



<https://vimeo.com/642483467>

For this rotation, we were asked to create 3 x 10 second audio films. Going into this rotation, I had never ventured into sound design too much, so I thought it would be fun to experiment with the different noises I would hear when venturing outside and within my household. For the first 10 second clip I used the sounds of water dripping and the noise of construction outside of my house. I felt that the two sounds combined created a very eerie atmosphere, so I distorted the audio of the construction in Adobe Premier Pro until it sounded almost musical. I then added a reverb to the water dripping so that it was more in the foreground of the audio. With that I paired it with unsettling visuals and was fairly satisfied with the result.

The next clip uses only the sounds I recorded in a local café. I only used noises from the café alone for this animation since there was a lot of layered sounds, from the music playing to the sounds of clattering utensils. I pitched the audio down to create a shift in the tone of the audio, I then created animation that also had a shift in the visuals, with something slightly darker.

The final ten seconds uses the audio of me crushing fruit using the bottom of a glass, along with a knife scraping across an empty chopping board. I initially started off with only the audio of the fruit being squished but thought it would be more interesting with the sound of knife chopping something. With the audios combined with some reverb and deepening the audio, it sounded like pieces of meat being cut viscerally. I left the animation slightly more ambiguous, with just a simple 'slideshow' of raw meat that I drew, with illustrations of human organs quickly popping up.

Overall, this rotation was both interesting and challenging. I generally don't work with editing audio on Premier Pro so I was slightly worried that I would spend too long trying to work on it. However; this ended up being a lot easier than I thought it would be, and experimenting with different sounds and hearing how much they could be morphed to sound like something else was very fun.