

DE SMA 162: Introduction to Sound, Recording, and Audio Design

Instructor: Drew Schnurr

Sound Design Project 3: Voice

25 points

Assignment:

Conceive, compose, mix, and deliver a 2-3 minute original sound score recording utilizing the human voice.

Requirements:

1. Recording must be 2-3 minutes in length.
2. Recording must include **original** recordings of the human voice.
3. 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
4. Recording must incorporate multiple tracks.
5. All recordings must be original.
 - students may not "share" sounds
 - projects may not include downloaded sounds
 - projects may not include purchased sounds
6. 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