The first idea I had for this project was to create something similar to one of the soundscape narrative examples we looked at for class. It was the one where it was telling a story with just sounds you could easily recognize like a telephone ringing, doors creaking open, cars driving by, etc. All these sounds were easily identifiable and it made the story easy to follow and coherent. I decided for my own soundscape narrative to make an audio version of a video log. An audio log that is practically a video log with no visual media. It follows my schedule for a school day, waking up, getting ready for class, walking in between, activities after, and so on.

For the project, I used my phone microphone to record various sounds throughout the day. I held it in my hand as I was walking around campus to gather some outdoor sounds. I left it on my desk at the beginning and end of class to get those sounds too. I had to use the “Loudness Normalization” tool to make sure all the different sounds blended together and were not too loud. I also had to use the “High-Pass Filter” tool to remove the unwanted wind noise from the microphone being outdoors. The last tools I used were the “Fade-In” and “Fade-Out” tools to blend sounds together. I added the instrumental of a song throughout the whole audio to liven it up and make it more interesting. It was feeling a little boring with just the sounds alone. I separated all the sounds into different tracks so I could easily work on them.

I had fun making this project. Using audacity was pretty straightforward and there were loads of tutorials online to help with extra-specific needs. The hardest part was probably editing the clips and cutting out redundant stuff.