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Soundscape narrative Intro

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For my soundscape narrative I wanted to do something that would subtly tell a story through sounds and sound effects. With the audacity tools I believed that it would be an appropriate challenge to try to do this without narration. The story I chose was the history of earth and the human race. I wanted my soundscape narrative to sound like the listener was traveling through time, from the prehistoric ages all the way to the modern day.

Some of my artistic choices included introducing sound effects at appropriate times during my soundscape narrative's timeline. For example, the first few minutes were simply nature sounds whether it be birds chirping, rain falling, or thunder. I really wanted to capture the soundtrack of earth before human influence. Later in the piece I gradually transition into incorporating basic human sounds from praying and tribal drums to a medieval town and later a bustling city.

Aside from the side effects, I varied the variety of music in the piece to reflect the time period as well. My focus was more to capture the feeling of the time period rather than to be historically accurate. The medieval trumpets transition into more of a renaissance string and later into a rock style instrumental. Aside from capturing the atmosphere with music, the music also helped make my piece more engaging for the listener. In this type of artform I thought it would be important for my listener to enjoy the piece instead of making my piece just focused on telling a story.

One section I am especially proud of is the the part of the string instruments that periodically have human screaming. This is supposed to capture the "Renaissance" era in europe, known for the art and culture generated during this time period, however often overlooked is the barbaric colonization that also took place during this time which the screams aim to represent.

Incorporating and experimenting with the audacity editing tools was the most challenging, but the most satisfying experience I had with my project. First of all, I wanted to incorporate more fade ins and fade outs in the beginning of my piece, making the transitions more gentle. I thought that this reflected how transitions were long during the early stages of humanity. Later in my piece the transitions become more jarring, which reflect how quickly the world has changed in the modern day. Next, I used the bass tool to increase the bass in sections that I wanted to signify the transitions in time periods. The church bells are meant to capture the birth of christainity and I increase the bass for these effects. The Musket shots as well as the nuclear explosion all follow the same transitions. I incorporated reverb throughout human screams to make them sound more faded and "lost in time" . The original screams were very high quality like those heard in a horror movie.

All and all I am very proud of the work I did in this project. Through this use of both the software capabilities and my artistic vision I have created a narrative that tells a story and entertains the listener.