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SONIC LAYERING PROJECT

EDITING

Working in Garage Band (or any DAW that suits you), listen to and select any of the samples created by you or your fellow students. Import at least 5 samples into 5 different tracks in your project. You are certainly encouraged to add more than this!

Work towards building a cohesive project that integrates all the various sounds in a harmonious way, as if they belong together. You can work towards a very specific idea or goal, such as a spoken word track that uses the supporting sounds to reinforce the meaning of the words. Or you can create a very abstract sound scape that finds ways to pull disparate sounds together in a way that feels "right" and sounds "right". This doesn't mean just throwing the samples in anywhere, think about what affect each sound has itself and in relation to the whole, place and manipulate your sounds with intent.

CONSTRAINTS

+ Each sonic landscape should be no longer than 3 minutes, no shorter than 2 minutes.
+ At least 3 of the tracks should be "treated" in some way. Examples are to add compression, reverb, adjust volume over time, or add 4 different effects to each track. Be creative, sculpt your samples.
+ Use pre-canned Apple samples sparingly, only 1 in this project, if at all.

SUBMISSION

Files must be either AIFF, WAV or m4a file formats.
Samples must be uploaded to the art school web server by 12am the night before class and named as follows:

LastName_FirstName_Sound_Project_FINA3510_SPR_2012.AIFF
ex: Cool_David_Sound_Project_FINA3510_SPR_2012.WAV

CRITIQUE

We will listen to each project in class and have an open critique session. Please come prepared to talk about your project:

+ What is your concept?
+ What techniques did you use to approach this concept?
+ What other options did you considering?
+ How did you decide on this approach?
+ What things do you feel are strongest/weakest about this work?
+ If you were presenting this to the public, what would be the form?