AY2024 SEM2 T195 ESE GA INDIVIDUAL REPORT

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LIAU SIONG KAI

PODCAST SCRIPT

Script 2 (two person)

[Intro Music: Upbeat and Catchy]

Host 1 (Alex):

Hey everyone! Welcome to "Sound Waves"! I'm Alex-

Host 2 (Jamie):

-and I'm Jamie! We're both Sound Design students here at Republic Polytechnic, and we're super excited to share why you should join us!

Host 1 (Alex):

So, Jamie, what's your favourite part about the Sound Design course?

Host 2 (Jamie):

Honestly, the hands-on experience! We get to dive into projects from day one—mixing tracks, recording sounds, and even creating soundscapes!

[Sound Effect: Studio Ambiance]

Host 1 (Alex):

Absolutely! Plus, the vibe here is amazing. Collaborating with creative-minded classmates makes every project more fun!

Host 2 (Jamie):

So, if you're looking for a course that's creative, fun, and full of opportunities, join us in Sound Design at Republic Polytechnic!

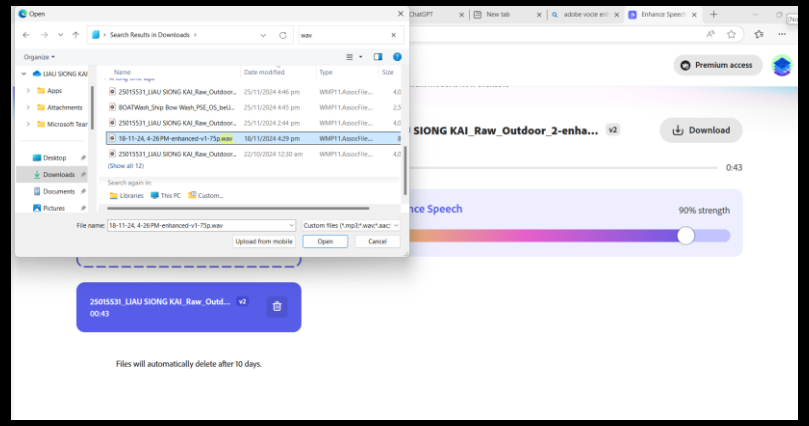
CREATIVE JOURNAL
INITIAL IMPRESSIONS

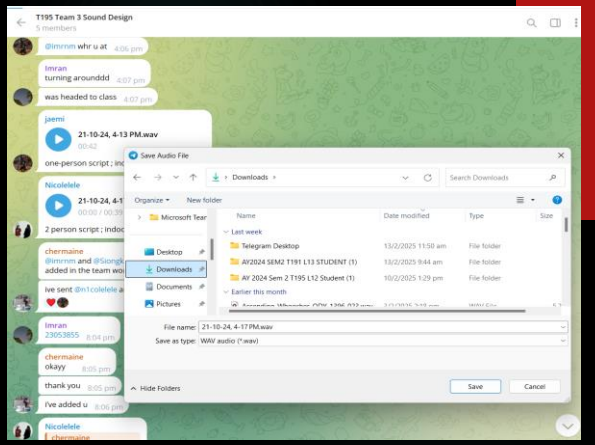
I initially found Adobe Audition and editing complicated, so I focused on class lessons, reviewed them, and watched YouTube tutorials for better understanding. To improve further, I asked my friend Imran to review my work and provide suggestions. This approach helped me feel more confident in using the software effectively.

CREATIVE JOURNAL MILESTONE 1 – DIALOGUE RECORDING

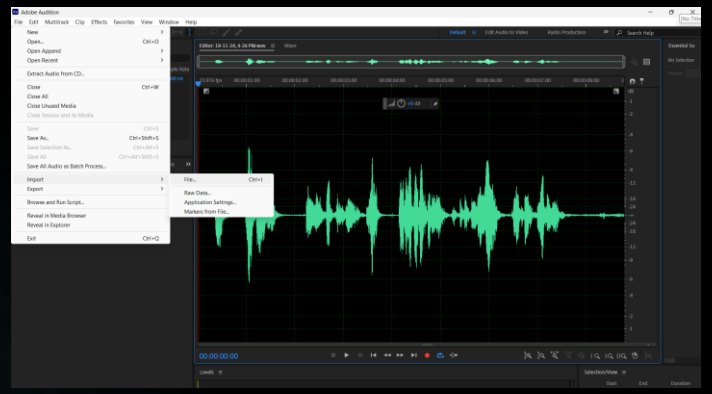
- Technical process: We went to admiralty park for outdoor and a empty classroom for indoor. I placed a phone on the table to read the script off of, I use voice recorder and hold the end of my phone close to my mouth and recorded the voices.
- Creative decisions: We chose the locations based on how quiet it is and the voice quality that can be recorded. I delivered my dialogue with confidence and enthusiasm and paced it a little fast too show the enthusiasm and excitement.
- AI clean up/restoration: I used telegram to download the wav file and import it into the adobe voice enhancer, then I adjust the strength and export when I thought the voice is natural and the background sound is gone.

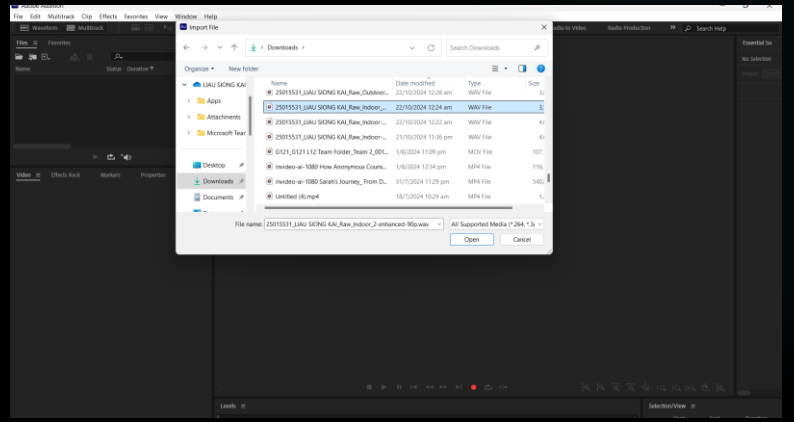
AI clean up/restoration:



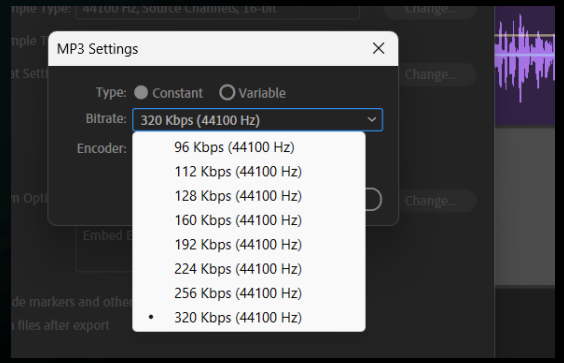


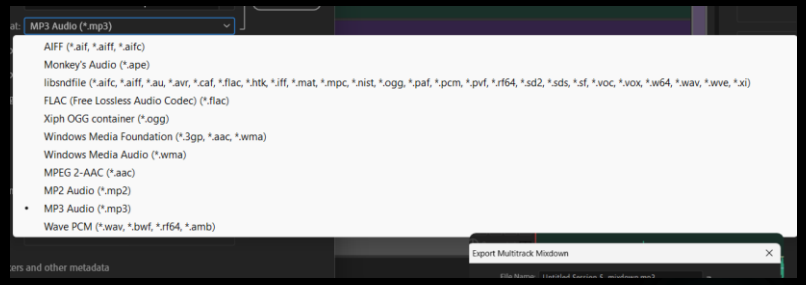
DAW importing

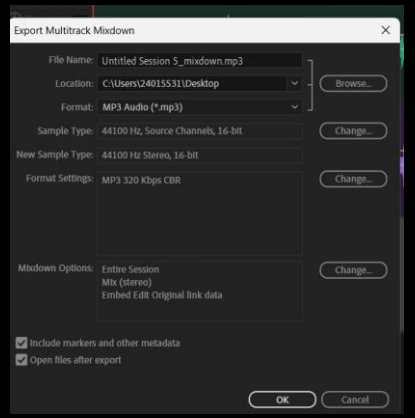




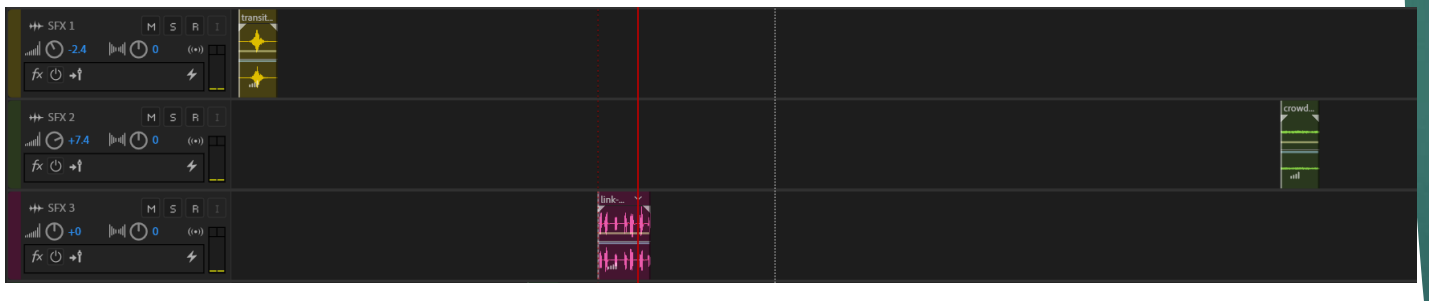
DAW exporting







CREATIVE JOURNAL
FINAL SUBMISSION – SOUND DESIGN

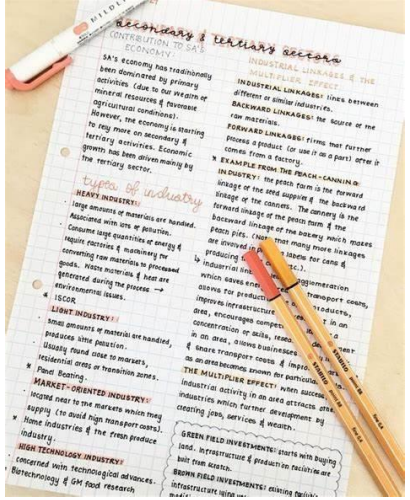


1) Ambience (e.g., why you chose the sounds, and how it helps create an immersive experience for the listener, with screenshots)

I chose the muffled crowd sound and mouse clicking ambience to show that there is people working since it was at the "hands on experience" part, it mimics the real life environment of us poly students working on projects.

2) Spot FX (e.g., why you chose the sounds, and how it helps improve the storytelling, with screenshots)

I chose SFX 1 to transitioned to the next point. SFX 2 was chosen to make the end sound welcoming. Sfx 3 is chosen to make the mixing tracks part come to life.



Foley (e.g., why you chose the sounds, and how it helps improve the realism or immersive experience of the podcast trailer, with screenshots)

I used the pencil scribble noise to simulate working on project, helps listener to visualize diving into projects

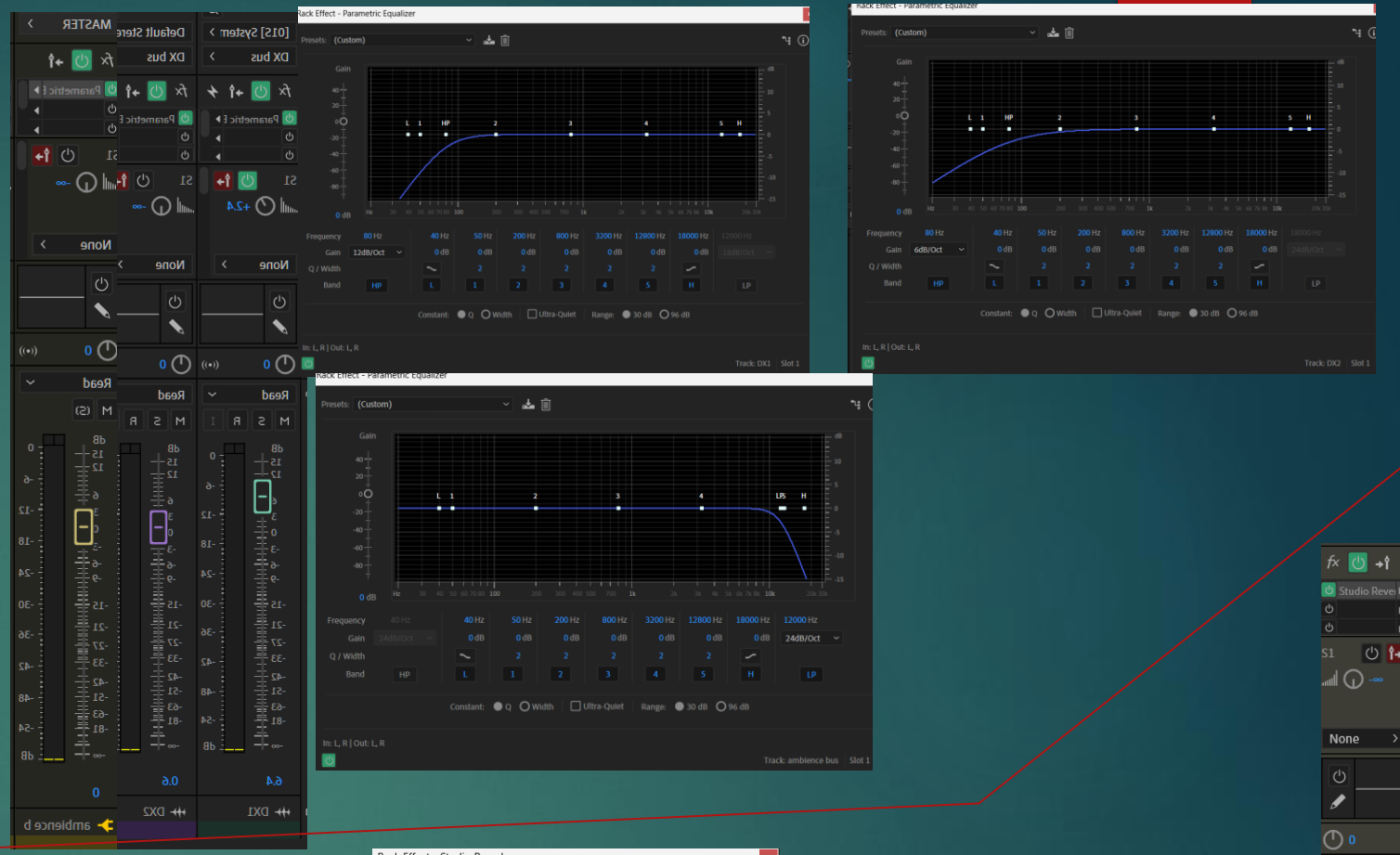
Levelling (e.g., how you adjusted the volume of the tracks, possibly including automation lanes, with screenshots)

There was two ways either go adjust the tracks volume individually or go to mixer and adjust both tracks of the same bus

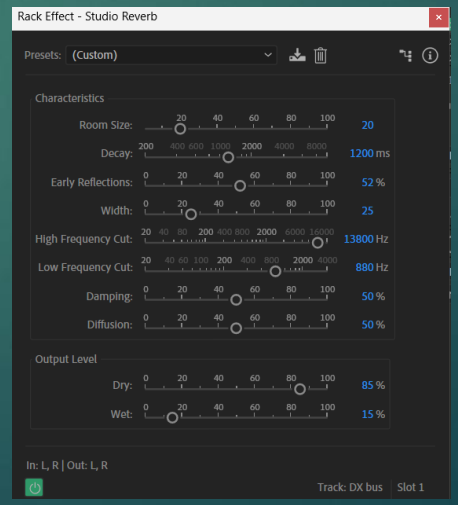
Equalization (e.g., how you used EQ to enhance your dialogue and SFX, with screenshots)

I used Eq for DX and Ambience to:

- remove mic rumble.
- Boost mid frequencies for speech clarity.
- Reduce harsh frequencies to smooth out the voice.
- Add warmth for a fuller sound.
- Cut low frequencies to prevent muddiness.
- Reduce sharp highs if the sound is too harsh.

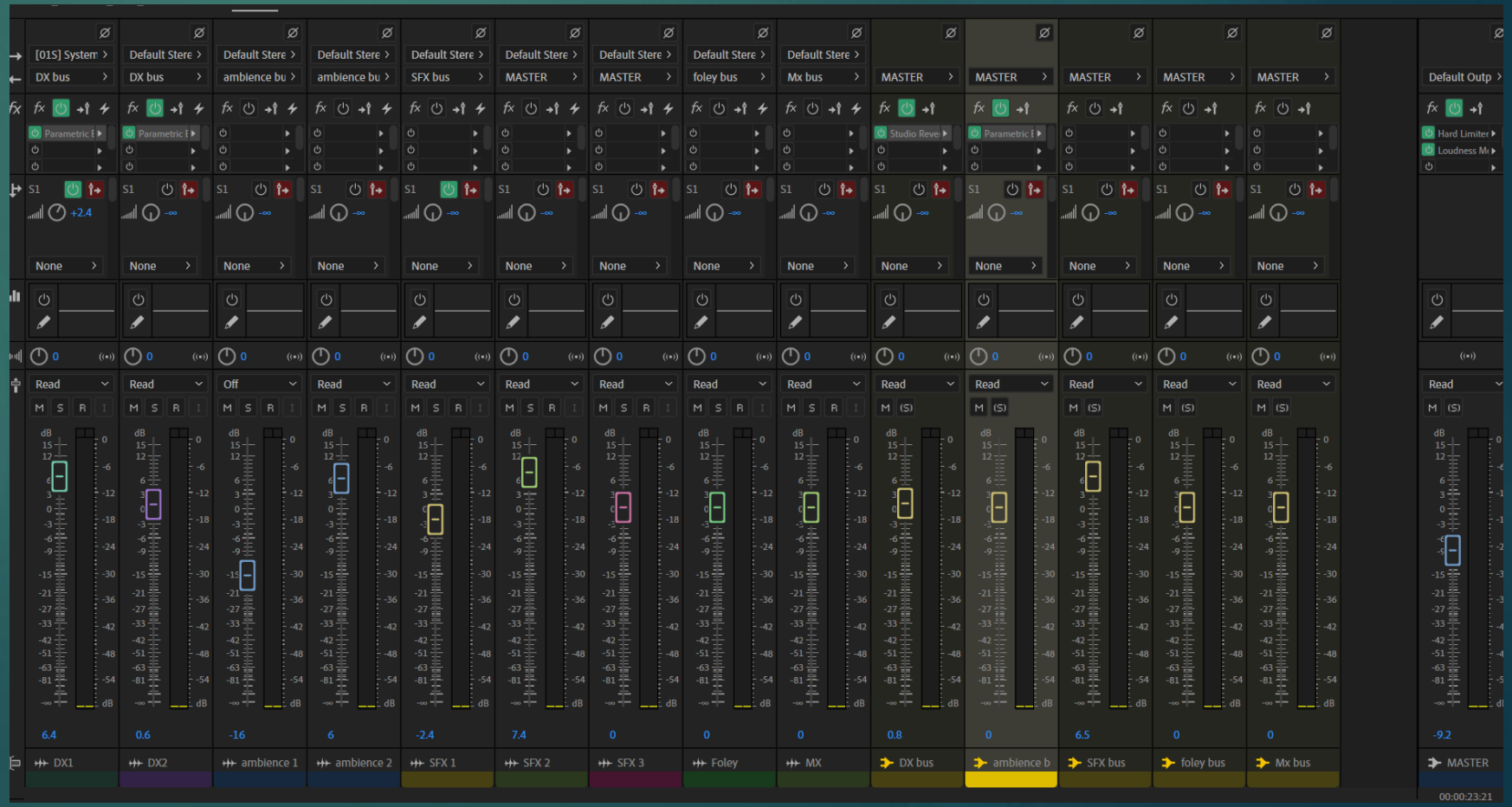


Reverb (e.g., how you used Reverb to enhance your dialogue and SFX, with screenshots)
I only used studio reverb which I learnt online about for my dialogue, I wanted to make listeners visualize these students in a small classroom, adds on to the realism.

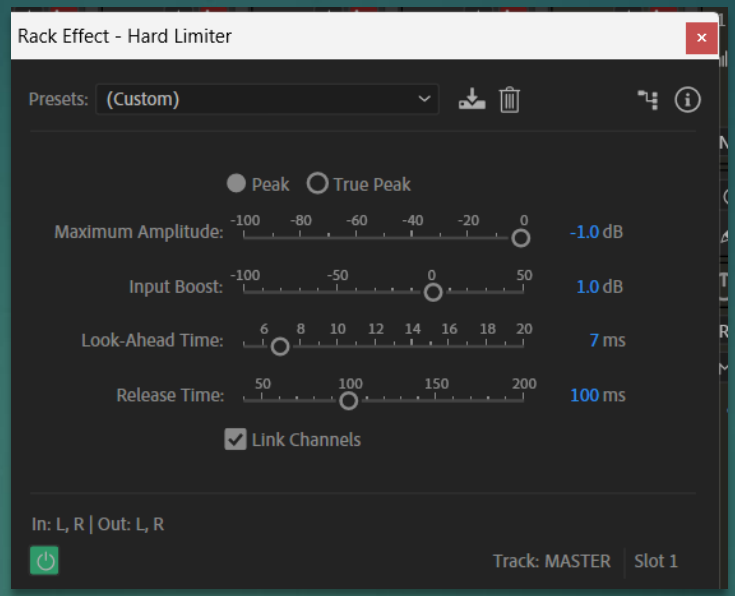


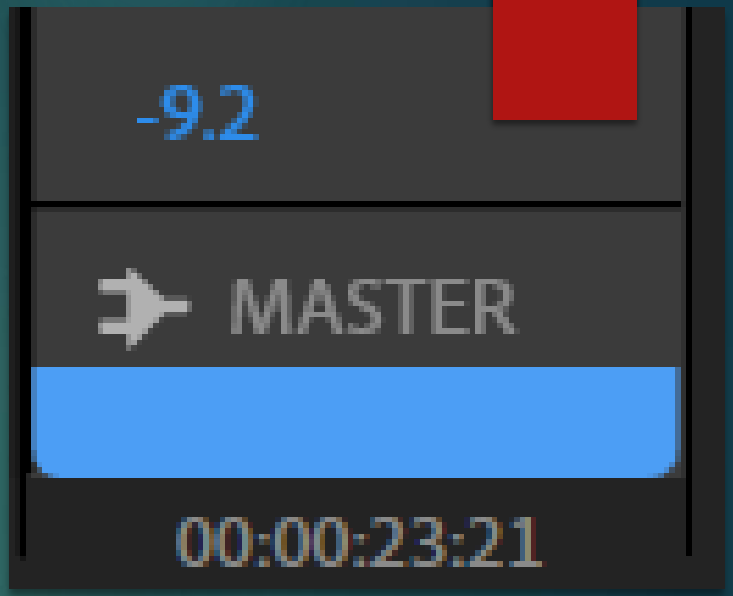
ADDITIONAL SCREENSHOTS OF YOUR DAW EDITING AND MIXING

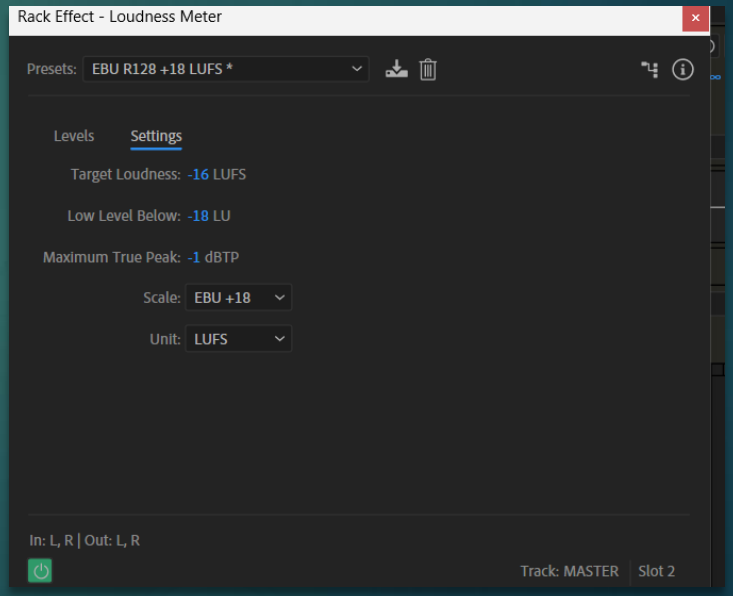
Channels and Busses



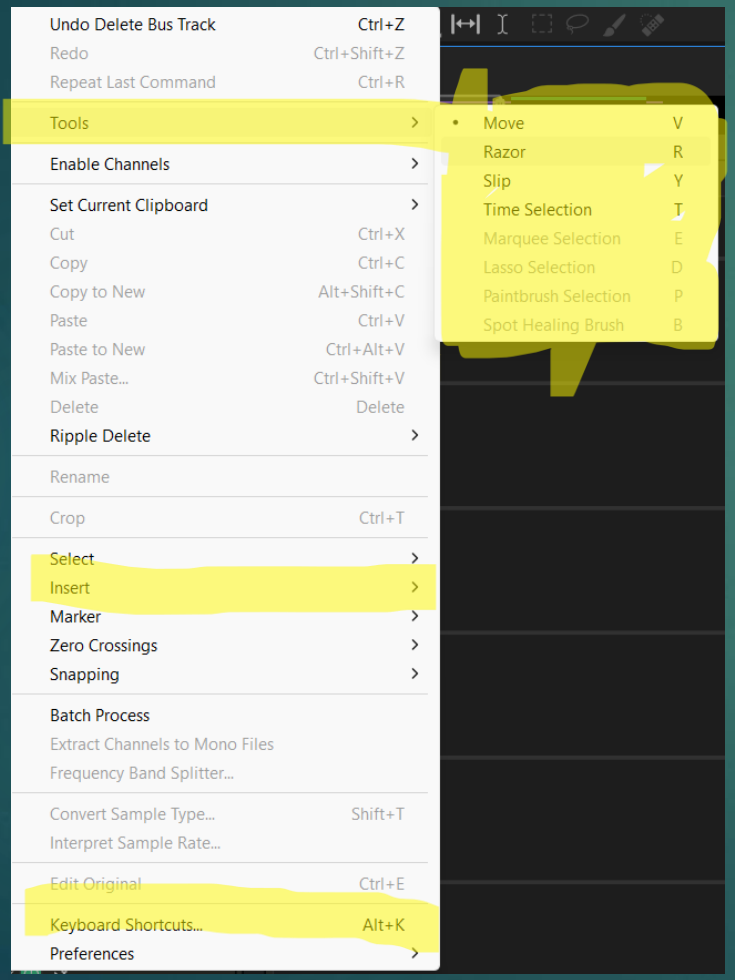
Master buss loudness



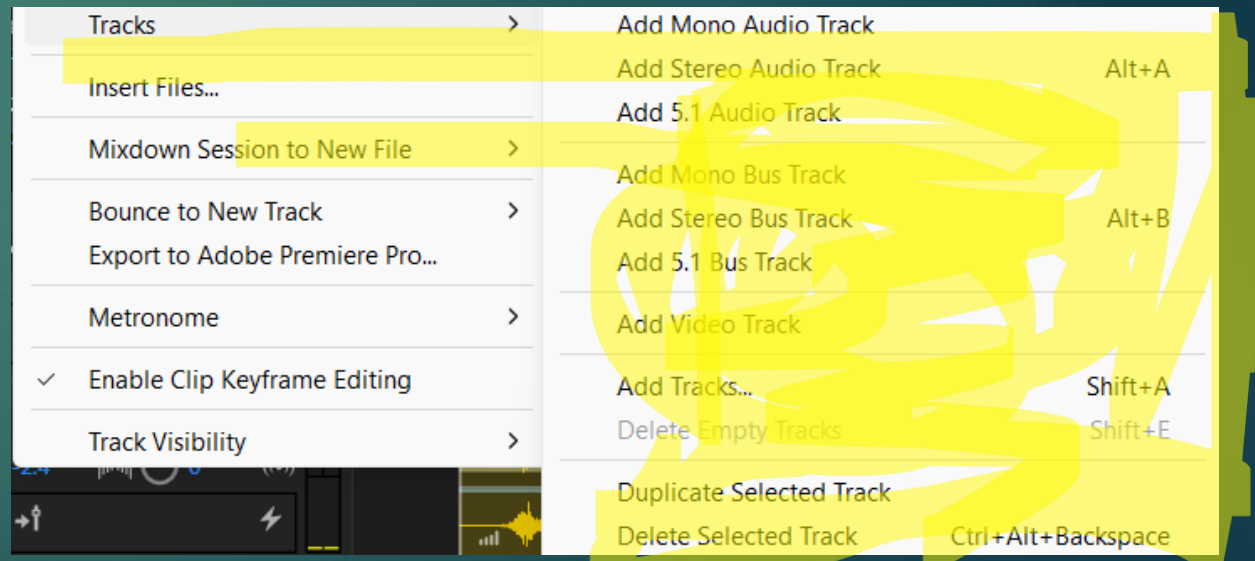




Editing window (tools/shortcut/insert)



Mix window(insert tracks and buses/ inserting tracks)



EQUIPMENT LIST

NO	NAME	MODEL	QUANTITY	USAGE
1	Mobile Phone	SamSung A55 5G	1	To record audio
2	Laptop	ASUS Vivobook 16X (M1603)	1	To edit on DAW
3	Recording App	Voice recorder	1	To record audio
4	Headphones	Razer baracuda	1	To playback the audio and listen to it properly
5.	Mobile phone	iPhone 15	1	To show the script
6.	Mobile phone	Samsung Galaxy S24	1	To take pictures for the slides
7.	Adobe audition	Adobe audition 2025	1	To Edit and mix the podcast
8.	Pixabay	Pixabay	1	To find sound effects and ofley and other sounds.
9.	Adobe voice enhancer	Adobe voice enhancer v2	1	To enhance the raw audio

CUE SHEET

NO	NAME	TYPE	TC-IN	TC-OUT	Source(LINK)
1	Upbeat music	Music	0.00s	5.00s	YouTube
2	DX 2	Dialogue(female)	5.00s	7.19s	Voice recorder
3	DX 1	Dialogue(male)	7.20s	14.20s	Voice recorder
4	SFX 1	Transition sound effect	14.20s	15.145s	Fast Whoosh | Royalty-free Music - Pixabay
5	DX2	Dialogue(female)	15.18s	19.02s	Voice recorder
6	Ambience	ambience	19.03s	22.05s	YouTube

CUE SHEET

NO	NAME	TYPE	TC-IN	TC-OUT	Source
7	DX 1	Dialogue(MALE)	19.06s	28.03s	YouTube

END