DESMA 162: Introduction to Sound, Recording, and Audio Design
Instructor: Drew Schnurr
Sound Design Project 2: Environment
25 points

Assignment:
Conceive, compose, mix, and deliver a 2-3 minute original sound score recording utilizing live field recordings.

Requirements:
1. Recording must be 2-3 minutes in length.
2. Recording must include **original** field recordings.
3. All source sounds must be live environment recordings.
4. Students must utilize three of the following audio editing techniques in Logic.
   - EXS 24 sampler programming
   - Arrange Window "non-destructive" audio editing
   - Sample Edit Window "destructive" audio editing
   - "Destructive" audio effect implementation
   - "Non-Destructive" audio effect implementation
5. Recording must incorporate multiple tracks.
6. All recordings must be original.
   - students may not "share" sounds
   - projects may not include downloaded sounds
   - projects may not include purchased sounds
7. Collaboration is not allowed.
   - all techniques used to create recordings must be
     performed by student

Grading Criteria (25 points):
1. Written Concept (7 points)
   - Originality
   - Coherence
   - Feasibility
   - Consideration of human listening experience
2. Execution (8 points)
   - Recording quality
   - Mix quality
   - Organization of Logic song sessions
   - Realization of concept
3. Esthetics (10 points)
   - Composition
   - Phrasing
   - Dynamics
   - Overall Impact

Delivery:
1. DVD containing Logic session, bounced mix, and written concept in text format
2. .mp3 mix delivered to class server

Friendly Reminder:
PROJECTS WILL NOT BE ACCEPTED LATE - SEE SYLLABUS