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ENGCMP 610

Soundscape Narrative Write-up

When starting this project, I was a complete beginner when it came to editing audio and using Audacity. So, as a way to make this project a little bit more accessible to me I decided to combine something that was unfamiliar to me with something I know all too well, a trip to target. After a little brainstorming I came up with a short story about the internal struggle I (and many people) face whenever they go to target. While brainstorming I also had the idea to include an angel and a demon on opposite shoulders of the listener as a narrative tool as well as a way to satisfy the requirements for this project. I was able to pan the sound to the left for the demon and to the right for the angle to make it feel as if they were really standing on the listeners shoulders. A big challenge for recording this project for me was having only myself to record all the dialogue needed, especially since I am terrible at making different voices (and I am just generally not a fan of how my voice sounds when it is recorded). To overcome this, I decided to just record my voice normally for all three characters in the story, then I used effects in audacity to change the pitch of my voice. I also made good use of the reverb effect in audacity to make all the voices appear like they were thoughts in my head. This was something I knew I really wanted to do, but I had no clue what to do when I initially opened the reverb effect and was met with all sorts of settings, I had no clue what to do with. After some research on google and using some of the factory reverb presets built into audacity, I was able to tweak the settings enough for me to be happy with the effect I was getting.

Overall, I am very pleased with my work for this project, especially given I knew absolutely nothing about what I did prior to this. I believe I satisfied all of the baseline requirements based on my summary. I now have a baseline understanding of audacity and the tools built into it for sound editing, and I produced my first audio narrative. For the aspirational requirements for this project I believe I have an emotional intention that I can articulate. The emotional intention is the mental tug of war we all have when we go shopping and want to buy something that isn’t on our list. I was also able to use left/right panning to create a sense of location for the angel and the demon.

The feedback I got was mostly positive from my classmates, and their only critique about there being a gap in the middle was because I hadn’t yet had a chance to finish cutting together all my dialogue clips. After working off my rough draft I was able to cut it all together and complete my soundscape narrative.A screenshot of a cell phone

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