

FIELD RECORDING

After making lots of films and videos where image and sound are combined, for next week I would like you to explore your sound-only world. The idea is to explore your sonic world and find interesting sound possibilities in the things around you.

Your assignment:

Make 40 1-minute audio-only recordings. Look around you and think about all the different sources possible. To suggest a few:

- + Vocal sounds, breathing
- + City sounds
- + Very quiet sounds
- + Mechanical sounds
- + Animals
- + Hums, fans, heaters, and other droning sounds
- + Think about all the different sounds a single object can make: a soda can could be tapped, scraped, the tab plucked, etc, etc

You can devote a single minute to one very small and particular sound – say one minute of just tapping on the table, one minute of rustling a plastic bag, etc.

You can record these sounds with a video camera, one of the audio recorders from the cage, or a mini-cassette recorder... basically any way that you can record and play it back in class. Something digital will be easiest, since you won't have to record or capture the sound into the computer.

Recommended listening: Studio 360's Kurt Anderson interviews Ben Burt, the creator of the sound effects for Star Wars and Wall-E. On the course website.

Due next week:

- + 40 sounds, each 1 minute long
- + All audio burned to a CD or on a folder on the server. You will need to import footage if using a video camera, then export it as discussed in class (and shown below).

TO EXPORT SOUND FROM FINALCUT

File, Export, Audio to AIFF(S)...

You can change the quality settings (sample rate and sample size), which shouldn't matter in this case so leave them as they are.

You should, however, change the "Files" dialog to "Stereo Mix".

Click "Save".

A full hour's-worth of sound will probably take a really long time to export (and be cumbersome to work with) so I recommend cutting it into a few shorter segments and exporting them individually.