Art 116 Intro to Digital Media - Fall 2014
UNIT 5 - SOUND EXERCISE
DUE MONDAY 10/27

Objective:
RECORD at least three sounds that will be used in your animation.
You may use additional sounds as long 3 of the sounds you recorded yourself!
Set them together on a timeline in Adobe Audition or Audacity and save them as a
WAV or MP3.

Upload sound file to weebly by due dates.

Materials:
-Audio recorder
-free or re-appropriated sounds
-Adobe Audition or the free software Audacity
-Headphones
-Hard Drive

Project Overview:
Students will begin to record and mix sounds to go with your previous animation
project. You must bring your headphones in class to work. No one wants to hear
your noise over his or her own. You may use sound from the Internet, recreating
sound, your own voice, ambient noise, anything. **YOU CANNOT USE
COPYRIGHTED MUSIC!!! Copyrighted material will automatically
result in 5 point deduction on the exercise. I'm totally serious about
this! Public Domain sound downloads sites online ARE permissible.
If it is questionable you may have to prove to me you have permission
to use the music.**

Process:
1. Record and collect sounds.
2. Recorded sound will need to be recorded in Adobe Audition.
3. Layer, sequence, cut, etc to create final work.
4. Export as Wav or Mp3

Tools:
Zoom microphones available in class
Iphone
Online sound libraries.

Inquiry:
Why did you chose these sounds?
Are theses sounds you are experimenting with?

Will they be used in your animation sound?
Do they work with animation?
Are you using your own voice or ambient noises?
Does the sound relate to place, event, or other identifiers?
Do certain sounds repeat, and are some sounds more important in others?

Evaluation:

Exercise is worth 10 points due on Monday 10/27 on Weebly or no points will be awarded.
Copyrighted sounds will result in 5 points.