

## Sound Concept Design

The movie clip I chose is the 1979 Alien directed by Ridley Scott. This movie is a horror classic and one of my favourites. The trailer for the movie is originally longer than two minutes but by chopping off the front and end I turned it into 90 seconds long.

The atmosphere of the trailer is tense and eerie. This is the same effect I wish to recreate. During my initial impression of the trailer, I found that the lack of sound effects for actions within the video was quite a let-down; this influenced me to try and create the sounds that the original trailer so poorly left out.

My version of the trailer will include the same atmosphere as the original video but adding the missing feeling of sound effects. Inspiration for the sound I used in the trailer came from two VSTIs that I found randomly for Reaper.

One of these VSTIs is called FabBass which is designed to create a close 1960's Violin Bass Sound. It has a built in Classic 7 Band Bass Guitar Graphic EQ and harder pressure brightens the sound. Controls Plectrum / Finger Dynamics. The creator of this VSTI is Samara from <http://samcycle.blogspot.ie/>. I wanted a bass sound to create the eerie beat for the trailer

The other VSTI is called Crazy Diamonds by Rumpelrausch Taips from <http://rumpelrausch.de.vu/>. This VSTI allowed me to create a computer space like sound. I needed this effect to recreate the alien space feel that the original movie provided me with.

Both of the VSTIs are free and open source. I have included them in the submission folder.

## Music

For this project I did not use any music created by others but only sound effects and atmosphere sounds from free sound. I did however create a number of MIDI tracks for certain effects that I could not source online.

The MIDI sounds I created myself were used to recreate a heavy bass beat using the above FabBass VSTI. This would create a strings instrument which I would layer a synthesiser like tone on top to create a futuristic bass guitar.

I used this instrument to create some atmosphere sounds along with the back bass beat and short notes for certain parts of the trailer.

## Sound List

I will now outline the audio tracks present within my project. I will begin from the first track on top of the project and continue downwards to the end. Each track may or may not contain multiple sound files.

### Track 1

Name: music 1

Description: This is my MIDI self-created tune to introduce the entry into the space ship part of the trailer.

Time/Duration: 7-8 seconds long, starts at 33 Seconds.

Sounds Used: None

Origin of Sound: Self-Created MIDI

FX: Used the two above mentioned VSTIs to create the desired effect.

### Track 2

Name: back bass

Description: This is a MIDI created rhythm that runs through the entire spaceship sequence in the trailer.

Time/Duration: 0:16-1:24

Sounds Used: None

Origin of Sound: Self-Created MIDI

FX: Used the two above mentioned VSTIs to create the desired effect.

### Track 3

Name: 258347\_\_tristan-lohengrin\_\_spaceship-atmosphere-01

Description: Intro musical sequence to create the initial Atmosphere

Time/Duration: 0:00-0:33

Sounds Used: 258347\_\_tristan-lohengrin\_\_spaceship-atmosphere-01.flac

Origin of Sound: [https://www.freesound.org/people/Tristan\\_Lohengrin/sounds/258347/](https://www.freesound.org/people/Tristan_Lohengrin/sounds/258347/)

FX: None

### Track 4

Name: FootSteps

Description: This is the footsteps that I used for the running SFX in the trailer.

Time/Duration: Multiple Times between 0:38 and 1:12

Sounds Used: 90915\_\_nickb1608\_\_footsteps-on-metal

Origin of Sound: <https://www.freesound.org/people/nickb1608/sounds/90915/>

FX: This was originally a long sound with uneven pitch and quality. I took the steps that I believed were optimal and glued them to create a rhythm. I then edited them and applied FX to create the desired noise. FX used were; ReaVerb, ReaEQ, ReaPitch, ReaComp. I also used the TRIM feature to edit the Wet envelope for ReaVerb.

## Track 5

Name: 70944\_\_alexbird\_\_tension-loop

Description: This is the sound I used for the background of the spaceship sequence

Time/Duration: 0:34-1:24

Sounds Used: 70944\_\_alexbird\_\_tension-loop

Origin of Sound: <http://freesound.org/people/alexbird/sounds/70944/>

FX: ReaVerb, ReaEQ, Glued Multiple times to create a loop

## Track 6

Name: SFX

Description: This is the first track to use pure SFX sounds without any FX on top excluding being glued.

Time/Duration: Multiple times between 0:34-1:19

Sounds Used:

187365\_\_luciolepri\_\_deep-breath-inside-a-mask-helmet,  
54974\_\_davidworksonline\_\_spacedoor-open.wav,  
191938\_\_stormmiguel\_\_cat-screams.aiff,  
318189\_\_tiredhippo\_\_wilhelm-splash.mp3

Origin of Sound:

<https://www.freesound.org/people/davidworksonline/sounds/54974/>

<https://www.freesound.org/people/TiredHippo/sounds/318189/>

<https://www.freesound.org/people/luciolepri/sounds/187365/>

<https://www.freesound.org/people/StormMiguel/sounds/191938/>

FX: None

## Track 7

Name: Letter intro + outro

Description: MIDI beat used for the letter intros and the outro of the video.

Time/Duration: From 0:00 to 1:30

Sounds Used: None

Origin of Sound: Self-Created

FX: Only used the FabBass plugin to create the heavy bass beat for the intro and outro.

## Track 8

Name: 258346\_\_tristan-lohengrin\_\_spaceship-atmosphere-02

Description: This is the atmosphere track for the letter and egg intro

Time/Duration: 0:00-0:34

Sounds Used: 258346\_\_tristan-lohengrin\_\_spaceship-atmosphere-02

Origin of Sound: [https://www.freesound.org/people/Tristan\\_Lohengrin/sounds/258346/](https://www.freesound.org/people/Tristan_Lohengrin/sounds/258346/)

FX: None

## Track 9

Name: Midi Loud

Description: MIDI created tension build up for the ending.

Time/Duration: 1:12-1:22

Sounds Used: MIDI

Origin of Sound: MIDI

FX: Both VSTIs

## Track 10

Name: sfx 2

Description: This track contains the human scream.

Time/Duration: 1:16-1:17

Sounds Used: 180302\_\_jorickhoofd\_\_male-inhale-scream-3.wav

Origin of Sound: <https://www.freesound.org/people/jorickhoofd/sounds/180302/>

FX: None

## Track 11

Name: sfx 3

Description: This track contains the egg crack sound

Time/Duration: 0:33-0:35

Sounds Used: 253798\_\_reitanna\_\_egg-crack-sounds-mixed.wav

Origin of Sound: <https://www.freesound.org/people/Reitanna/sounds/253798/>

FX: None

## Track 12

Name: Heavy Breathing

Description: This contains the elevated breathing to increase the tension.

Time/Duration: 0:52-1:21

Sounds Used: 235519\_\_ceberation\_\_heavy-breathing-glued-05.wav

Origin of Sound: <http://freesound.org/people/ceberation/sounds/235519/>

FX: This sound has been glued together to create a loop for the breathing along with using ReaEQ and ReaPitch to give it the desired elevated tone.

## Track 13

Name: 263998\_\_tyops\_\_scary-suspense

Description: This is the final sound to create the suspension. It is tune that increases in tempo and loudness.

Time/Duration: 0:53-1:24

Sounds Used: 263998\_\_tyops\_\_scary-suspense.wav

Origin of Sound: <http://freesound.org/people/tyops/sounds/263998/>

FX: As this is the crucial part of the trailer I added a ReaVerb FX to it so I could use the pan envelope and add an effect of the music going from one ear into the other.

## Track 14

Name: Gun Fire

Description: This is the gunfire SFX that needed a separate track as it had to be edited

Time/Duration: 1:19-1:22

Sounds Used: 110622\_\_soundscalpel-com\_\_warfare-gunshots-machine-gun-burst-001.wav

Origin of Sound: <http://freesound.org/people/soundscalpel.com/sounds/110622/>

FX: I used a ReaVerb to add a non-natural, future space bullet sound to the bullets.