

Blake Morrissey
Professor Flynn
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Creator Statement

My soundscape narrative tries to describe cooking through sound. Cooking is hard to envision without seeing or smelling, but I try to change that narrative with this project. I tried to make my narrative realistic as possible. For instance, in the beginning, I used a knife sharpening sound to initiate the cooking. The sound emphasizes never cooking with dull knives and always keeping them sharp like a real chef. I add two different chopping sounds to really engage the listeners. I also amplified one of the sounds so that the listeners could really imagine they were in the kitchen cooking. My narrative also has another optimal kitchen sounds like a saltshaker because everyone cooks with a bit of flavor. I changed the pitch of that sound a bit cause at first, it was a bit too low, so I increased it to make sure the listeners knew of the action occurring. The gas stove igniting sound gives the narrative a realistic effect that the stove did not magically turn on when cooking. Finally, I added the sound of meat slapping the cutting board to add context to my cooking narrative. I tried to be realistic as possible. Put trying to be realistic led me into some complications. One issue I had was recording. I wanted to implement my own cooking sounds, but when I finished recording, the sounds were not clear enough for my liking. The sounds would be very faint and hard to comprehend, and I felt that would lessen the reality of my soundscape narrative. So, I resorted to imported sounds so my narrative could be realistic as possible. Other soundscape narratives involving real-world things and items inspired me when making my own cause. I wanted the listeners to relate to my sound. Cause who does not love to cook.