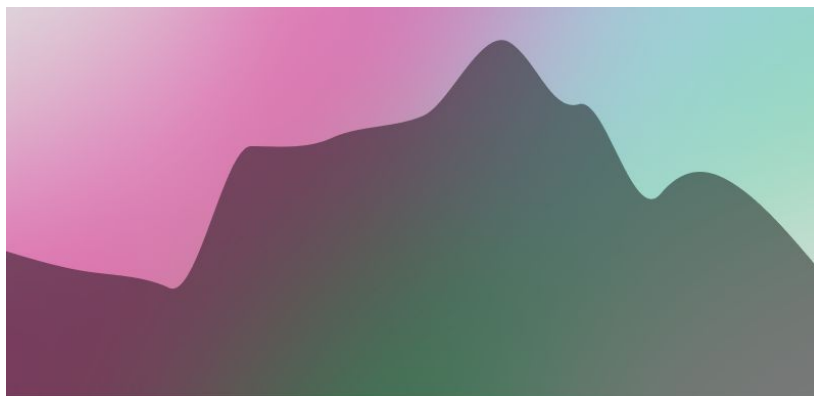


# Report 1: On Sound Objects

The three dimensional object I chose to use as the subject of this observational exercise is a 64oz tin water bottle with 32 oz of water within it.

**Conjecture:** I chose the 64oz bottle because it was an object that I could not readily think of the sounds it can produce, because it hasn't seen much use. The water bottle is sturdy, strong and heavy. So I would assume that the sound would be lower and more muffled, however the tin would carry the frequency to a higher pitch. I know that the water content in the container will affect the sound it makes because it is the same when you hit a spoon on the edge of a glass of water. However with all of these variables I would still believe that the bottle will produce a high pitched noise. There are other ways to produce noise however. If I was to shake a water bottle, the water would be the instrument producing the noise, the tin will merely be the wall that facilitates the noise. I can also chuck the water bottle at the wall and the combination of the water bottle hitting a brick wall might make a sound similar to a wrecking ball hitting a house.

**Practice:** I punched the bottle with my bare hands [Audio File 1]. The noise actually made the sound of a gong with the water sloshing around it. The sound actually was quite pleasant. The water bottle now feels like an instrument rather than a tool to help me hydrate myself. The icon I chose to associate the noise with is a gong or a bell.

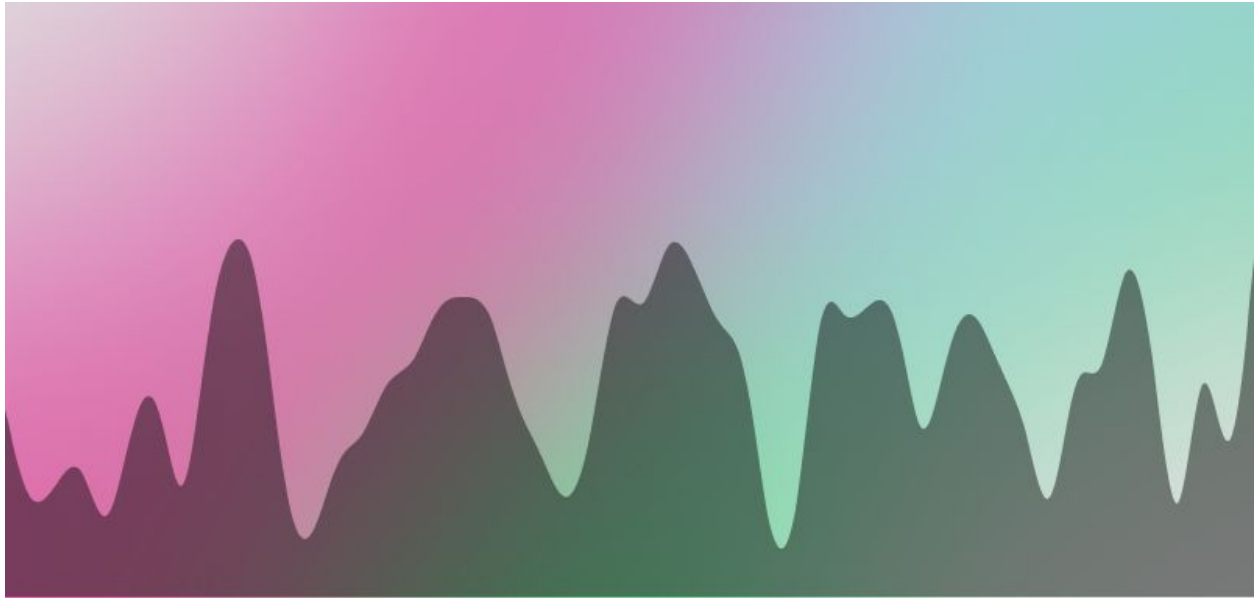


I then attempted to shake the water bottle [Audio File 2] and to be expecting the water produced the splashing noise that is standard and expected. The bubbles and the noise the water made while settling to the base of the water was very relaxing. The icon I chose to associate the sound with is a group of bubbles or a wave.



The next noise that I attempted to create was rubbing the bottle on top of a wooden desk [Audio File 3]. I was curious of the noise that would be produced from both the wood, the metal and the water sloshing about as well. This led to an interesting noise. The sound almost sounds like a knife gliding away at another knife with running water in the background. The images that are created in my mind are almost violent (maybe because of the violent nature of my movement. However it is cool that a boring, metal water holder can produce a noise that can cause quite the discomfort. The water up to now actually helped make the sound feel relaxing, however here it makes it feel unnerving and dangerous. Almost that your body can get caught in the crossfire of whatever devices are hitting each other. The icon I think of is actually a stop sign or

something similar.



**Conclusion:** The sounds produced from just one 3D object were truly vast. Tying back to the first assignment where we needed to guess the sounds of everyday objects was a great way to understand that we really don't know what sounds can produce what. This may be a primitive programming where we are so reactionary to sounds because many sounds can imitate the same things and it is hard to understand what is dangerous or what is beautiful.