***Assignment 7***

**IDM116 Spring2013**

**Audio Self-portrait**

Due: 03/16/2013 before this weekend

***Objectives***:

Studio Fundamental: To demonstrate knowledge of sound recording and editing.

Concept: To find audio equivalents for your personal identity

***Overview:***

Artists work in a variety of forms, paintings, sculpture, performance, video and so on. While most of our work in studio art concentrates on visual elements, sound art is more about experience, using noises and sounds, as a painter would use a brush, to create an artistically rich experience. For this assignment you will compose an experimental composition that serves as a self-portrait. Your composition will be created by recording sounds and then arranging them using multi-track editing software.

Students must compose a score at least 30 seconds in length. The composition must consist of at least two tracks recorded by the student. Sound samples MAY be used, but again, you are responsible for legality (that means a bit of research).

***Vocabulary:***

tracks, decibels, tone, pitch, levels, transitions, fade, noise, pop, WAV, MP3

***References for further study:***

See the “Resources” in Wiki and that would be helpful.

***Material***:

Adobe Audition, microphone and headphones, any samples you wish to incorporate

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***Process:***

1. Think about how you might depict yourself through sound. Will you offer a glimpse into your mental thought processes? Will you share a soundscape of a beloved location? Will you create a narrative to illustrate an important event?

2. Gather other audio materials. You may use sound effects from libraries, but make sure you observe copyright laws and be careful. MP3s or iTunes files are often encrypted, so don't expect to be able to use them.

3. Using a microphone, record yourself and your sound effects. Incorporate any other audio clips you'd like. Watch your levels, make sure your sounds are loud enough but not too loud.

4. In your editing software, assemble individual recordings into at least four layers of sound.

5. When finished, EXPORT AS A WAV OR MP3. Do not merely save as the proprietary file type (such as .AUP)

***Grading:***

1. Individual improvement – 20 points
2. Originality – 20 points
3. Design/Aesthetics – 20 points
4. Concept – 20 points
5. Software skill used – 20 points

Total: 100 points

A – Between 90 and 100

B - Between 80 and 89

C - Between 70 and 79

D - Between 60 and 69

E - Between 50 and 59

F – Below 49