

Art 116 Intro to Digital Media - Fall 2014
UNIT 5 - SOUND PROJECT

DUE MONDAY 11/3

Objective:

Create a soundtrack to accompany your animation.

Materials:

- Audio recorder
- free or re-appropriated sounds
- Adobe Audition into Adobe Premiere
- Headphones
- Hard Drive

Project Overview:

Students will 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 10 point deduction from your sound grade. 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.**

Rewrite (add/subtract) from the Artist Statement you wrote for the Animation.

Process:

1. Record and collect sounds.
2. Recorded sound will need to be recorded in Adobe Audition.
3. Export sound to add to Adobe Premiere.
4. Import Animation into Adobe Premiere.
5. Layer, sequence, cut, etc to create final work.
6. Self critique animation with sound
7. Export as MOV

Tools:

<http://www.freesound.org> (you have to sign up)

<http://www.soundjay.com>

Audacity is a free download sound recorder. Although we are working with Audition you may download Audacity to record sound in computer.

We have Zoom Mics available for loan. However getting the ability to borrow one may be difficult with a total of 4 sections of IDM.

Inquiry:

Why did you chose these sounds?

What sort of sounds will best

Do they work with animation?

Do you have a variety of sound?

Are you using your own voice or ambient noises?

Do certain sounds repeat, and are some sounds more important in others?

Evaluation:

Worth 40 points IDM Grading Rubric.

Must be present for critique to receive credit.

No copyrighted songs in animation piece, automatic 10 point deduction.