My piece, Kitchen Beat, is a combination of self-recorded sounds from making myself dinner and a few sounds gathered from FreeSound.org. The minute long soundscape narrative was initially meant to immerse the listener into the sounds and process of cooking dinner. While it still showcases the order of cooking from start to finish, I created a rhythm from those sounds that is easily recognized as cooking. I progressively added more sounds to mimic how I would be multitasking while cooking. The timer towards the end stops the layers of sound to indicate the meal is ready to be served.

I had changed my initial idea of including a backing track with music to exclusively using the self-recorded and the found sounds to create a unique beat. This process was new to me as I had never composed media through sound before. The extent of my audio experience stopped at adding voice-overs or music to videos. I feel fairly confident with the outcome of my project, I had learned many of the basic functions of audacity and some others. For example, the repeat function was especially helpful in creating a consistent beat as I had to have precise and equal timing for many of the layers. I also used the fade in/fade out when adding and taking away sound layers.

Some technical difficulties I experienced were more of a limitation of my knowledge and skill. I had played around with the pitch modulation and wanted to create a distinct melody overtop the beat I had created. However, I think that may have been too ambitious for my first audio project. The change in pitch was measured by steps on a scale and it was confusing for me to decipher. Even when I had changed it to a pitch I was satisfied with, it sounded too distorted to be a kitchen sound. Overall, I do like the beat I created and I believe the project does convey to the listener the process of cooking a meal in an interesting way.