

Lindsey Beck
Composing Digital Media
Professor Flynn
9/27/2021

Final Soundscape Project Reflection

The creative intention behind my soundscape project is to convey the feeling of what it's like to be stuck in a toxic or abusive relationship. There is no specific narrative, besides a short scene where you can easily follow a somewhat heightened event taking place. Otherwise, the effect should be a rollercoaster of emotions that come from listening to the music and changes in the music. The most significant challenge that I have faced in creating this project has had really nothing to do with the actual creation of the project itself. During the learning process and trying to figure out how Git and Github worked in conjunction with the project, I managed to find myself in a technical tough spot. I ended up deleting half the files on my desktop with really no way for me to retrieve them. This was a devastating loss and set me back a day or two when it came to developing my actual project, since I was concerned with fixing the computer issue and trying to figure out Git.

A particular design choice I made while making my soundscape was by splicing and mixing different orchestral songs together in order to achieve a contrast and to represent a change in emotion. My vision for the project changed after I got an idea for the structure. This was loosely inspired by the music from the Disney classic, Fantasia, and how they use very strong orchestral music to convey a story and the things occurring within the story. My soundscape project is a fairly abstract and imaginative representation of what it feels like to be stuck in a toxic relationship. My project is meant to begin with a sense of excitement, happiness, and overwhelmingly positive emotions. Then, as it continues, it is revealed that this initial sense of happiness was not all it was made out to be. Combined with orchestral music and common sounds, I wanted to create a sense of anxiety and tension towards the end. I want listeners to feel the ups and downs of the relationship through the work and to be able to follow the narrative. Throughout the project, I used a handful of effects including fade in and fade out, noise reduction, compression, loudness normalization, and reverb. I wrapped it up with a faint crying to polish off the message. I thought of maybe continuing the project with more music following this, however, I did not think it would make it any more or less effective.