

CORE STUDIO: INTRO TIME-BASED MEDIA

BFA Design + Technology Program
CDT Department, Parsons The New School For Design
PUDT 1200.B (CRN# 2461)

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SPRING 2009

PROJECT II: SOUND – AUDIO DOCUMENTARY

(individual project – work alone)

Date: March 4, 2009

Assignment:

- How can you tell a story with sound?
- Create a 2-3 minute sound piece that tells a story.
- What is the objective of the piece, what are you exploring/questioning? What is the topic/focus of the piece?
- Consider the overall mood of the narrative. How does it create description through sound? What is its relationship to location? To character?
- Think about what emotions will your audio stir up
- Emphasize storytelling in *cinema verité* style of filmmaking but without the use of imagery—telling a story through sound or audio recordings—“the sound of life happening.”
- Your project will be judged on:
 - Success and clarity in the voice in which you choose to communicate your idea/s or concept behind the topic of your choosing
 - Originality/creativity of delivering/interpreting the concept
 - Composition through time – how the story unfolds through time
 - Strong aural and emotional impact
 - Use of the temporal elements of sound design (tempo, rhythm, crescendo, attack, decay)
 - Successful exploration of elements of pitch, amplitude, and timbre
 - Effective use of field recordings and how well it was integrated into the overall piece
 - Broadcast Quality, content & production
- **Format:** final output - .aiff

***DUE DATES:**

- **March 9, 2009 (Monday)** – *Concept/idea written as a project proposal - include project objective/purpose/goals, abstract, target audience, background research, underlying story, references / precedence, production plan/schedule AND sound treatment and present it in class*
- **February 18, 2009 (Wednesday)** – *“Sound: Audio Documentary” work-in-progress*
- **March 25, 2009 (Monday)** – *“Sound: Audio Documentary” project final critique*