Culmination

Kaitlyn Pollard

Introduction

Upon transferring to City Tech, my goal as an emerging media student is to become an audio engineer. For my culmination project, I would like to create a horror sound piece using Audacity aiming to immerse my audience into a space of a girl as she is the target of a monster. This project would highlight my strengths as a sound designer, allowing me to showcase my creative abilities to compose a compelling sound piece. My soundscape will also be accompanied by cover art drawn by another emerging media student, Cordell. As I work through this project I intend to challenge myself as an audio engineer seeing how I creatively challenge myself.

Description of my project

My soundscape will be 4 minutes long, creating a captivating space of a girl coming from a party with her friends being hunted by a monster taking place in NYC . The ending will be left open intentionally for the listeners to guess what happens to her. For the cover art it will only have the girl in fear.

Required Resources

- laptop

- Audacity

- free sound

- headphones

Budget

Item	Estimate amount	Total spent
Laptop	1500	0
Daw	400	0.00
Headphones	200	30.00
Estimate	$2100.00 Total	$30.00

The Process

Start the soundscape with audio of girls talking. Move into the girl isolating herself walking to the train station with ambience of train the back to represent NYC. Then suspicious noises are added making her scared. The climax is the monster growling, her running and eventually begging to live.

Schedule

September 13th - started planning project (originally sound
and video)
October 4th - took project in another direction of telling a story
of a girl being hunted by a monster in NYC
October 11th – started looking for sound files
October 14th – created the middle of the soundscape on
October 23rd – brainstormed beginning of sound piece
November 13th - Layed out beginning of sound piece
November 22nd - Discussed poster with Cordell
Remainder of time - Editing rest of sound piece

Along the way

Culmination sounds

ambience : https://freesound.org/people/saha213131/sounds/664814/
https://freesound.org/people/Mrrobodevin/sounds/651302/
https://freesound.org/people/yewbic/sounds/66015/
https://freesound.org/people/rucisko/sounds/164816/
https://freesound.org/people/SpliceSound/sounds/369891/ (nyc train)
https://freesound.org/people/sturmankin/sounds/272259/ (girl walking)
https://freesound.org/people/mucky_pete7/sounds/574207/ (monster breathing)
https://freesound.org/people/ceberation/sounds/235519/ (person breathing)
https://freesound.org/people/Deathscyp/sounds/553944/ (person breathing)
https://freesound.org/people/cylon8472/sounds/249686/ (monster growl)
https://freesound.org/people/NicknameLarry/sounds/489901/ (monster growl)
https://freesound.org/people/radiojaja/sounds/524783/ (girl running upstairs)
https://freesound.org/people/AmeAngelofSin/sounds/168683/ (i don't wanna die yet)
https://freesound.org/people/shall555/sounds/140226/ (girls talking)
https://freesound.org/people/ztrees1/sounds/134931/ (New growl)
https://freesound.org/people/usernamemoe/sounds/377888/ trash can knocked over