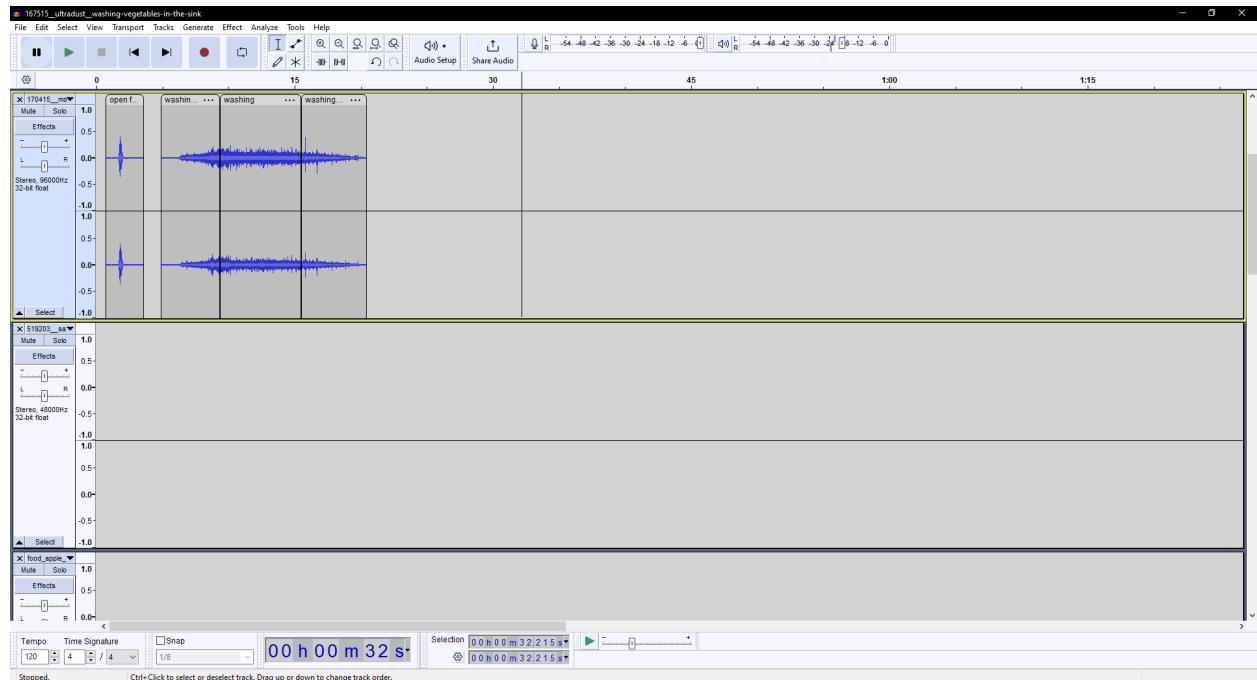


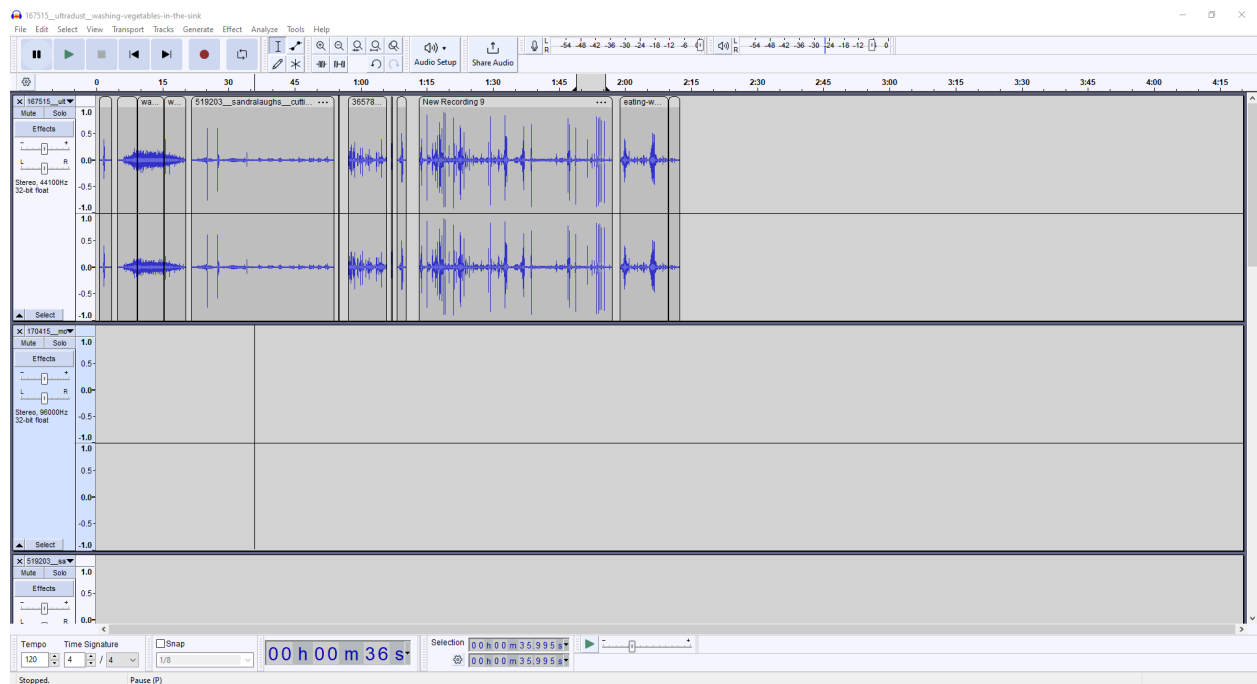
Creator's Statement

With my project, I wanted to convey the narrative of a person at home preparing a fruit salad before completing responsibilities/doing work online. My goal was to have a more emotional impact as the audience listens to the actions taken, striving to have a calm, yet curious impact as the audience may try to guess which fruits are being cut and imagine this calm scene happening in an actual kitchen. I was aiming to reach anyone interested in a narrative approach with audio, as I feel they would appreciate this project the most. This story is a common event that takes place in my life, as I enjoy snacking on fruit while completing responsibilities online. Thus, I was targeting an audience similar to me, but also an audience that may not partake in this event often. A similar audience could be reminded of sounds and feelings they are familiar with as they listen, while an audience who is unfamiliar may try to guess what is taking place and may be able to feel a calming effect. A critical problem I considered while making my project was listeners feeling bored of the narrative I was trying to convey. To combat this, I strived to use various sounds, even various fruit audios, and minimized unnecessary dull noise. Between cutting audios, I integrated audios of snacking into fruits in between slicing them, providing contrast between the calm slicing.

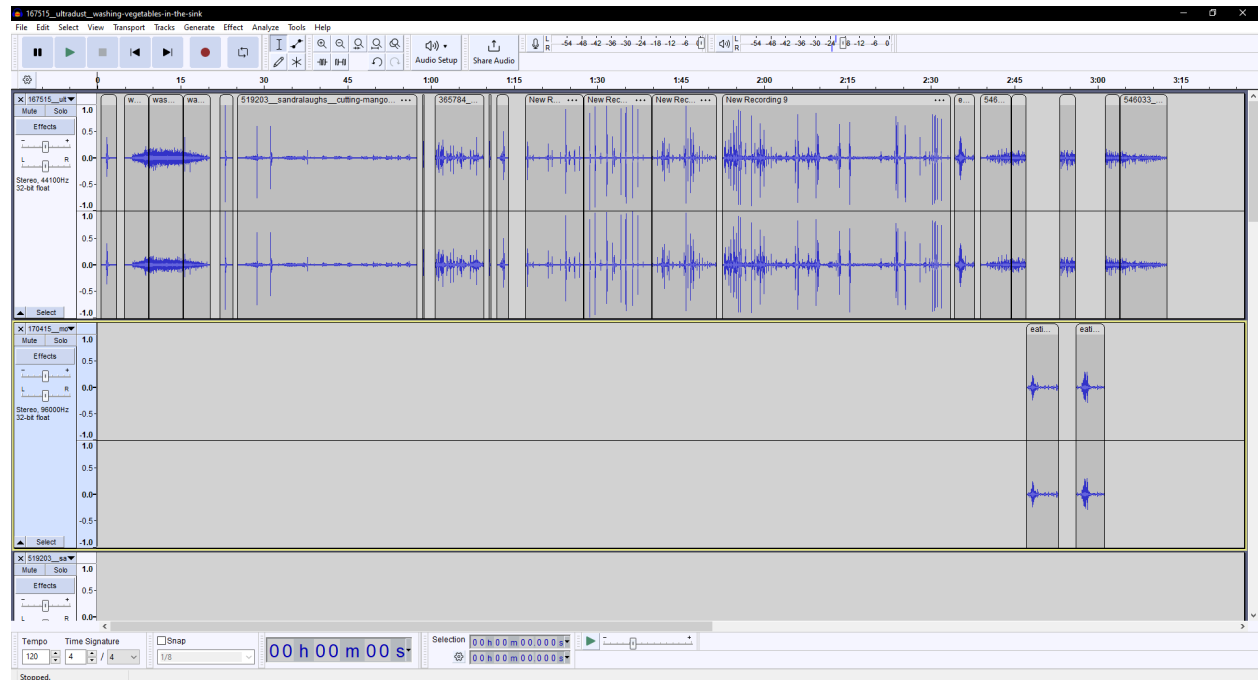
While creating my design, my biggest challenge was making all the clips flow smoothly together, as I incorporated self-recorded clips and clips from various authors online. Because I wanted my project to be a narrative, clips being placed intentionally and having smooth connections with each other were crucial to making my vision come alive. To ensure this, I first placed a fridge-opening audio at the beginning to quickly catch the audience's attention and then used the fade-in and fade-out effect in the audio of running water, serving as an introduction to the narrative. From then on, I made sure clips both did not play immediately after one another and did not have long pauses between each other to balance mimicking a person actually taking these actions in real life and preventing blank noise from boring the audience. To manipulate the timing of the clips, I used the cutting and splitting tools to discard unwanted blank noise/sounds that would not aid in developing the story. To ensure listeners would be able to focus solely on the audio I intended them to focus on, I did not overlap noises and used the noise reduction effect on clips that had noticeable background noise. I also used the volume amplification effect to amplify audios that seemed too quiet for listeners to be able to effectively hear what was taking place, and I also used this tool to quiet audios that were too loud. This helped ensure that no audio was too loud or too quiet, which would help contribute to a smoother narrative.



Inserted the clips that would serve as an introduction: opening a fridge and running sink water. Used fade-in and fade-out effects to help these audios feel like an introduction.



Started to add clips of various fruits being sliced and eaten. About $\frac{2}{3}$ of desired clips added. Along the way, I added volume amplification and noise reduction effects and used clipping/cutting to ensure smooth flow.



Final product. I continued to add clips until the narrative was complete, continuing to use the previously mentioned tools/effects to develop my idea.