Project 5 Planning

Surround Sound Soundscape – “A Journey”

Initially, our group took the brief of project 5 into a more ‘literal’ sense of a journey, rather than a theoretic journey. Our plan slowly started to build up on things such as creating a soundscape for an industrial area. However, we failed to realize there’s 3 minutes of audio needed within the soundscape, so it would be rather boring to have one area over the whole 3 minutes. In my own head, I pictured a journey through a woodland area, a journey of someone maybe taking a walk through a woodland area heavily inspired by Lord of The Rings, Mirkwood – an eleven forest. I thought of a soundscape if walking through a path populated by trees and some animals in the foreground, with a change to a running stream and a third area being stone steps (examples of which are put onto my WIX documentation page). However, the group decided to start thinking in an easier direction, looking at what’s nearby.

The thought brought up by everyone else would be easier implemented to fit with the timeline. The idea is to have a literal journey from walking around a construction and industrial area. The ‘journey’ aspect comes into play as a journey of the evolution of man. Construction years ago started with working away with wood, using what materials you had to work with. Then the soundscape changes to a construction site where machinery and metalwork is a common way of manufacturing and constructing all sorts of things – a time shift from working away in woodlands. And thirdly, the last soundscape fitted into the 3 minute journey, is a city, a connotation of the builders and manufacturers coming into the public to show what they have built – the market.

The second idea brought up by the group would be the one we are best to use, as it’s more simplistic for the sake of the small amount of time we have in the project.

In terms of recording planning, I assume we will be using the soundfield to capture a basis for each area, capturing the atmosphere of the place and more generally the types of sounds we might be able to hear with the full soundscape. Before then using tascams and external microphones for any SFX that needed to be implemented into the soundscape in order to make it a more fuller recording.

As for mixing, to save on time, because the recording is to be surround sound – instead of using simple Left and Right hearback when mixing and editing, we need to be situated into Studio 2 with an LCR playback. We thought to go into the studio after recording and then placing sounds, getting each session individually set up so that the sounds are where we want before then mixing individually for editing and setting any appropriate levels. Instead of us all needing to go through to the studio and one by one starting to place sounds into the session – it creates an easier workspace and a smoother way of editing.