ECS512U Sound Design • 2014

Fieldwork Assignment

Your task is to implement and demonstrate original sound design.

You could create an interactive sound model for a fictional scenario of your choice. The fictional scenario can be any of the following:

- A still image
- A short extract from a film, video game or advertisement
- A passage of text from a novel or short story
- A poem
- A scene from a play

Base your model on an aspect of the scenario that you wish to sonify. You can focus on a single sounding object or event within the scenario, or you can focus on modelling an entire environment (note: film scores and music don't count!). You will have to carry out sufficient analysis before you can start designing and implementing your model. This can take the form of physical, acoustical or phenomenological analysis. Make sure you document your work as much as possible as this will make the process of writing the report easier.

You could also choose to implement one of the sounds covered in class (or in the Designing Sound textbook), but in a new way, such as using a different programming language or a different sound synthesis technique.

Comment your source code (PD patches or otherwise)!

Your report should include the following:

1. A brief description of your sound model, the fictional scenario you created it for and what parameters are used to control the model's behaviour.
2. Your analytical process in planning and designing the model. Include any sources (e.g. scientific papers, audio analysis, examples of similar implementations in films and games) that formed part of your analysis.
3. A detailed description of the signal chain behind your model and what decisions you took to arrive at the final version. Refer back to your analysis while describing components of the signal chain.
4. A short evaluation of how well you think you implemented the model and how it could be improved or extended in future work.

Your submission should consist of the following:

• Your final PureData patches, or other source code, including all abstractions
• Report (4-6 pages A4)
• Any additional material that you have referred to in your report
• A short recording of your model in action (avoid large *.wav* files, if a long recording is necessary then please compress to an *.mp3* or *.ogg* file)
• *Make a .zip or .tar.gz file of your code and report and submit it via Intranet*