

Create a sound mix for an imaginary movie scene. Select from one of the scenes described below. The mix must include ambience and sound effects that represent the actions and events described. The following techniques must be demonstrated:

1. Ambience that consists of multiple sound sources, some far away, some nearby.
2. Sounds that represent each event described in the scene
3. At least two sound sources other than ambience should be composite sounds
4. At least two instances of automation must be used
5. Use of EQ
6. Use of panning, localization and spatialization of the sound environment

As with all other upcoming SoundLabs, notate your sound mix as a multi-track structure. Indicate time, amplitude, sounds that are composites, ambience tracks, etc. Also submit a written description of what you decided to do and how you did it.

Select from the following scenarios:

1. The camera is on a raised platform above an intersection between two country roads. There are stop signs all ways. After establishing the scene, two vehicles pull up and stop, going opposite directions, one on the left and one on the right. One vehicle is a very old car or a small farm truck, one vehicle is a new sports car. The older vehicle arrives a little before the new one, but the new one stops only momentarily and drives away before the old one gets going. After both drive away the scene is as before.
2. A small lake near a forest. The camera is in a fixed position slightly above eye level. Some birds are near or on the water. A person is walking a dog along a gravel path that passes beside the lake. The dog jumps into the water. The birds are frightened.
3. A fixed camera shows a living room or family room in a home. Through an open doorway, someone is in the kitchen preparing food or washing dishes. Someone enter the living room and sits down in a chair or on a sofa, and turns on the television. After some moments, the person in the kitchen drops a dish on the floor.
4. The camera is in a home, looking at a hallway focused on a closed bathroom door. Someone inside is running water or taking a shower. A second person would like to enter the room but it is locked. They knock and / or try the door. The person inside opens the door.

There is no dialogue (human speech) used in these scenes. The camera is stationary in each scene.

Homework #3: Plan for SoundLab 3 Due Oct 21

Select **two** of the above examples (one indoors and one outdoors) and do the following:

1. Make a timeline of the events that you would have to create in sound.
2. Describe the number of tracks you would use and what each track would provide.
3. Make a list of all the sounds you will need and indicate which track they will be used in.
4. Describe signal processing that you will need, and the tracks where it will be used.