

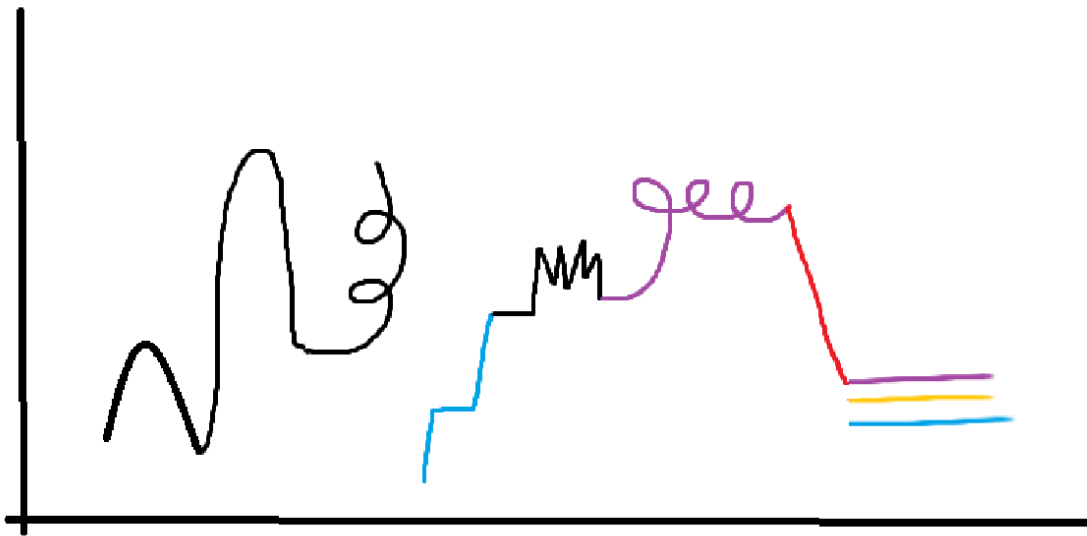
Asia Murray

Individual Assignment 2: "Universal Language of Breath"

The purpose of the composition was to **immerse the listener in a story, with the use of breathing samples**. These samples were intended to convey various emotions, drawing specifically from relatable, concrete experiences. This approach aimed to enable the listener to connect with the subject's experience within the piece.

In this process, the style of this composition is an immersive sound environment. Practically, I can see it suiting video games, film scores, etc.— thanks to the immersive quality of the sound samples. Some of the sounds (notably the breath samples) were sourced from EpidemicSound.com, while others were originally recorded MIDI tracks. Those instruments were used for many of the transitional/release elements of the piece.

Here is the score for the composition, where the movements of the line are dependent on the intensity of the emotion felt during each breathing activity. A change in color denotes a significant change in state for the main character. As a result, the structure of the piece was designed to immerse the listener singularly into each individual experience, without necessarily considering the previous one. However, for the listener's intuitive understanding, the story elements ultimately converge to tell a larger narrative.



Each emotion, in succession, reveals a dynamic interplay of tension and release. One may even visually gather from the score certain areas of the piece having more tension versus others in an ABAB.. format.

Consider the journey from calmness to emptiness, relief, curiosity, and beyond as a swift, instinctual morphing. This transformation involves navigating through specific changes, **manipulating tension and embracing release** across various aspects. Essentially, **the composition mirrors the swift and instinctual nature of our emotional responses, capturing the inherent vitality and simplicity in our interpersonal reactions.**

Asia Murray

Individual Assignment 2: "Universal Language of Breath"

The bells also serve to mirror the emotions of the main character, acting almost as a gauge of life force/ the intensity of the emotion experienced in that section. In the final section, there is an augmentation, marked by the F aug chord played in measures 76-78. Additionally, the musical elements of bells and chimes imitate each other's movements in the final "release" section, and the "three times and out rule" is demonstrated in the melodic chime line here.

As seen in the Ableton project file, a M4L:

- LFO device is used in Track 6 to help demonstrate the alerting nature of panic in section 1.
- LFO device is used in Track 7 to convey a sense of unsteadiness and facilitate the oscillating nature of the alert samples.
- Echo device is used in Track 8 to disperse the chime MIDI, and enhance the immersive environment for the listener.

There were difficulties in conceiving each environment, but that was also the most enjoyable aspect of creating the project. I'm surprised the story was conveyed so nicely, and I would love to explore this in the future for more projects. I see that I could experiment with more breath noises and make more immersive environments, especially if I use my own to control the expressive parameter more closely.

I'd say crafting each environment posed challenges, but it was the most rewarding part of the project's journey. I'm genuinely surprised at how nicely the story was designed and I would love to explore this in the future for more projects. There's a lot of room to play around with different breath noises to make cool environments, especially when harnessing my own breath to finely tune expressive elements.