Sound Design

Sound Approaches

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Sound Design

- Purpose

Sound or Music

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Listening Exercise

- Whats happening now?
- What information does it convey?
- What response does it trigger?

Purpose of Sound

- Background
- Interactaion

Considerations

- Stylistically appropriate
- Fitting current emotional charge
- Fitting established context
- Volume
- Psychoacoustic effects

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Artistic Approaches

- Realistic
  - involved and cinematic, or
  - selective and representational
- Stylistic
  - abstract, or
  - absurd

From: Kaye, D & LeBrecht, J Sound & Music for the Theatre Focal, 2000

Task

- Create a sound design for a chosen location
- www.freesound.org

Sound Design

Active Adobe Audition

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Movement in Sound

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Dynamic Elements

- Amplitude Control
- Panning
- Eq
- Doppler Effect

Amplitude

- Relative amplitude
- Reasons for changes in relative amplitude
- Automation within Audition

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Panning

- Stage related movement
- Placement of speakers
- Multi channel placement

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Eq

- Colour Sound to match aural effects
- Variable

Doppler Effect

- Ambulance
- Change in pitch as source moves
- In Audition Edit / Effects

Task

- Integrate some dynamic elements into your existing sound scape
- Create an audio cue using a moving sound

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Sound Design

Audition Fx

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Types of Effects?

Method

- Live
- Real Time
- Real Time Frozen
- Off Line Processing

Consider Performance Requirements

Purpose of Effects

Context Through Effects

- Size
- Depth
- Position
- Setting
- Variation

Purpose of Varation

- Change
  - Deterioration of Object
  - Relative Location
  - Size
  - Physical Location
  - Narrative Tool
- Localisation
- Delivered Though Automation
- Realism

Effects in Audition

- Add Effects
- Set Automation via Automation Lanes
- Freeze Effects if Required

Effect Placment

- Insert
- Bus
- Pre Fader
- Post Fader
- Effect Order

Task

- Add Effects to Soundscape
- Include Automation
- Consider Narrative Purpose

Sound Design

Audition Dynamics

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Dynamics

- Automated control of dynamics
- (Not Automation)
- Based on real time analysis of audio
- Insert effects

Devices

- Gate
- Limiter
- Compressor

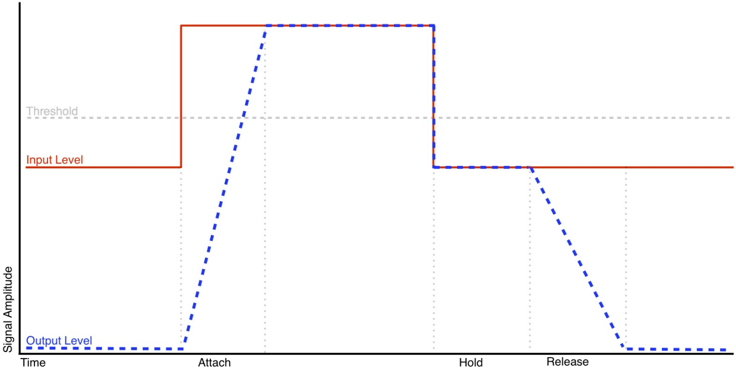
Uses

- Live
  - Feedback suppression
  - Source separation
  - Surpress momentary high levels
- Studio
  - Source separation
  - Noise reduction
  - Suppress player variance
  - Suppress instrument variance
  - Stimulate additional emergency headroom

Audio Gate

- Provides auto gate-ing on audio
- Commonly used on drums / stage mics
- Allows audio above selected amplitude to pass only

Audio Gate



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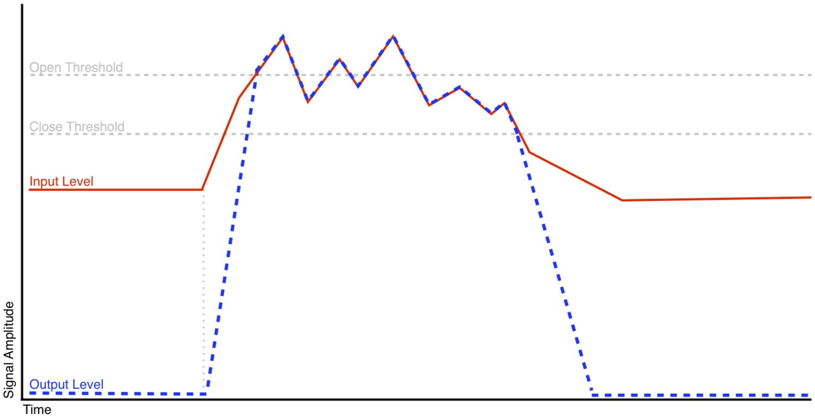
Audio Gate



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Side Chain

- Operation of gate controlled by external sound source
- Useful for sonic effects
- Useful for synchronisation

Drawmer DS404

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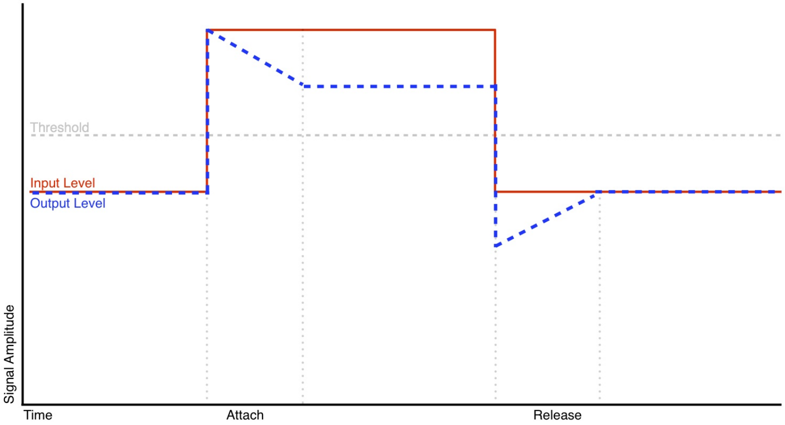
Compressor

- Reduces Peak Amplitude
- Reduce Dynamic Range
- Smooth Attacks

Compressor Features

- Threshold
- Ratio
- Attack and Release
- Makeup Gain

Compressor



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Drawmer DL251

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Limiter

- Special Case Hard Compression
- Very High Ratio
- Very Fast Compression Attack

Hardware Options

- Suitable for Live Use
- Provides device protection
- Provides hearing protection

Software Options

- Insert effects within Audition

Task

- Modify group recording using;
- a gate
- a compressor
- Consider further use within soundscape

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Sound Design

Formative Assignment Post Recording

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Post recording editing

- Audition use
- DC-Offset
- Normalisation

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Formative Assignment Due

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Audition Session Export

- Audition export
- Format considerations
- Session backup

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Sound Design

Performance Reading Week A

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Sound Design

Performance Reading Week B

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Sound Design

Audition Presentations

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Audition Group Presentations

In small groups prepare a 10 minute presentation.

Topics

- Gain control
- Automation
- Busses
- Panning
- Dynamics Processings
- Effects
- Process Effects vs Real Time Effects
- Frozen Tracks
- Surround Sound
- Spectral Processing

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Summative Assignment

Due Week 12

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Sound Design

Audition in Action

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Audition Example

Creative audition Use

To use

- Edit mode
- Insert effects
- Buss effects
- Automation
- Mixer Use

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Audition Export

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Exporting

Moving from studio to use

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Rendering

- Exporting built sounds
- Preparing cue for use
- Why?

Consider

- Balance
- Normalisation
- Mono / Stereo

Distribution

- Naming Convention
- Short Cues
- Long Cues
- Ownership