DAW 2 - Exam Assignment 2024

Project Report: Sound Design for 'Richter'

For my DAW 2 exam assignment, I created the complete soundscape for the short film 'Richter'. The focus of this project was on sound design, which required me to design all sounds myself without relying on existing sound libraries. I approached this challenge by combining original recordings, synthesizer-based design, and creative layering to build a dynamic and immersive audio world.

To begin, I watched the video carefully and noted all important visual elements that needed sound. I brainstormed ideas, analyzed the emotional tone of the film, and sought inspiration from similar works. I then recorded original samples using my Zoom H6 recorder while walking through the city, capturing unique ambiences, environmental textures, and natural sounds. These recordings served as the foundation for my sound palette. For synthetic sounds, I used plugins such as Vital, ReaSynth, and TAL Noisemaker to create elements like drones, risers, and alarms. I layered these synthetic sounds with my field recordings to give them more depth and organic qualities.

I designed all required sounds for the project, including vehicle engines, wind, earthquake rumbles, cracking earth, whooshes, hits/booms/stingers, swells/risers, drones/pads, alarms, and closing gates. Each sound was carefully layered, processed, and mixed with EQ, distortion, pitch shifting, and spatial effects. I also automated parameters such as volume, panning, and reverb sends to enhance realism and movement, including recreating the Doppler effect where necessary.

During the mixing stage, I focused on blending all sounds into a cohesive soundscape. I used EQ, reverb, and compression to balance the elements, and ensured consistency by working with a 48kHz / 24-bit project setup. I also used loudness metering to stay within the required standards. The final result is a polished soundscape that supports the visual narrative of 'Richter'.

In addition to the final mix, I created a personal sound library where all my designed sounds are stored with appropriate names and metadata. This library not only fulfills the requirements of the assignment but also provides me with a reusable collection of unique sounds for future projects.

This project allowed me to fully explore the creative process of sound design, from field recording and synthesis to layering, processing, and mixing. By approaching the task with originality and attention to detail, I was able to deliver a complete soundscape that enhances the emotional impact of the film 'Richter' while also building a valuable personal sound library for my future work as a sound designer.