

## Interview Podcast Artist Statement

Billy Chapler | 10/17/2023

My project is an episode of the Juliet Street Podcast. In this episode, I interviewed my roommate, Gabe, about his experiences visiting Gettysburg with his father. In this episode, we dig into the moment Gabe heard a ghost, the time surrounding that event, Gabe's beliefs surrounding ghosts, and hypothetical scenarios revolving around ghosts. The purpose of this podcast is to inform the audience about ghosts and understand the perspective of a ghost believer. The secondary purpose is to entertain the viewers with good conversation and scary stories.

My mic setup was not ideal because the room we recorded in is very echoey. I also placed the microphone too far away from Gabe and me. This was the biggest problem I had during the assignment. To fix this problem, I had to use lots of processing to clear up the audio, and it was still not ideal. I used noise removal, compression, and EQ adjustments to do this. I added creepy music in the background to set the eerie mood, and a high-pitched scream to mimic the noise that Gabe heard. This helps the viewers get more of an idea about how Gabe felt in that moment. It did not feel right to add lots of sound effects, because I wanted to stick with the classic scary podcast vibe. In the podcasts I listen to, they do not really use sound effects outside of background music. I used lots of trimming to cut down on laughing, silence, and dialogue that did not fit the topic of the podcast. I also added some intro music. I think that overall, these changes made the podcast appear more focused and professional.

Audition allows you to easily add audio layers and use basic plug-ins to process the audio. The program has some nice AI tools such as noise reduction, which allows users to get more professional sounding audio without much effort. The built-in plug-ins are limited, and I am not sure how to add in VSTs. For this project, these plug-ins were enough to work with. I do not like the layout of Adobe Audition, as I am more familiar with programs such as Pro Tools and Reaper, so that took some getting used to.

The biggest strength of my project is the flow of the podcast. Gabe and I have been friends for years, so our conversation was natural. I believe that this makes the audience feel more at ease while listening. The topic is also interesting, and the vibe manages to be lighthearted while discussing a scary and serious topic. The number one weakness is the audio quality. I tried my best using the techniques we went over in class, but I was unable to make the audio sound completely clear. The room was just too echoey, and I placed the microphone too far away from Gabe and me. I was also talking in the direction away from the microphone, which made it pick up my voice after it had bounced off the walls. Because of this, I am not completely satisfied with the result, but I did the best I could, given my starting audio.

I stuck with my proposal completely. I learned that podcasts are very fun to make, and I realized that once you have your setup complete, you can keep the same processing and pipeline each time. I also learned that there is lots of room for creativity using audio only, as I originally thought it would stifle the creative process by limiting you to one mode. Overall, I had a great time completing the podcast, and I would definitely consider creating one again in the future.