Intro and Reflection

My soundscape narrative is depicting the sounds of a horror movie or scene. I was heavily inspired by the 1978 film, “Halloween” and the synth sounds and ambience of it. Using sounds I found on freesounds.com, I was able to overlay different sounds to create a spooky, horror filled narrative. These included footsteps, creaky doors, and a violin sound inspired by the iconic Micael Myers appearance from the movie.

After hearing parts of a chase scene and footsteps, it gets quiet. I found a heartbeat sound that gradually increases and that is the only thing you hear, along with the ambience, until a loud scream at the end. I envisioned this being the person hiding and waiting until they were finally found at the end.

I used feedback from class to get rid of a sound, slow down the footsteps, and try to end my soundscape narrative more cohesively. I think the biggest challenge was finding the sounds I needed as well as trying to tell a story throughout the soundscape without it feeling choppy. I think it makes sense, knocking on the door, the door opening, footsteps. It is someone entering a house and looking for someone.

I was also able to play around with different effects. Fade out was used in a few of my audio files. I also personally really liked using the repeat effect on the footsteps to make them longer. Also, as suggested in class, I tried using the slow down effect on a different part of the footsteps. I think it helped add to the eerie-ness of them and really added to that section overall.