**Sound Design – Fieldwork Assignment**

Your task is to implement, demonstrate and analyse an original sound design.

You could create an interactive sound model for a fictional scenario of your choice. For instance, the fictional scenario could 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: just providing music would not 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.

Alternatively, you could *implement a new sound design model*, or one of the sounds covered in class but in a new way, such as using a different programming language or a different sound synthesis technique.

*You must use at least one sound that was recorded, and one sound that you have generated in your work. Comment your source code!*

**Your report should include the following:**

1. A description of the fictional scenario for which you did the sound design. Give details of the sound design team that would be involved in the full production, including their roles e.g., if you did sound for one element of a game, describe those involved in all aspects of the game’s sound design.

If instead you chose to design a new audio effect or a sound effect, then this should describe a scenario in which it might be used

1. Describe theoretical concepts underlying your work. For instance, did you create allo-centric or ego-centric sounds, diegetic or non-diegetic? Did you have soundscapes, soundmarks, sound signals, keynote sounds?...
2. Give 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. Provide a detailed description of the signal chain behind your model and what decisions you took to arrive at the final version. Use a block diagram. Refer back to your analysis while describing components of the signal chain.
4. Describe the parameters in your sound model, how they are used and the effect of changing their values.
5. Describe the recorded sounds you used, how they were recorded and how they fit into the sound design piece.
6. Analyse the sound that you’ve generated using a tool like Sonic Visualiser.
7. Give a short evaluation of how well you think you implemented the model and how it could be improved or extended in future work.

A typical length for the report would be about 5 pages, though this could be more or less as needed. Figures, tables and bulleted lists, can be used throughout.

**Your submission should consist of the following:**

• Your javascript and html, or other source code, along with any instructions on how to run it.

• The recordings that you used

• Report (approximately 6 pages A4)

• A short recording of your work in action

• A short video of you presenting and explaining your work.

• Any additional material that you have referred to in your report

• *Make a .zip file of your code and report and submit it via Intranet. If some files are too large, please provide them to me by other means (e.g. collect.qmplus.ac.uk , dropbox, youtube video …)*