My vision for this project was to portray the environment and excitement of college football, specifically the historic backyard brawl between the Pitt and West Virginia football teams. My idea was inspired by the unique environment created by college football that isn’t replicated in any other sport. The mix of the band, the students, and the deep personal connections with the teams create an atmosphere and sensory experience that is worth highlighting. I used a mix of audio recordings I collected throughout the game and soundbites from the internet to convey the excitement and importance of this game. One challenge I ran into with this was the inconsistent audio and fluctuating background noises that come with crowd noise and a stadium environment. I also couldn’t just filter out the crowd noise because that is such a crucial part of conveying what I wanted to. A way I tried to combat this was using the fade-in, fade-out techniques to make the interweaving of the clips seem less choppy. I also had to pull some clips from online that I previously intended to get in person. My audio of the band playing the fight song was way too muffled because of where I was sitting but I was able to find audio of the Pitt band playing the fight song at the stadium. My product aligned well with my original vision, with the anticipation building at the start as well as sounds from the student section and Pitt band. The combination of sounds needed for this project gave me a great foundation for my first every audio-based project.