Soundscape Information by Josh Rush

My vision for this soundscape was to portray what it’s like to walk through a vampire’s castle. I just wanted to be able to draw this scene without using any visuals. I included many cliches that a person would imagine experiencing if they were to walk through a castle. This includes things like bats, falling bricks, and hearing footsteps follow behind you. I got all sounds that are used in this project from freesound.org and quicksounds.com.

The biggest hurdle in completing this project was trying to collect the exact sounds that I wanted to use. There are a lot of sounds on freesound.org, but only some of them are quality enough or sound the way I want them to. Searching for the correct sounds certainly took the longest while making this project. Another hurdle was learning Audacity. I have used it before a few times, so I was not learning it from the ground up. However, I still had to learn several tactics to make the soundscape sound exactly how I wanted. In the end I was able to make the project sound the way I had imagined it in my mind. I think the listener will be able to feel the direction I went with the soundscape. I included 2 different organ recordings because I felt that they really added to the environment and helped the overall mood of the project. Luckily I was able to make all of the elements I wanted to include happen in the final project.