

Unit Specialising and Exhibiting Element 1

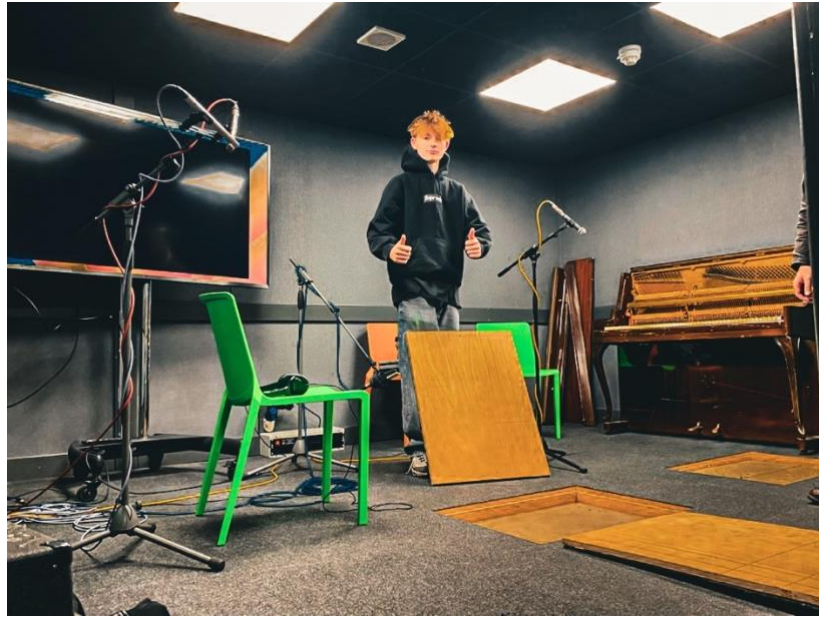
Reflective Writing

I chose the option of sound for screen to specialise in learning because, throughout my whole life, I have always had a love for the cinema. I also choose Spatialisation, the manipulation of sound fascinates and excites me especially as modern technology is on a constant rapid increase. For my project, I sound-designed a clip from the film (*A Quite Place*, 2018). Picked by me out of the options the university provided. By dubbing using an 8.1 mix octophonic ring setup I would be combining both sound for screen and spatialisation for one project.



Entering year two I wanted to really apply myself and because of this, my work ethic has become a significant strength of mine and because of this, my attendance, technical ability, creativity and motivation have significantly increased. Putting in the time and working hard has been rewarding resulting in a new mindset that's disciplined. An example would be that I have been up to date with my blogs, blogging after lessons and practical work, blogging is a part of my discipline.

I have acquired so many new skills and improved on others during this unit. Logic Pro, the DAW responsible for editing the entire project. I now have the technical skills to set up projects for octophonic mix both Logic and Pro Tools abilities using the software. New technical skills I've learned is how to set up a session for spatialization octophonic mix using both Logic and Pro Tools.



Using the Foley studio, I have learned how to set up a studio and practice troubleshooting problems that occur. I faced microphone routing problems and through patching of analogue equipment with the technicians, we resolved these issues which took up studio time. The art of achieving the best quality of sound is technically challenging, microphone choice and placement is key and with practice there becomes instinct. I collaboratively worked with my classmate Ben Shiels we altered between foley artist and engineer learning for each other. We successfully recorded the feet track syncing all footsteps to visual however, not enough time to record a moves track. I surprised myself with how successful the session was! Peer feedback said how well the Foley was captured and how light on the feet the footsteps sounded especially for the running kid scenes.



This project has levelled up my field recording abilities resulting in such rich texture and layers of sound. I used a wide range of microphones from the orb, for example, contact/hydrophones which record sound through vibration it was exciting to be thinking outside the box sound designing shifting the perspectives and the point of view of characters. Another example is ambisonic microphones I haven't used any ambisonic recordings but I have experimented with recording with them. I have gained the technical knowledge of using encoders for multiple-channel recording playback for future projects. I used a H5 Zoom as an audio interface for contact microphones and to record other foley, sound effects and ambiences.

The feedback from my lecture was to include ambience recordings therefore I went and recorded some capturing internal and external perspectives and the huge difference it made however, I was unsatisfied with my recordings they sounded unprofessional as the frequency was too bright and did not capture the true resonance of the room in the visual therefor in future, I will improve through research and practice.

My ability to create cinematic sound effects has improved tremendously. From discussing with my peers their research I learned that recording a sound from multiple perspectives/distances and layering creates a brilliant sound effect for example the kid drinking the water I used multiple layers of different movements of water.



The university provides a synthesis room I am now putting into practice for more richer and unique sounds. Learning the history (*Sound of Cinema: The Music That Made the Movies Episode 3, 2013*). Electronic synthesis played a huge part in the innervation of sound for cinema which inspired me to strengthen my abilities. It was difficult to get to grips with at first but after

practice, I started to understand and I achieved a great nausea feeling synthesizer.

I've improved tremendously in composing music for film with very little learned music theory. Presenting my work during the final week the peer feedback was positive towards the musical pallet, tones, and textures that created a cinematic and atmospheric experience. I used an external synthesiser called Serum and Logics Alchemy.

I enjoyed researching sound for screen learning from consuming films, especially documentaries (*Brakhage, 1998*). My weakness is reading because I struggle with dyslexia. I also learned about the innervation and the history of cinema through directors who pioneered the space for decades Alfred Hitchcock and Stanley Kubrick who inspired my work.



Finally mixing in 8.1 was hard as it's technically challenging. I well in advance booked out the octophonic space twice. The first time was unsuccessful however was a great learning experience therefore the second session I completed dubbing the film using GRM spaces and surround panner. I originally planned to use 8 speakers to have off-screen sounds however because narrative of *A Quiet Place (A Quite Place, 2018)*. Sound in the universe causes death to a character so this idea failed however using GRM spaces I included curricular transients for the bright frequencies like whisper/wind pads and birds.

Element 2 the exhibition I have two ideas, both have in common to be an immersive spatialized experience. Idea one is a motivational speech from philosophies of life from my favourite modern-day influences Eminem or Tyson Furry and my second idea is a movie/show character tribute from my favourite show Power TV show.

In conclusion, I have set a good pace over this unit that I plan to continue to work at. I have increased my technical skills, especially I/O troubleshooting.

Foley, field recording, electronic syntheses, and composing skills have improved to a high standard which I am very proud of. The results of hard work have been graduating. For the future, I want to improve my technical ability in other DAWs, especially Pro Tools.

Bibliography

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<https://www.kanopy.com/en/product/595514?vp=arts> (Accessed: 22 October 2023)

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