We aim to have recorded the audio for our scene using a binaural audio recorder and edit it if need be to ensure the immersion of the scene is not ruined by any random background noises. In addition, we need to acquire certain props that match the recorded scene to create a mixed reality between them.

Where are we now?: We are currently writing the script for the scene and intend to practise with the binaural audio recorder soon to ensure the quality of it and adjust it for the final project if necessary. The challenges that come with this project is the realism of the scene we record as well as the quality of the audio so that it sounds like the interrogation is actually happening

Team Roles: We will all be taking part in the writing and editing process, however with the recording of the scene our roles are as followed: Brandon - Recorder Ellie - Director Connor - Actor

Our Production Plan:

November 9th
Test record some lines
from the script using
the Binaural Audio
Recorder.

November 13th
Record the final scene
using the Binaural
Audio Recorder.

November 14th
Edit the scene we
recorded if necessary
to ensure it's quality

November 15th
Hand in the final
project.

Thank you!

Any Questions?