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Creator’s Statement and Project Reflection

For my soundscape project I decided to make it about someone walking in the forest when an unexpected thunderstorm comes out of nowhere and they have to seek shelter. The reason that I chose to do that for my project is because I experienced this in the summer when I went on a road trip out west. My friends and I were hiking and a thunderstorm came out of nowhere and we had to run to shelter to get out of it. In my soundscape project there are a total of 11 different sounds that I got off the internet. I did not choose to record my sounds, due to the background noises that I would encounter, such as people talking, cars going by, random noises that happen in Pittsburgh,etc. Going along with the 11 different sounds I included multiple different tools and effects such as the trim tool, fade in/out, time shift, and my favorite noise amplification. The length of my soundscape project is a bit on the shorter side (1:45) because it's a very faced paced narrative that has a lot of things going on at the same time. I feel like if I made it longer the audience members would lose interest in it. The most significant challenge that I have faced with this project is that my laptop did not have the right software to download audacity. I have a chromebook and there is no way to download audacity on it without doing something that is way above my technical knowledge. My solution to this issue was that I had to go to the computer lab to work on the project. In addition to that I had to use the same exact computer every time because my project would be only accessible from the same desktop. Overall I enjoyed this project and the way it turned out, I hope you do as well.