

-Road Noise-

# Project -Road Noise- Detroit--

The roads of Detroit are as much a part of the city as the homeless are.  
So through these roads and their effect acoustically on the vehicle I wish  
to celebrate this beauty inherent of Detroit.

## Equipment--

- 2 - Microphones, with cords of a considerable length.
- 3 - Devices which capture sound.
- 1 - Passenger, in order to manage Tally System.
- 1 - Map of Detroit, and attached Document.
- 1 - Pen.
- 1 - Stopwatch.

## Variables--

### Mic Placement.

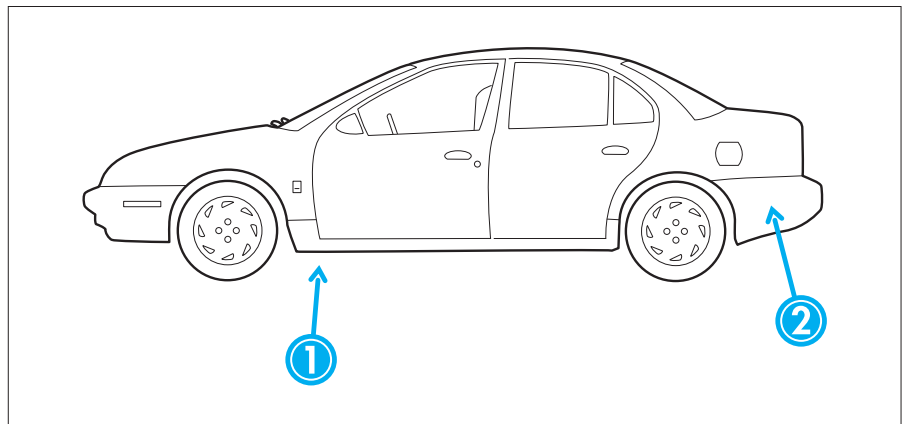
- Fasten microphone -1- underneath the vehicle beneath the motor.  
using cable or duct tape, make sure the microphone is secure and padded.
- Fasten microphone -2- to the rear bumper near the exhaust  
using cable or duct tape, make sure the microphone is secure and padded  
on the exterior of the vehicle. If this cannot be done place within the trunk,  
but make sure nothing else is in the trunk at the same time as the microphone.

### Streets of Detroit.

- Woodward
- Michigan Avenue
- East Grand Boulevard
- Mack Avenue
- Gratiot Avenue
- Service Drive of 75
- Service Drive of 96
- Service Drive of 94

### Detroit Occurrence.

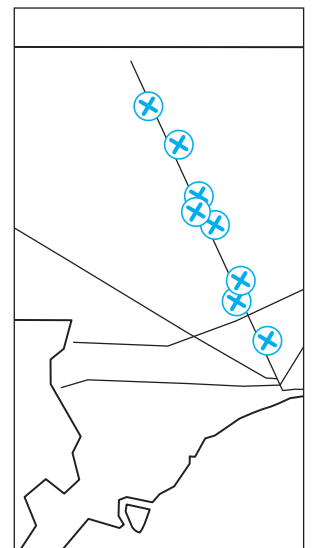
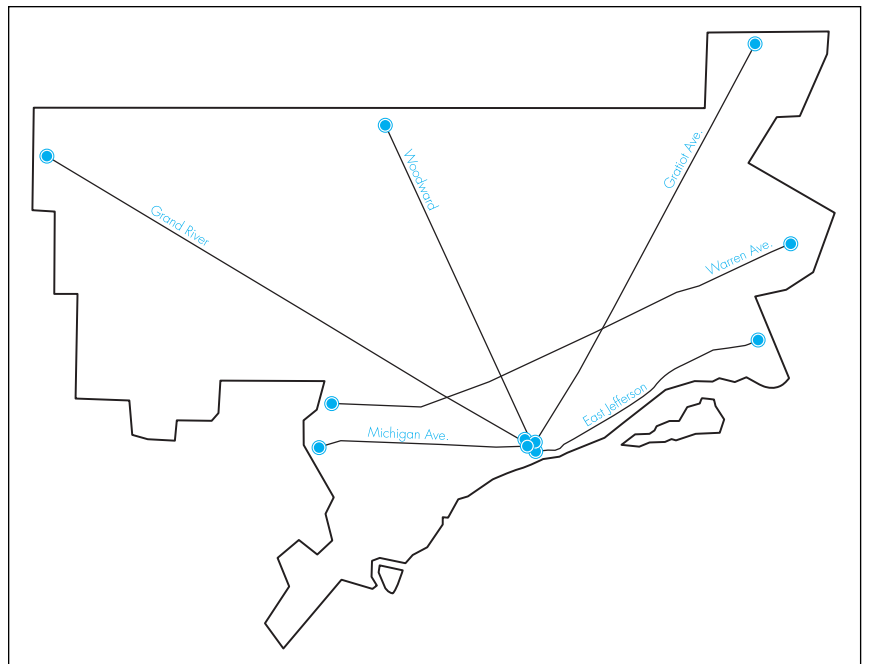
- Chicken Restaurants
- Bars
- Stray Dogs
- Abandoned Buildings
- Homeless Folk
- Enormous Chuck Holes
- Cars that Run Lights
- SUV with Giant Rims
- Strip Joint



## Begin--

0. At home before you embark on Project 'Road Noise' Detroit.
1. Outfit your vehicle with the microphones Specified above, if unable to accomplish a close improvisation will be acceptable.
2. Choose three roads,
  - one service drive.
  - one that runs north and south.
  - one that runs east and west.
3. Have map ready, as well as attached document.
4. Driving Instructions,
  - Depending on your position within or out of Detroit your starting point may vary.
  - Each road will be driven to its entirety within Detroit.
  - Start and Finish with the Beginning and or End of that road, those binary ends will be called 'points'.
  - Drive to the nearest **-Point-** relative to you current position, when you arrive at the first point prepare your equipment,

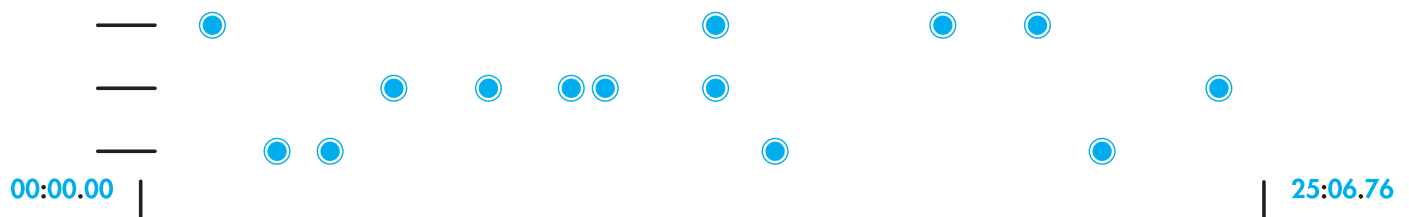
**Attached List**  
**Map**  
**Pens**  
**Recording Equipment**  
**Stopwatch**
5. Start Recording Equipment, and Stopwatch.
  - \*All must start at the same time, or as close as humanly possible\*
6. Begin Drive.
7. While Driving the passenger will, Tally Detroit Occurrences
  - Record the information on the Map and the provided sheet.
  - Mark on the map approximately where the sighting was made, as well as what was sighted, with an **-X-**.
  - Mark each occurrence as it happens on the sheet provided denote the specific occurrence and the time it occurred relative to the recording sound.
  - The Stopwatch Time-**
  - Document each stoplight.
  - Document the condition of the road you are on.
8. When end Point is reached, Stop all devices.
9. At this time you may either continue on to the next Roadway you have chosen for your exploration,
  - if so repeat step 4 through 8,
  - with the next closest road point in relation to your current position.
 or you can head home and organise your new found data. (on next page).



Detroit Happenings	Time		
	Time	Time	Time
Chicken Restaurants	02:34	05:56	10:44
Bars	03:59	09:03	

### Compile--

0. What you should have,
  - Sheet with the number of Occurrences and their appropriate time.
  - Map with 'Occurrences' marked out in relation to their physical position.
  - Unimported Sound on recording equipment.
1. Make a time line relative to the duration of the sound acquired.
2. Map out each Occurrence on the timeline.
  - each type of **-Occurrence-** on a separate level.
  - Example,



3. Refine the map, clear up any loose information as to make legible to others.
  - Use a new map of Detroit to re-mark each Occurrence.

### Hierarchy--

0. Import Sound.
1. Using the information you've gathered to define a hierarchy within the sound.
2. Start with each stoplight you had been caught at, then divide in from there with each different Occurrence.
3. The goal of this is to establish a series of workable sounds

[illegible]