

AY 2024 SEM 2 T195 ESE GA  
INDIVIDUAL REPORT

24012427

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# PODCAST SCRIPT

*Background sound: light campus ambience, cheerful music playing in the background.*

**Host (Excited):** "Hey future creators! Unsure of your path after O-levels? Look no further than RP's Common Arts, Media and Design Programme, or CAP, at the School of Technology for the Arts!"

*(Students sharing their thoughts.)*

*"DID? Game design? Sounds interesting!"*

*"DAEPM? DDCC? What's that?"*

*"Sound design is definitely up my alley!"*

**Student 2 (Worried):** "What if I'm interested in joining STA, but don't know what to pick yet?"

**Host (enthusiastic):** "CAP is perfect if you're still exploring your creative side. In just one year, you'll be introduced to different modules from our four different STA courses!"

**Student 2 (Intrigued):** "So, I get to explore and choose later?"

**Host (enthusiastic):** "Exactly. Discover where your talents truly shine!"

*Outro music fades in*

**Host (Excited):** "Join the Common Arts Programme today and let your creative journey begin at Republic Polytechnic!"

----SCRIPT END----

# CREATIVE JOURNAL

## INITIAL IMPRESSIONS

I can make my edit as minimal as possible with minimum edits and subtle changes.

I have problems trying to get the right mixing using the AI cleanup as it cuts out some necessary lines.

I do not know whether if my finished product is the best.

# CREATIVE JOURNAL

## MILESTONE 1 – DIALOGUE RECORDING

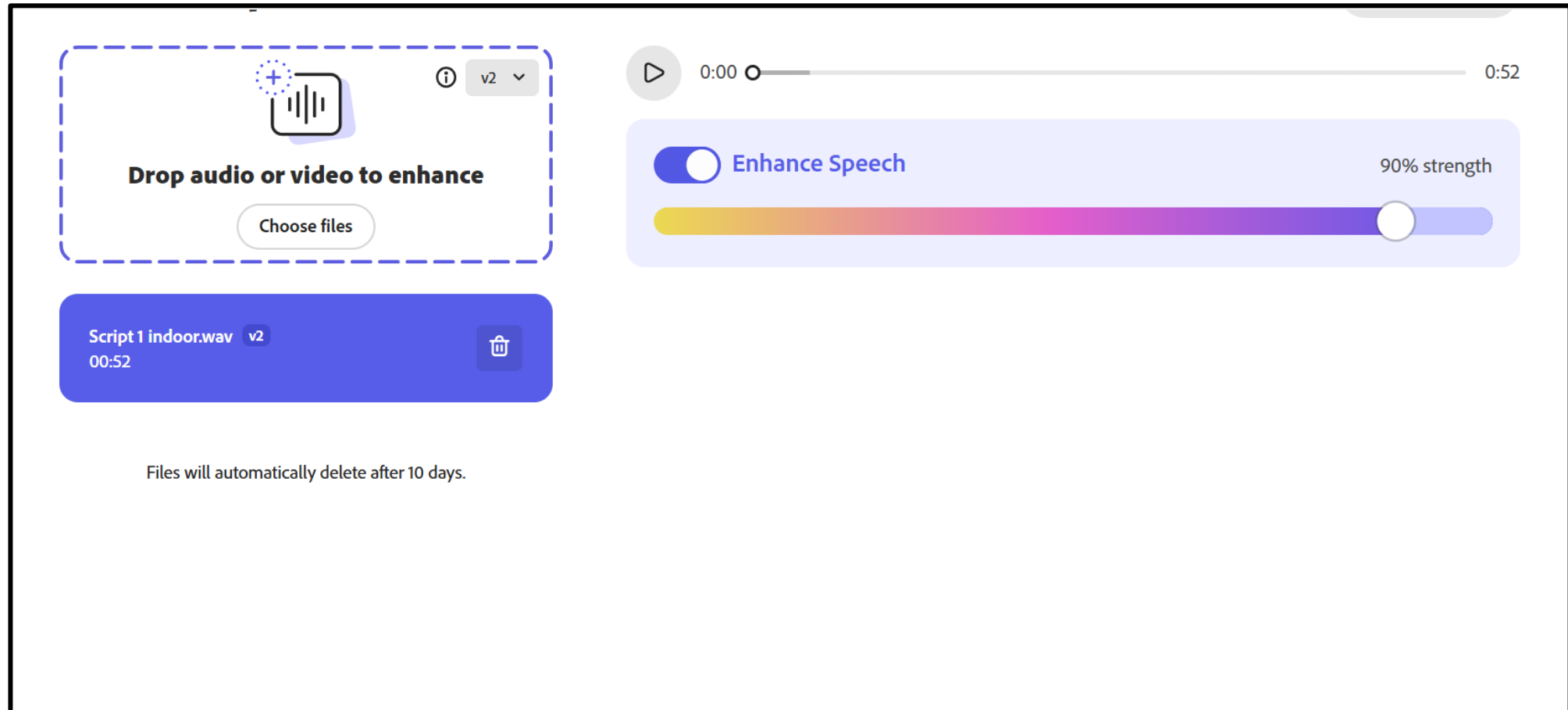
We recorded our lines in classrooms and benches outdoors with the RODE app as the microphone. We sat around the phone to project our voices so that each voice can be heard equally. I imported one of our recordings into the Adobe AI Enhancer and use 90% strength.



# CREATIVE JOURNAL

## MILESTONE 1 – DIALOGUE RECORDING

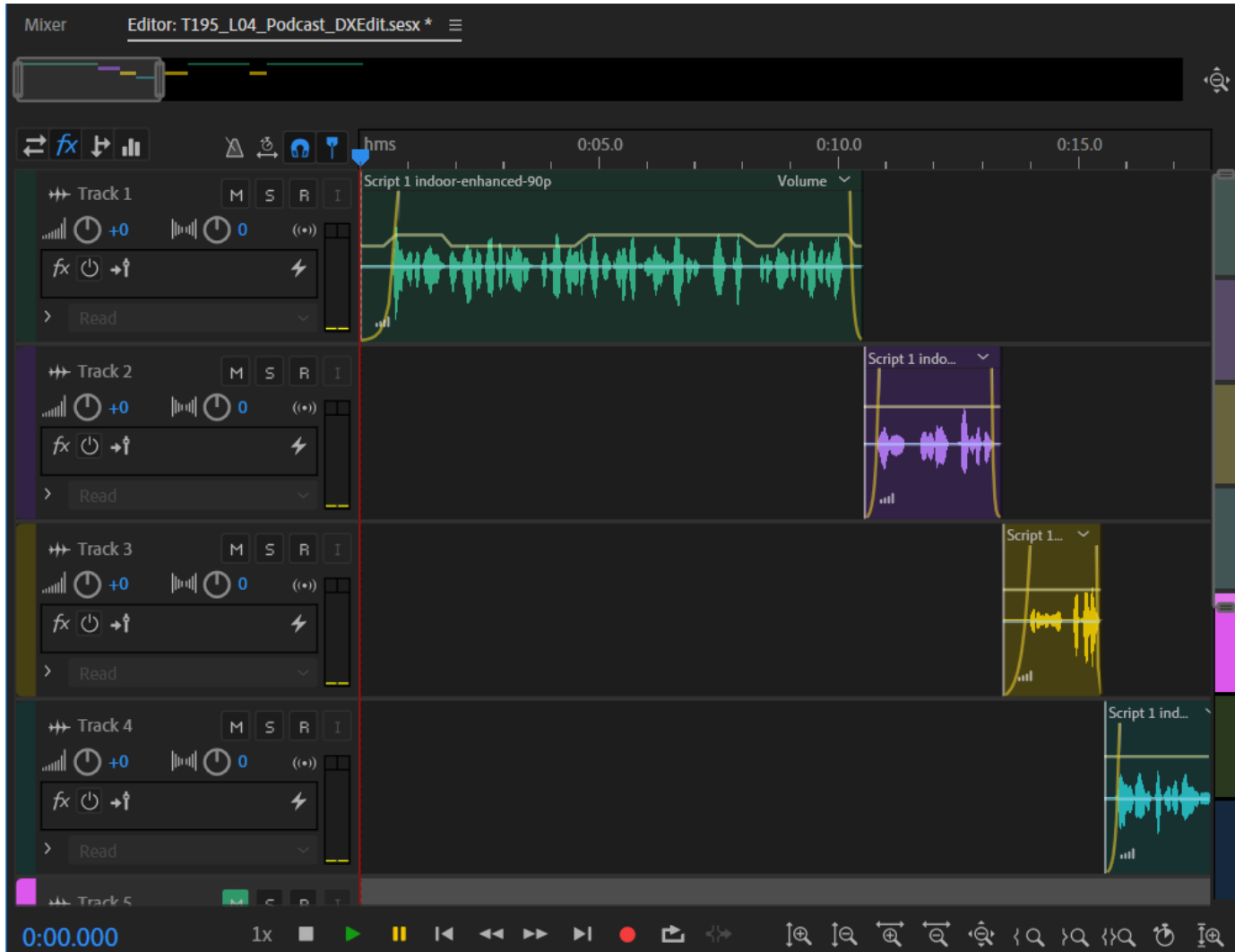
I imported one of our recordings into the Adobe AI Enhancer and use 90% strength.



The screenshot displays the Adobe AI Enhancer interface. On the left, there is a dashed blue box containing a microphone icon with a plus sign, the text "Drop audio or video to enhance", and a "Choose files" button. Below this is a blue file card for "Script 1 indoor.wav" with a duration of "00:52" and a trash icon. At the bottom left, a note states "Files will automatically delete after 10 days." On the right, a playback control shows a play button, a progress bar from "0:00" to "0:52", and a toggle for "Enhance Speech" which is turned on. Below the toggle is a color gradient slider set to "90% strength".

# CREATIVE JOURNAL

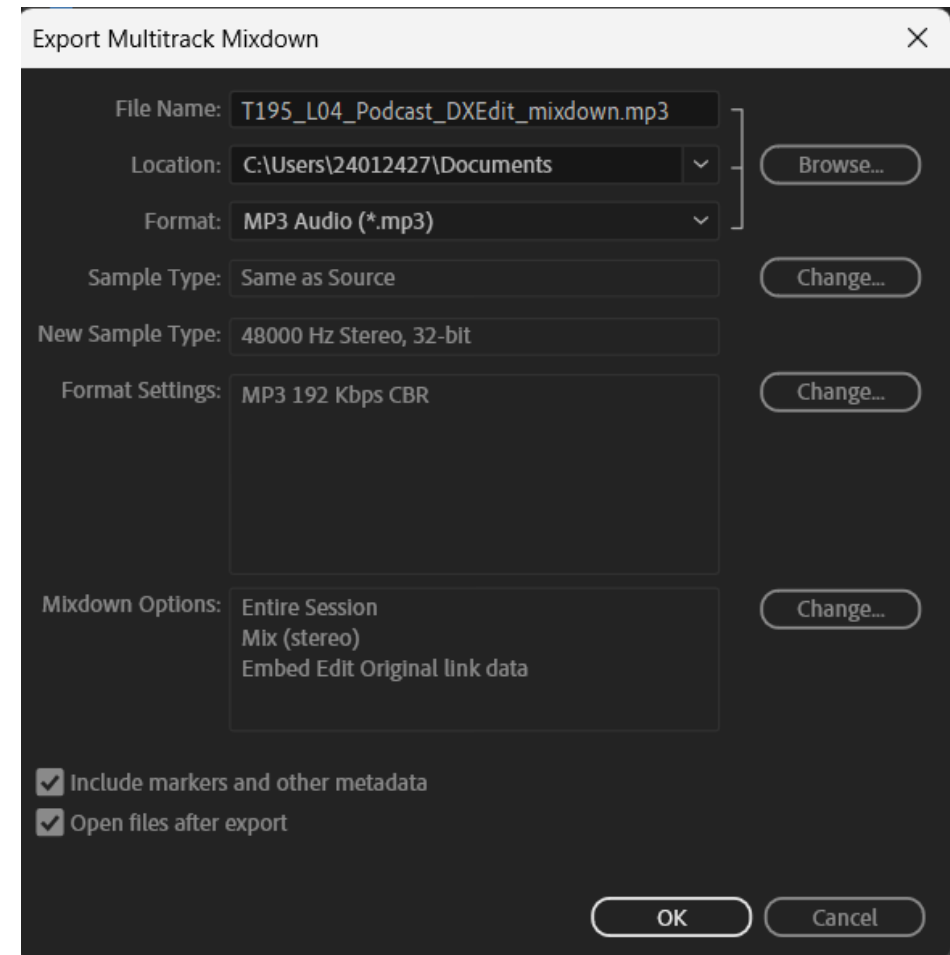
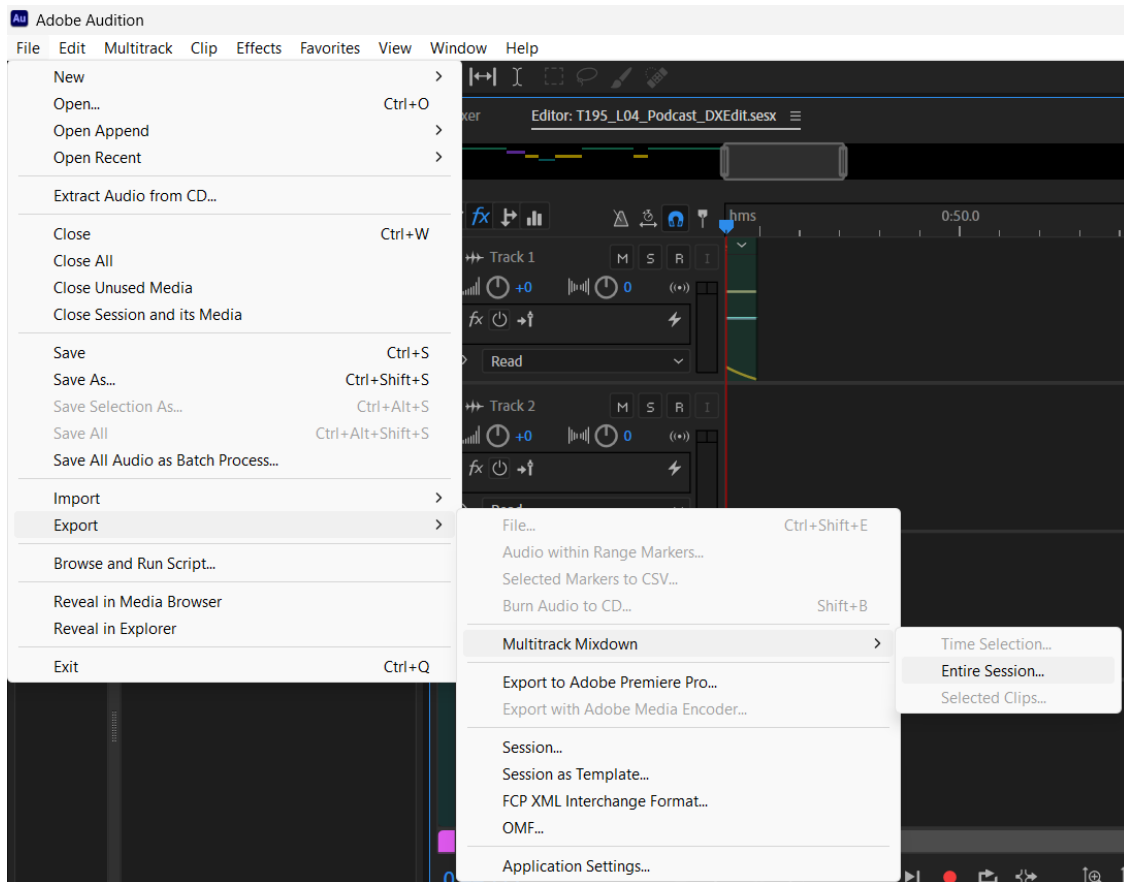
## MILESTONE 1 – DIALOGUE RECORDING



For the host (Track 1) I increased the volume of his recording whenever he says something of value. I also add in fade ins and fade outs for all recordings.

# CREATIVE JOURNAL

## MILESTONE 1 – DIALOGUE RECORDING



# CREATIVE JOURNAL

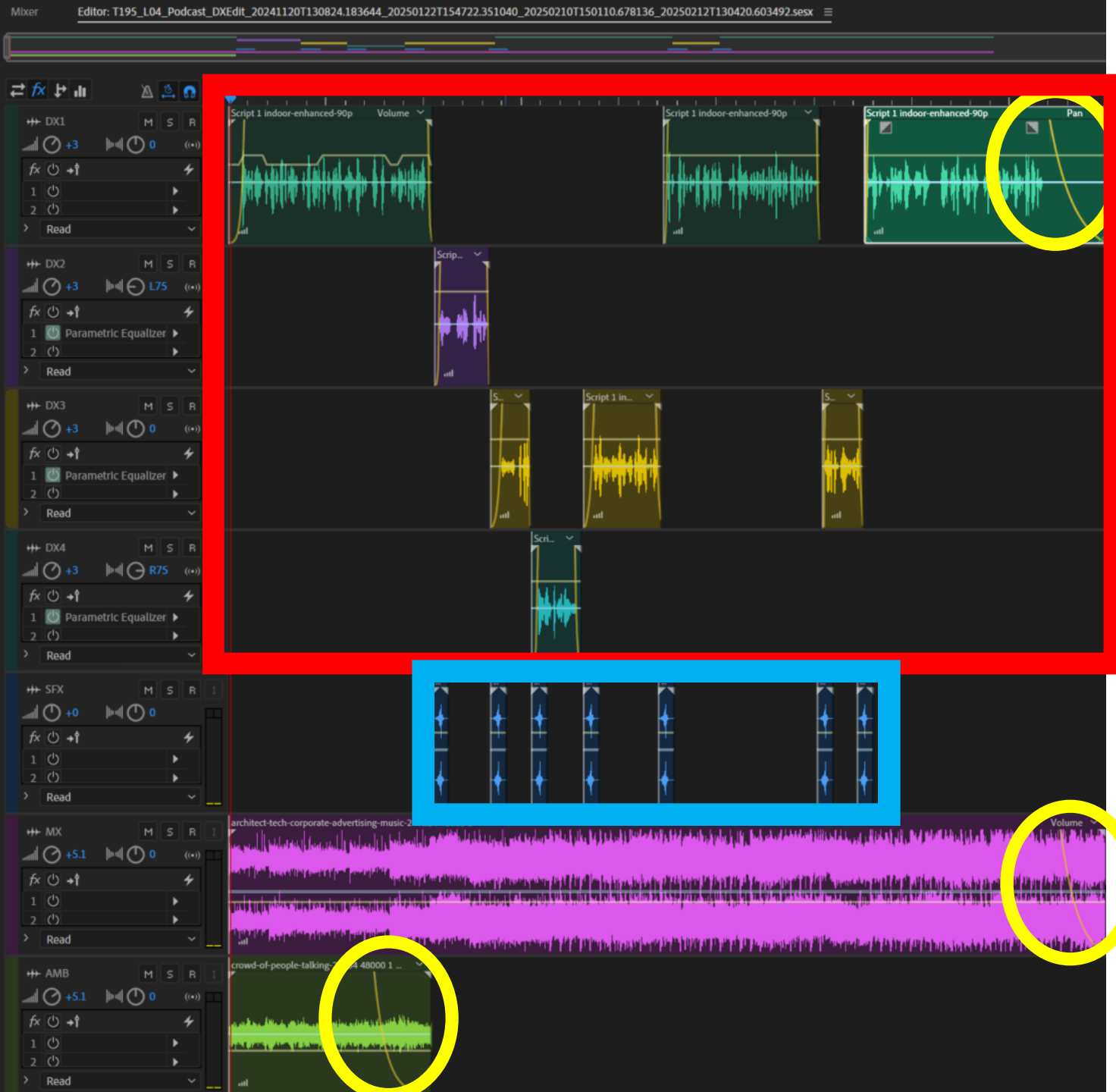
## FINAL SUBMISSION – SOUND DESIGN

I wanted the podcast trailer to be as simple as possible with not too many edits and effects. It will be minimal with production to prevent distractions and a voice line that gets straight to the point. I wanted to make the trailer sound as if it is taking place in a campus as I added an establishing ambience of chatter to indicate its location. All the voice lines have fade in and out effects to make their endings less awkward. The SFX, voice lines and music have their own buses. The levels of the loudness meter hardly exceed the limits that make them too loud.

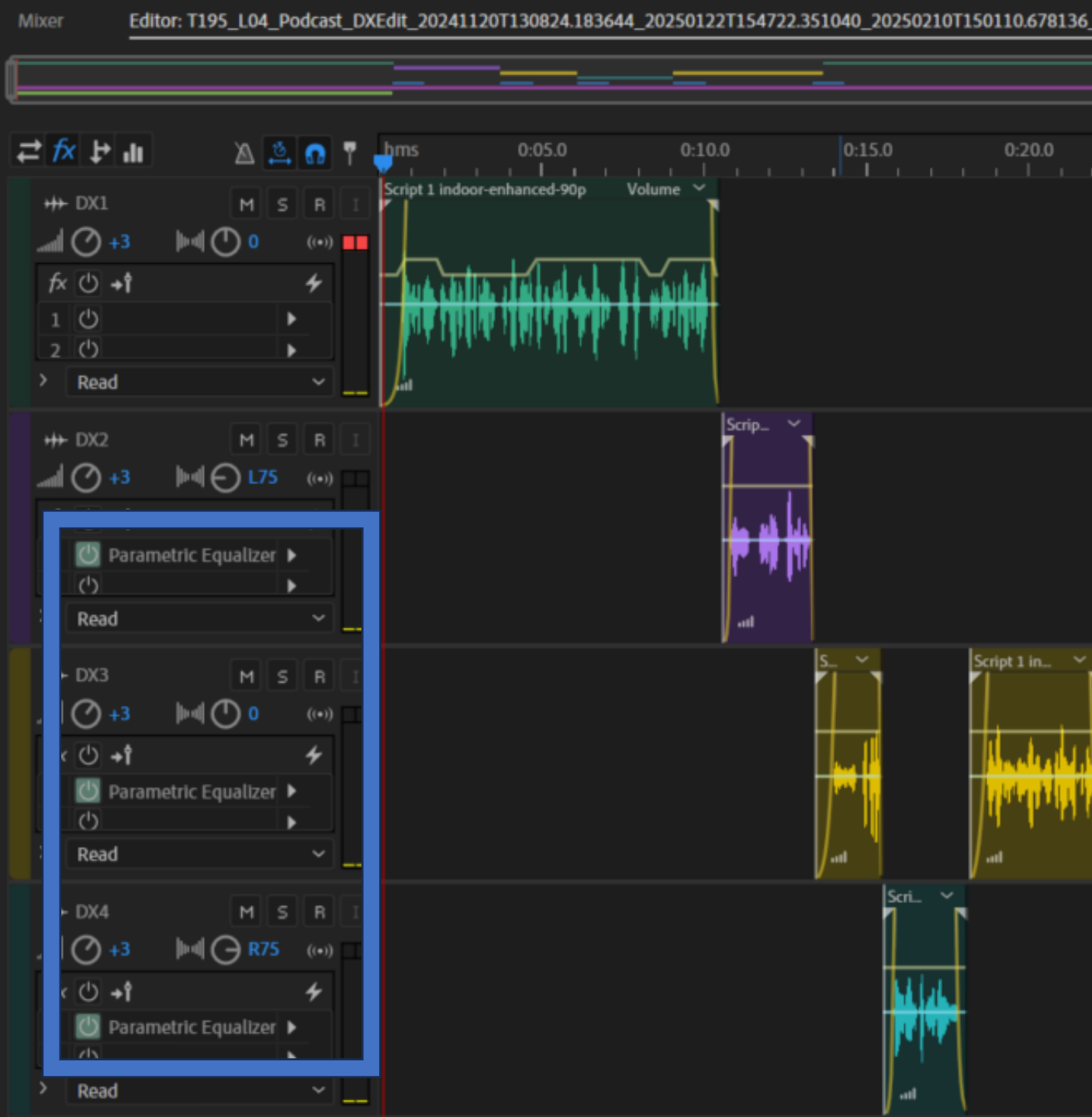
My team recorded our script indoors as we sat around the recording phone for our voices to be heard properly. I used the Adobe Podcast Enhancer to remove the background noise. Unfortunately, there were a few lines of dialogue that were removed but I made some formatting that makes up for it. A subtle “whoosh” sound can be heard when switching between the voice lines of the students. It helps to fill in the brief moments of silence between voice lines to make it sound as if switching between peers.

I wanted the voice lines to be the main factor of the trailer as I made sure that they can be heard properly above the ambience and the music. I added parametric equalisers to the voice lines. For the first and third voice line, I made one channel to the left channel and the other to the right. It gives a sense of direction as if you are hearing your fellow peers voice their opinion. Their voices have been given a high pass filter due to their bassy tone. The second voice line being the peer that asks questions establishes the importance of the trailer. Her voice is given a low pass filter and a bass boost to maintain her higher pitched voice. I did not use a parametric equaliser for the main voice line as I find that it is too loud for it to be maintained. I also raised the volume at its first appearance when mentioning important information to attract the attention of the listener. The establishing ambience fades into the background for the different voice lines detailing the types of modules to be heard. The remaining voice line and music fade out in the end.

I did not add any reverb as I find that it does not add any value to the vibe of the trailer, and it will be distracting to the listener. I also did not add any vocal effects that will take out the listener and any sound effects that appear after a voice lines mentions something as I find them unnecessary.



- **Added** fade ins and outs for all voice lines.
- **Added** a fade out for the ambience to prevent distractions and the voice line and music when the trailer ends.
- **Added** an SFX when switching between the different voice lines.



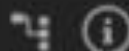
All voice lines have parametric equalisers except the main one.

|  |                 |                 |                 |                 |                 |                 |                 |                 |                 |                 |                 |
|--|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
|  | Default Stere > | Default Stere > | Default Stere > | Default Stere > | Default Stere > | Default Stere > | Default Stere > | Default Stere > | Default Stere > | Default Stere > | Default Stere > |
|  | DX Bus >        | DX Bus >        | DX Bus >        | DX Bus >        | SFX Bus >       | MX Bus >        | AMB Bus >       | Master >        | Master >        | Master >        | Master >        |
|  |                 |                 |                 |                 |                 |                 |                 |                 |                 |                 |                 |
|  |                 | Parametric E    | Parametric E    | Parametric E    |                 |                 |                 |                 |                 |                 |                 |
|  | S1     +4.5     | S1     -∞       | S1     -∞       | S1     -∞       | S1     -∞       | S1     -∞       | S1     -∞       | S1     -∞       | S1     -∞       | S1     -∞       | S1     -∞       |
|  | None >          | None >          | None >          | None >          | None >          | None >          | None >          | None >          | None >          | None >          | None >          |
|  |                 |                 |                 |                 |                 |                 |                 |                 |                 |                 |                 |
|  | 0 ((∞))         | L75 ((∞))       | 0 ((∞))         | R75 ((∞))       | 0 ((∞))         | 0 ((∞))         | 0 ((∞))         | 0 ((∞))         | 0 ((∞))         | 0 ((∞))         | 0 ((∞))         |
|  | Read  dB        | Read  dB        | Read  dB        | Read  dB        | Read  dB        | Read  dB        | Read  dB        | Read  dB        | Read  dB        | Read  dB        | Read  dB        |
|  | 3               | 3               | 3               | 3               | 0               | 5.1             | 5.1             | 0               | 0               | 0               | 0               |
|  | DX1             | DX2             | DX3             | DX4             | SFX             | MX              | AMB             | MX Bus          | AMB Bus         | DX Bus          | SFX Bus         |

# Rack Effect - Loudness Meter



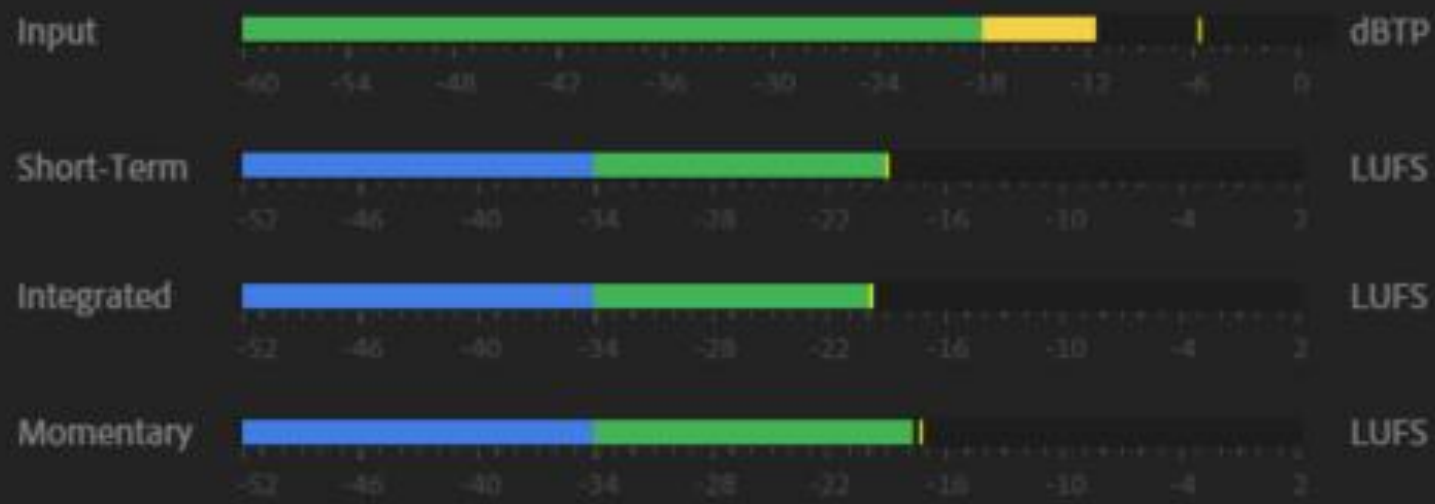
Presets: **EBU R128 +18 LUFS \***



Levels Settings

**Short-Term**      **Integrated**      **Loudness Range**      **True Peak**      ↻

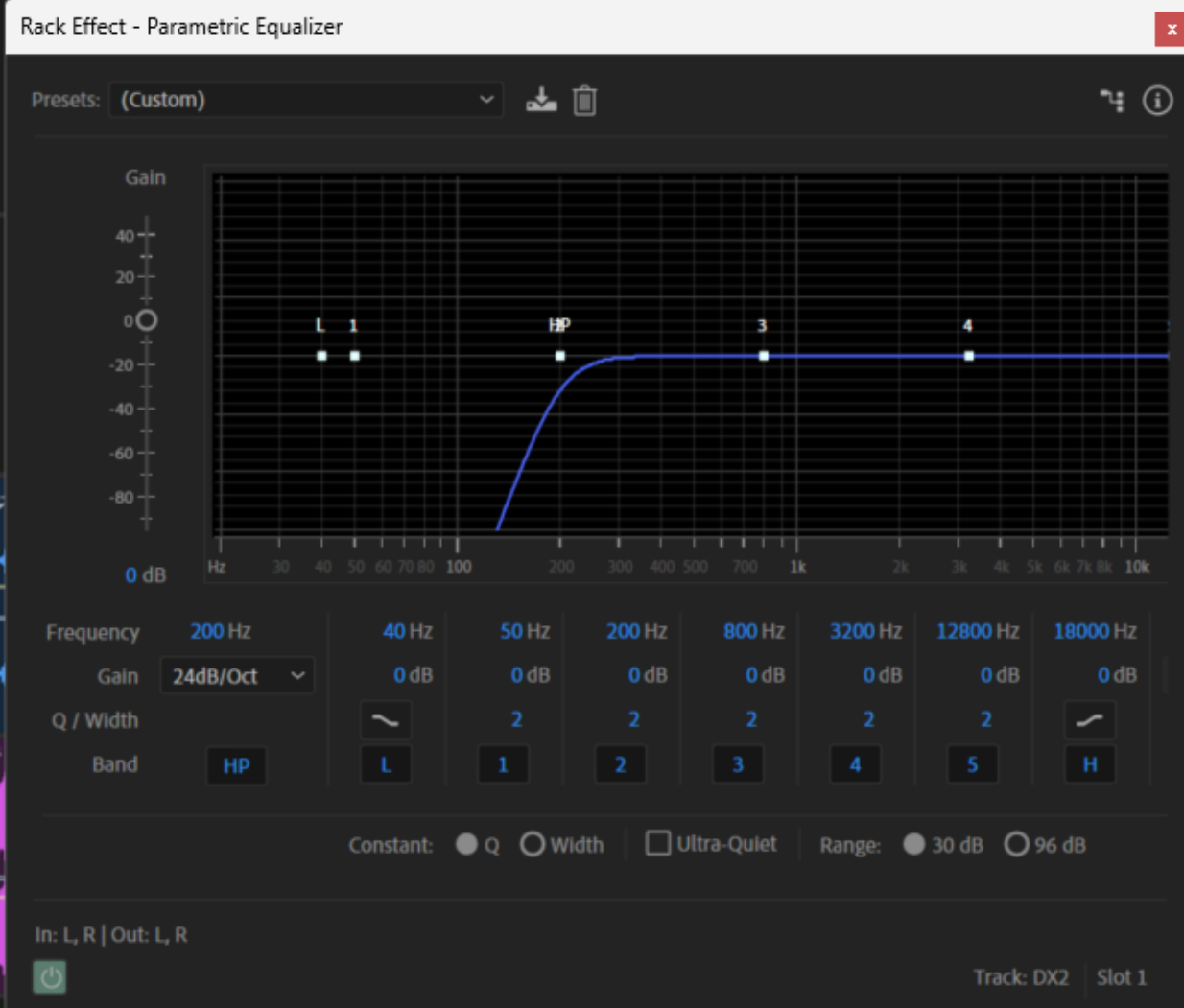
**-19.0** LUFS      **-19.9** LUFS      **2.7** LU      **-4.5** dBTP



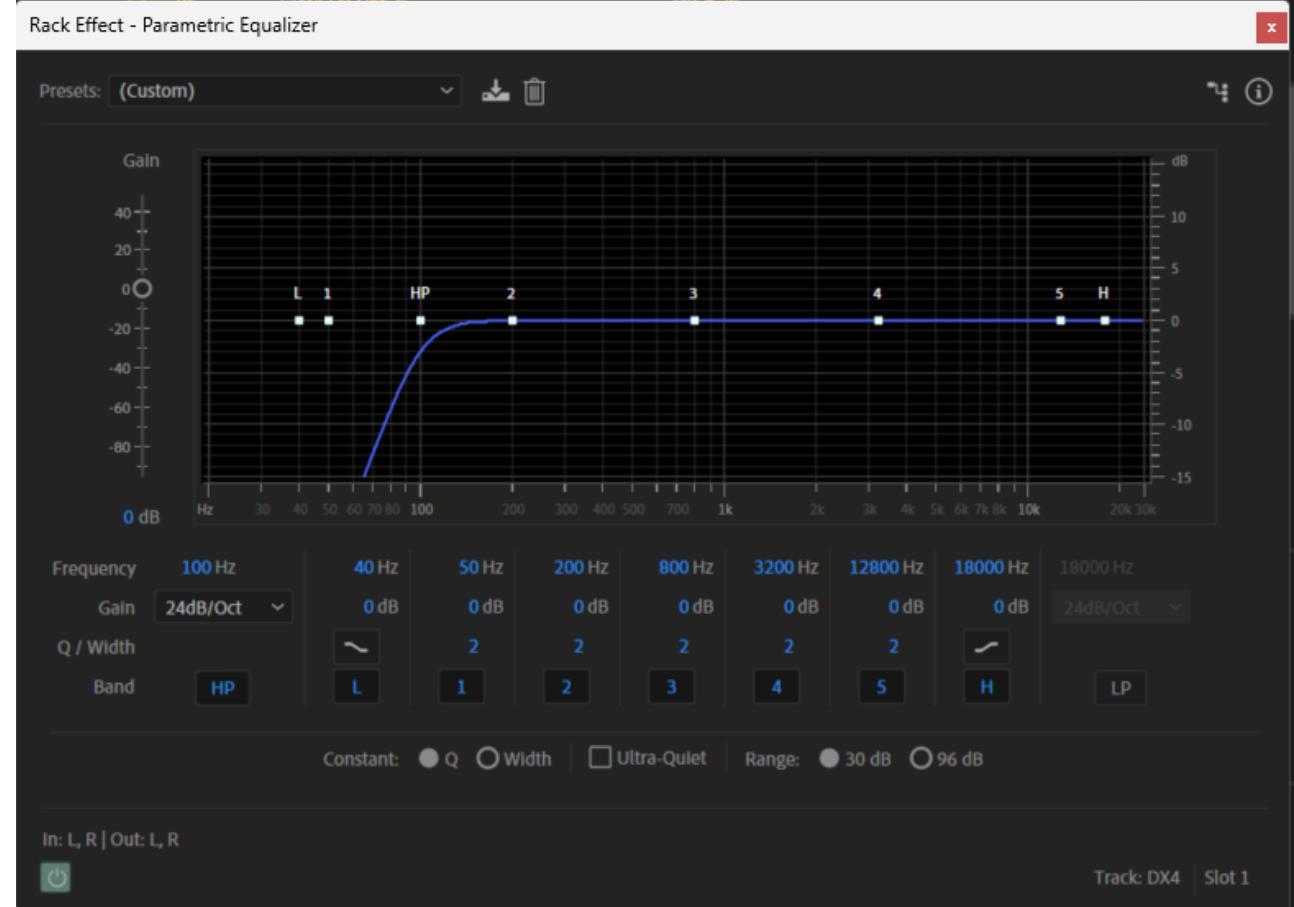
In: L, R | Out: L, R



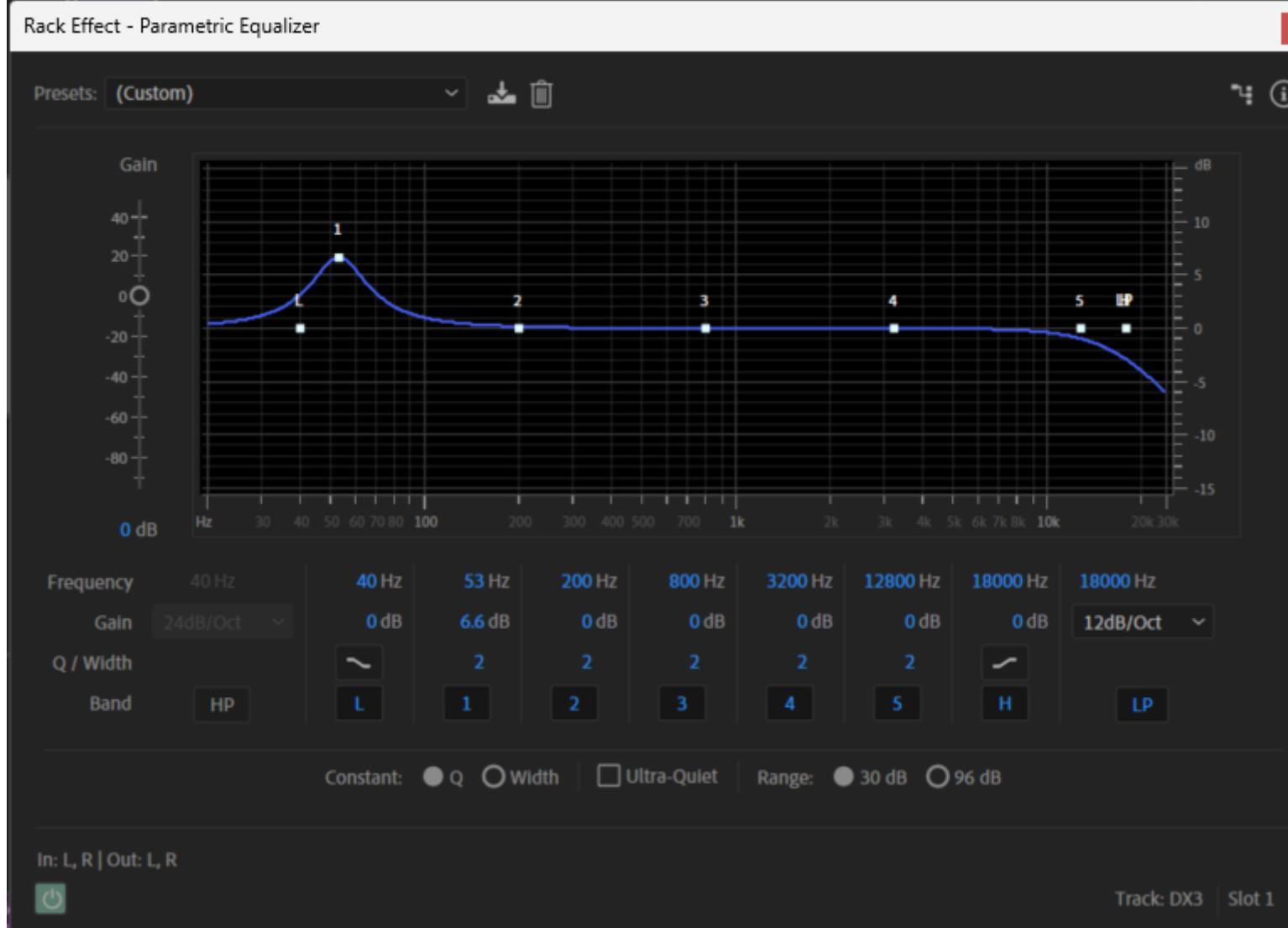
Track: Master | Slot 2



First voice line's parametric equaliser



Third voice line's parametric equaliser



Second voice line's parametric equaliser

# EQUIPMENT LIST

| NO | NAME                   | MODEL  | QUANTITY | USAGE                                       |
|----|------------------------|--------|----------|---|
| 1  | Adobe Audition         | 25.0   | 1        | Creating the podcast trailer                |
| 2  | RODE App               | 1.1.51 | 1        | Recording audio                             |
| 3  | Adobe Podcast Enhancer | V1.1   | 1        | Clearing up background noise in recordings. |
|    |                        |        |          |   |
|    |                        |        |          |   |
|    |                        |        |          |   |
|    |                        |        |          |   |
|    |                        |        |          |   |

# CUE SHEET

| NO | NAME            | TYPE     | TC-IN  | TC-OUT | Source  |
|----|-----------------|----------|--------|--------|---------|
| 1  | Whoosh          | SFX      | 0:10.4 | 0:33.1 | pixabay |
| 2  | Crowd           | Ambience | 0:00   | 0:10.4 | pixabay |
| 3  | Corporate music | Music    | 0:00   | 0:45   | pixabay |
|    |                 |          |        |        |         |
|    |                 |          |        |        |         |
|    |                 |          |        |        |         |

# FINAL PRODUCT



END