

DESIGNING POST-HUMAN STORYWORLDS: INTERACTIVE AUDIO NARRATIVES

SOUND DESIGN

3

!

4

7

2



SOUND EXAMPLE 1

WHERE ARE WE, HOW DOES IT
FEEL, AND WHY?

SOUND EXAMPLE 2

WHERE ARE WE, HOW DOES IT
FEEL, AND WHY?

WHAT KIND OF SOUND AND WHY?

BIRDS

FLIES & BEES

CHURCH BELLS



WHAT KIND OF SOUND AND WHY?

PEOPLE

MORE PEOPLE

MUSIC

DRILLING



SOUND IN YOUR STORIES

- The dialogue is recorded individually.
- All other sounds will be added later.
 - Environmental sounds
 - Sound effects
 - Music
- Sound ratio (Hz, dB, pan)
- Sound design, foley, post-production

Raiders Of The Lost Ark, 1981



Star Wars - A New Hope, 1977



Lord of the Rings: Fellowship Of The Ring, 2001



Saving Private Ryan, 1998



FOLEY SOUND

- Swoosh: Use wooden rods or bats
- Fire: Crunch cooking paper
- Body hits: Punch red meat
- Horse hooves: Coconut shells clapped
- Bones breaking: Snap pencils...
- Soft clothing noise: Rub specific fabrics
- Footsteps: Find shoes with a similar sole material and step different surfaces
- Snow footsteps: Corn flour pouch and squeeze



RECORDING

WHOOSHES

FOLEY STUDIO

- Get a good recording room, with space, good acoustics, and sound proofing
- incorporating sound diffusion and sound absorption to nullify room acoustics
- Get a (or a pair of) decent microphone(s)
- Preamp and sound interface



PICTURE THE FUTURE

- A paper about how the future is depicted using 10 SciFi movies
- to understand how the future is communicated in popular fiction
- but,
 - in the form of a short movie
- using movie snippets and sounds clips
- and voice over.



THE VIDEO MATERIAL

I MADE SOME SOUND DESIGN

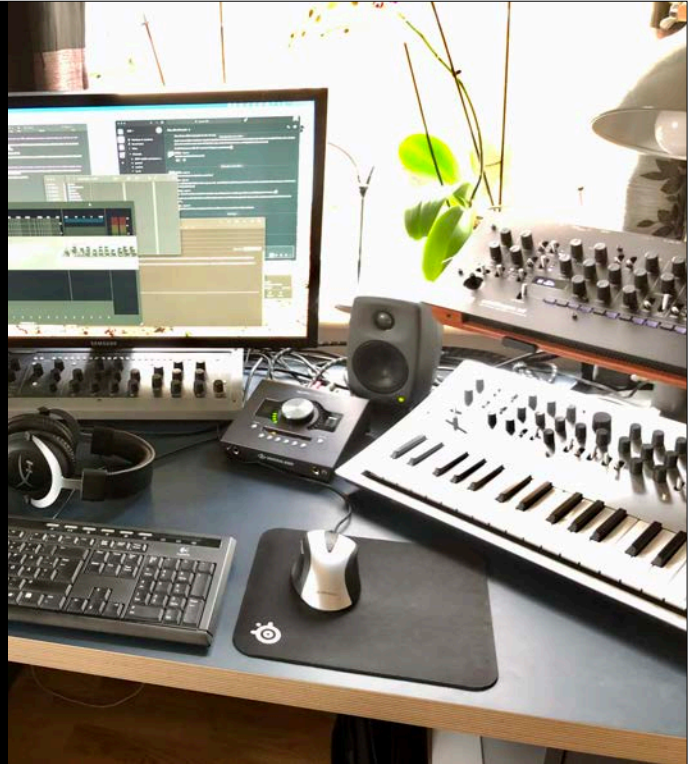
- I recorded some sounds
- and edited other sounds,
- to "cover" some of the silence in parts of the story,
- to create a presence and ambience in some parts,
- and to bridge some of the cuts between the movies.



THE VIDEO MATERIAL WITH SOUND EFFECTS

I WROTE SOME MUSIC

- dramatic underSCORE
- to create cohesion and bridge the individual movie snippets
- in an electronic style of music,
- that was supposed to be reflective and immersive
- while not taking focus from the story.



THE VIDEO MATERIAL & SOUND FX & MUSIC