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Soundscape Narrative Author's Statement

My Soundscape Narrative project is an original children's book about the adventures of a boy named Billy who runs away from his school's field trip to the Cathedral of Learning. My vision was to have an audiobook of this story with sound effects to keep the audience's attention and add another layer to the material. Keeping the listener's attention was an especially important factor in creating my project because my audience will primarily be children. That is why I consistently have sound effects throughout and the story moves at a quick pace. I wanted the effects that I added to sound as realistic as possible. I wanted them to fit smoothly into the story otherwise they would distract the audience rather than enhance the narrative. Fade-in and fade-out were especially important to make the sound effects fit evenly into the audio track. I faded in at the beginning of every clip and faded out at the end. I also used those effects for my narration clips to ensure a smooth transition. In addition, noise cancellation was utilized for the main narration and the clips of the various characters to keep the audio clean. I used the reverb effect on the electric guitar sound that I had downloaded. I specifically increased the reverberate and pre-delay settings to make the guitar sound more echoey and have more depth. The original sound felt very pre-produced and I wanted it to feel like it was a live performance to make the story feel more real. The most important effect that I used was pitch editing on the voices of Billy and the squirrel, with the squirrel being pitched up much higher than Billy's. Originally, I was only going to pitch up the squirrel's voice but I realized that Billy's voice pitched up just a touch was much more realistic to a little kid's than just mine unedited. I didn't feel that the goldfish's voice required any editing because the water sound effect already muffled it to sound like the voice was coming out of a toilet which was what I was going for. My main narration was originally one long audio clip so I had to carefully split and snip parts of the audio clip and move them to exactly where they needed to be chronologically. I ended up moving all of the character voices to the same track because it was easier for editing purposes. The character voice clips were often duplicated because I was playing with the pitch effect and had to ensure that I had backups in case something went wrong. The sound effects were taken from free sources online but all voices and narration were recorded by me and the story itself was written by me.