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**4D DESIGN ART FUNDAMENTALS  
ART 2932 TIME BASED MEDIA**

**Sound Image  
In Class Project #5**

**Project Objectives:**

Create a **Sound Image**, this sound should inhabit – or become – an environment....not a music video. The sound project should generate an architecture that is of time or space; keep returning to our previous Time Observed exercise to find the focus for your Sound Image. Keep the exercise simple and experimental, even coincidental.

**Where to Begin:**

1. Wander around Norman Hall to find a space you would like to inhabit with your project.
2. Make a desktop folder (your name\_sounds) where you can store sounds you will be downloading.
3. Using Mozilla Firefox, go to <http://freesound.iua.upf.edu/> and register in the **freesound project** community so you can share and contribute files.
4. Wander the site and sample sounds.
5. When you find a sound you like, open it in a new tab. Slowly create a sound composition by opening a new window for each sound and playing it in its own looping device.
6. Choose a few [between three and ten] to download to your folder.

**Next Phase Where to Begin**

7. Open **Audacity** [Applications folder] and import them. Go through the menus, the filters, the commands and get familiar with them.
8. Move the sounds to positions on the timeline, make cuts, overlaps and alterations as necessary.

**Project Criteria**

Your final composition should interact with a specific space to alter that space in some manner. It can either amplify the character of that space, or fight against it, or neither. Work to create a dialog between your audio piece, the space it inhabits and the viewers in that space.

You should experiment with the program before beginning a project, so that you understand what its capabilities are. You should know how to use both mono and stereo speakers, switch sides [balance], change pitch, tempo, speed, add, cut, copy sound files, overlap, and move the files on the timeline.

**Export**

After you have made your short sound 'experience' image, use Audacity to export the image to a .WAV file to be turned in at the start of Thursday's class. We will be burning a CD of the tracks and spending the class period experiencing the projects in their intended space, with a critique-style discussion at the end.

**Due:** Start of class Thursday

**Project Grading Criteria:**

Before leaving for the sound walk, every student should turn in a copy of at least one contributed constructed sound file in WAV format, with a title/name. A compiled sound CD will be generated from these files. Grading criteria at 25% each for 1) resolution to assigned problem, 2) development of conceptual ideas and technical skills, 3) craftsmanship, 4) inventiveness, experimentation & risk taking.