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Composing Digital Media

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Artist Statement: Audio Project

The piece of literature that I decided to do my audio piece on was an assignment for my Intro to Journalism and Non-fiction class. It was about the NBA All-Star game in 2016. My goal was to make it seem like a sports podcast that was explaining a reflection of the USA vs Canada game.

The extra audio sources that I found were all from sources which allow you to use and edit for free. My background music I got from a site called Bendsound.com and the link is <https://www.bensound.com/royalty-free-music/track/extreme-action>. There was no artist for this soundtrack. The other sounds I got from Freesoundeffect.com. The links to the applause is <https://www.freesoundeffects.com/searches/crowd%20boo/>. The link to the boos is <https://www.freesoundeffects.com/searches/crowd%20boo/> . The link to the Awh is here <https://www.freesoundeffects.com/free-sounds/crowd-sounds-10029/0/tot_sold/20/1/>. None of these sources had an artist. I am allowed to use this sources because they are royalty-free as well as the fact that I am only using them for an educational source that I don’t plan on showing to anyone other than my teacher and class members.

As for the criteria, my work is 2 minutes and 20 seconds which is right in the middle of the time constraints that was set for the project. I used over three audio tracks, and one of them included me reading my NBA review. The main tools that I used for my project were the split tool, the envelope tool, the speed tool, and moving the different clips around. I tried to target a specific audience, which would be viewers of the NBA all-star game. I tried to use appropriate sound effects that you may see at a basketball game (boo-ing, applause, laughter). I wanted to make it semi-quick, because the people that would be listening to my clip would want a quick summary.

I would have to say that for me this project was harder than the visual project. I like to be able to see my progress and work on it because I find it much more rewarding. Although, being a communication major, audio would come in very handy as well so it was important to learn how to use things like Audacity. Like I said above, my goal was to create some sort of sports podcast clip. The biggest challenge that I ran into was trying to find a happy medium between the background music and my voice. This being said, the track sounds completely different when you have your headphones in versus listening out loud. The way that I solved this was when I got home from working in the library I would play it out loud to my roommates and see what they thought I could improve sound wise. Another big challenge I faced was using fade to make my sound effects sound more natural. In order to fit some of my sound effects into the piece I had to split a speaking track. This can sometimes make the audio have a sudden stop. I tried to use fade to make a natural smooth transition, while still having the contrast between my voice and the effects.