

# **T195 L07**

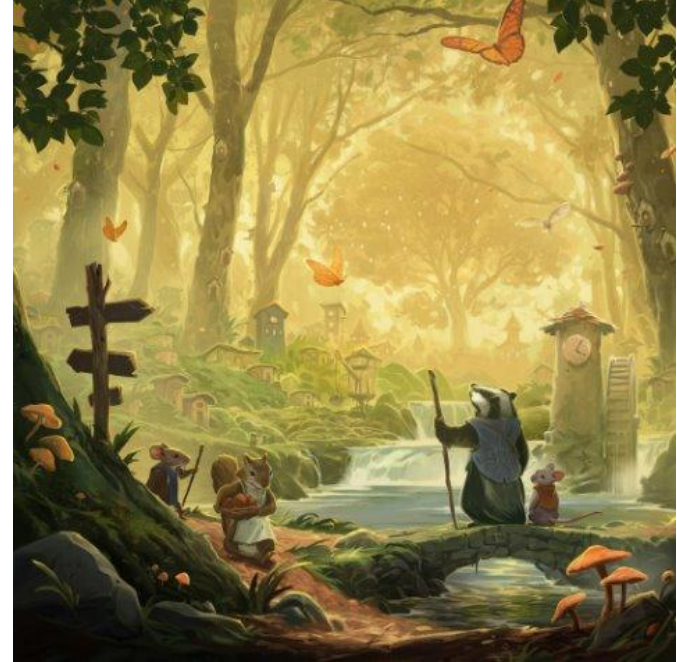
# **CA1 Report**

*Abdul (2404 6131)*

# Artwork Chosen: *Andrew Bosley's*

**Synopsis:** As they enter the enchanting, **mystical** forest, a lush panorama of vibrant greenery unfolds before them, with **nightingales** singing in harmony as the gentle **stream** flows by. The air **hums** with a distant, resonant yet soothing **chime**, mingling with the soft clatters of the **bamboo** chimes swaying in the breeze, near a village, while the **rustling leaves** and **whispering wind** add to the natural symphony.

Exploring further, they hear the rhythmic ticking of a **clock** tower, both pronounced yet soothing coming from both sides. **Frogs** croak, **butterflies** flutter their delicate wings, and **crickets** chirp in the distance, their sounds emanating from the majestic tree in front of them.



# **The Creative Process**

***Part 1 of 2: Rationale of Sounds Used***

| Sounds / Plugins Used                                 | Justification                                                                                                                                                                                                                                                                                                              |
|-------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Crickets                                              | A common sound heard when exploring green and forest-like terrain, gives feeling of familiarity, wonder and enchantment, altogether conveying the serenity and tranquil of the forest.                                                                                                                                     |
| Water Stream                                          | Being part of the artwork, a gentle stream is included to signify the tranquil and aesthetic quality of the forest. This is also used to provide contrast and accompany the sound of crickets and birds chirping to create a more rich ambience and feel.                                                                  |
| Nightingales                                          | Being a common sight and sound in fantasy forests, it provides a sense of calmness and introduces the natural wildlife. It adds a sense of beauty accompanying the sounds of the water stream, enhancing the atmospheric depth of the soundscape.                                                                          |
| Tonal Bell (One hit)<br>( <i>Convolution Reverb</i> ) | A soothing and enchanting note of a bell signifies the magic and tranquil of the forest. This is also used to accompany the incoming sustained metallic chimes that goes on through the whole soundscape to bring depth, Reverb is then used to make the sound more sharper and fuller to give its natural feel and sound. |
| Gentle Footsteps                                      | With animal characters in the centre of the artwork, the footsteps convey the little walks and tramples made by the animals as they walk and view different angles of the forest.                                                                                                                                          |

| Sounds / Plugins Used                                                | Justification                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|----------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Clock Ticking<br/>(<i>Parametric Equaliser &amp; Panning</i>)</p> | <p>A clock tower is evident in the artwork. As such, the ticks and tocks of a clock are also included to add on to the atmosphere of a fantasy forest as clocks are usually non-evident in realistic forests. As the audio imported was already distorted and unclear,</p> <p>I utilised the parametric equaliser to get rid of its impurities e.g distortion and muffledness by increasing the Low Pass filter and <b><i>slightly</i></b> decreasing the High Pass filter to give an equal distribution of the weight and calibration of each tick and tock. Panning is then used to add surround sound and add an “all around” effect to the animals and everyone present there as if the clock controls the entirety of the forest and can be heard everywhere.</p> |
| <p>Frog Croaks</p>                                                   | <p>Frog croaks are incorporated to add contrast and vibrancy to the water stream, enhancing its natural feel since frogs typically inhabit areas near water. These sounds evoke a sense of familiarity as they are common in many realistic forest settings. The frog croaks also harmonise with the calls of crickets and birds, creating a more immersive representation of the forest’s wildlife.</p>                                                                                                                                                                                                                                                                                                                                                               |
| <p>Trees Rustling<br/>(<i>Parametric Equaliser</i>)</p>              | <p>As this forest is filled with lush greenery and vibrant flora, the presence of wind is obviously common. To convey this naturally, the sound of rustling trees is used instead of direct wind noises as it creates a more organic atmosphere. Wind sound effects can often evoke cold or snowy environments, so tree rustles are a better fit for the forest. By incorporating the rustling of trees, it helps listeners visualise the wind’s movement and its impact on the trees. The equaliser is then adjusted by lowering the Low Pass filter and raising the High Pass filter, allowing the moderately high frequency rustling sounds to stand out, making the presence of wind more articulate and distinct.</p>                                             |

| Sounds / Plugins Used                                                         | Justification                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|-------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Bamboo Chimes<br/>(<i>Parametric Equaliser</i>)</p>                        | <p>This sound is also used to represent the presence of wind through the gentle clattering of wooden chimes. In a village near the forest, these chimes often serve as nostalgic instruments and are can evoke spiritual meaning. In a fantasy forest setting, they are an excellent choice not only to signify the wind but also to complement and contrast the ambient sounds of rustling trees and wildlife.</p> <p>To enhance the clarity of the chimes, the equaliser is adjusted by lowering the High Pass filter and raising the Low Pass filter. This allows the low-pitched clattering to stand out more distinctly, ensuring it can be heard clearly amidst the sounds of the stream and chirping birds.</p>                          |
| <p>Soft Metallic Windchimes<br/>(<i>Convolution Reverb &amp; Panning</i>)</p> | <p>Due to the restriction on using music, I sourced an audio track that effectively conveys the magic and tranquility of the fantasy forest through a sustained ambient instrumental bell. This bell sound enhances the soundscape, complementing every other auditory element seamlessly. Reverb is then applied to create a more natural and resonance, ensuring the bell tone feels fuller, ethereal and prolonged, enhancing its calming effect.</p> <p>Panning is also used to create an immersive experience, making the sound feel as though it surrounds the listener. This technique helps evoke the sensation of being within the forest, allowing the audience to fully experience the enchanting magic the forest has to offer.</p> |

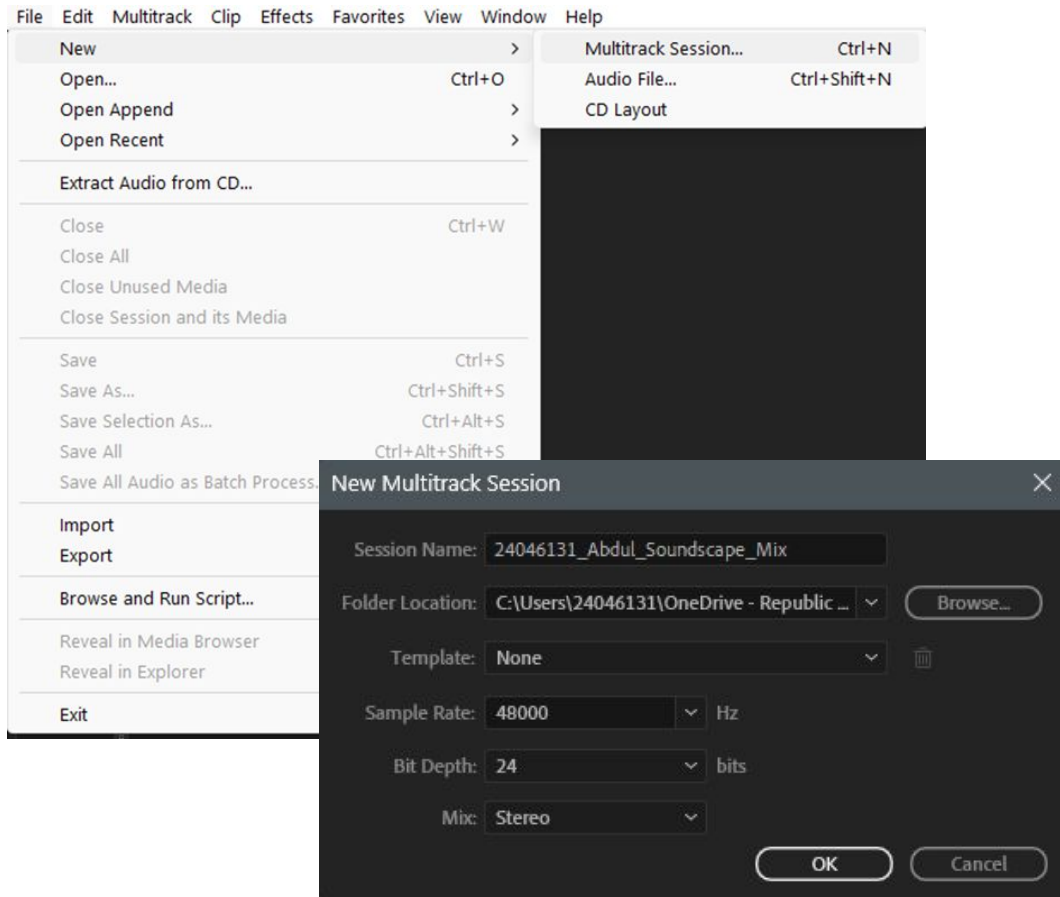
# **The Creative Process**

***Part 2 of 2: Demonstration***

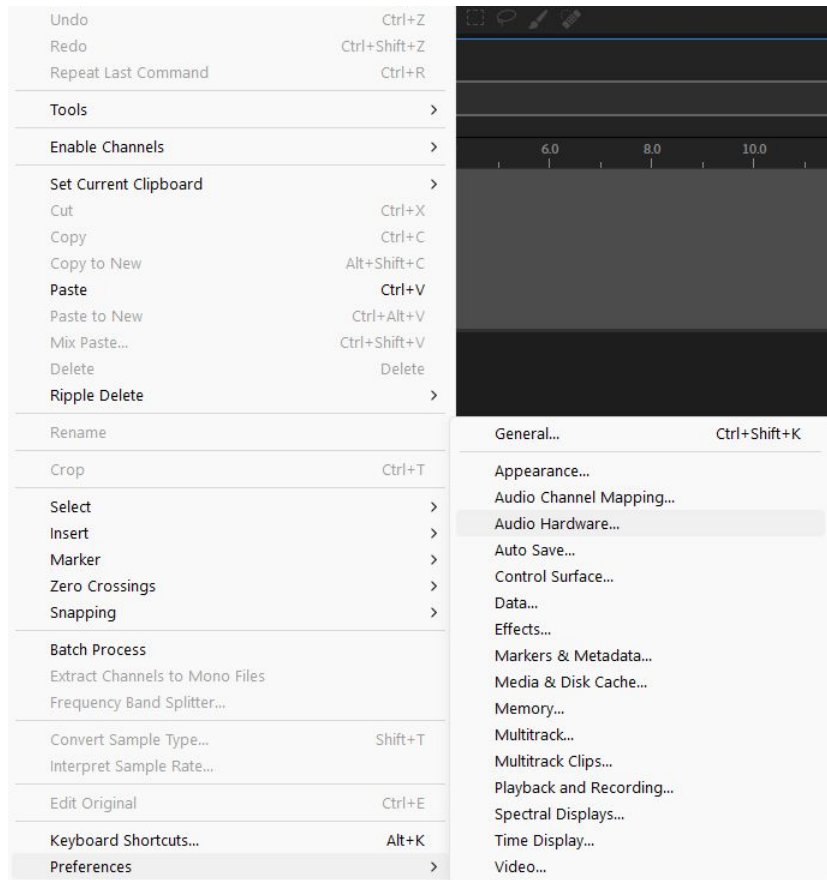
# Step 1: Planning

1. View the artwork.
2. Visualise the environment as if it was real.
3. List out some possible sound effects you think will be present in the image e.g birds chirping, stream sounds, footsteps etc.
4. Think out of the box and use your creative imagination and interpretation: ***The animals are walking, it is a fantasy-based environment.***
5. Thrive on creativity and imagination by visualising what sounds can be heard in a fantasy-based environment in a forest based on the image e.g sustained bells, clock ticking etc.
6. Combine both to bring a new perspective and start on implementation.

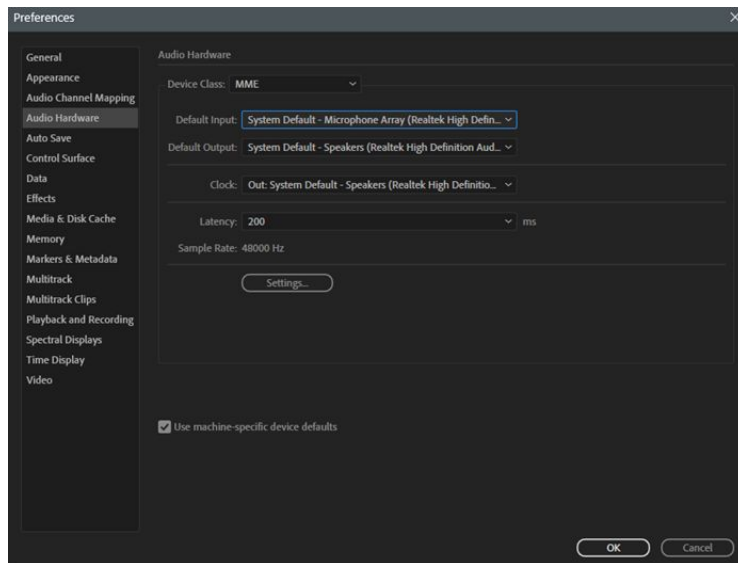




- Click on File > New > Multitrack Session.
- Fill in the Session Name as stated by the CA requirements.
- Choose a place to store the session (for saved work and future access)
- Press OK.

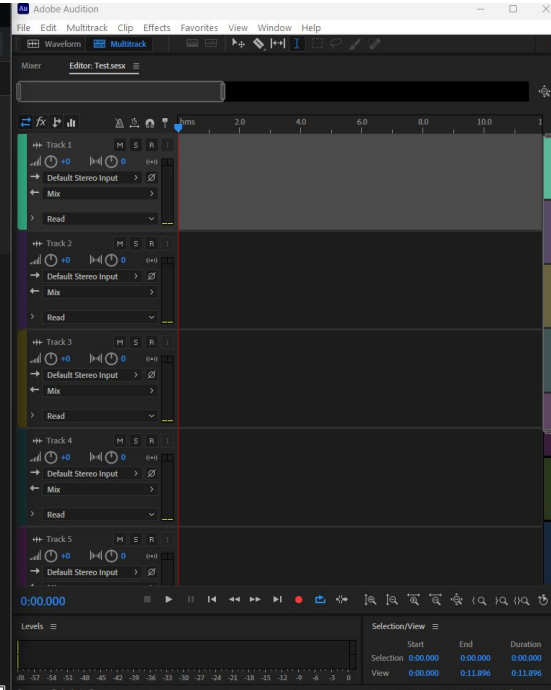
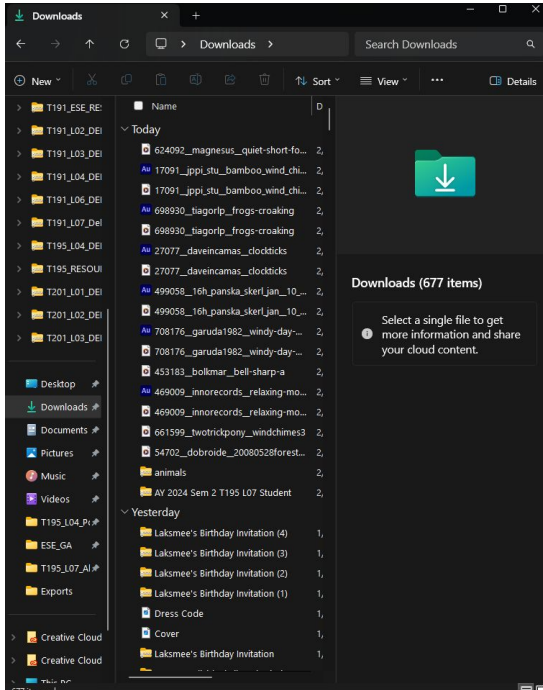


- Confirm audio input and output settings are correct by Edit > Preferences > Audio Hardware
- Press OK if correct.

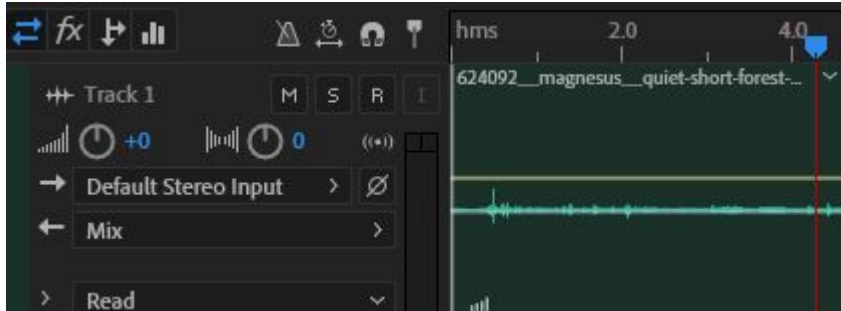


The screenshot displays the Freesound website interface. At the top, there is a search bar with the text 'Search sounds...' and navigation links for 'Sounds', 'Tags', 'Forum', 'Map', and a user profile icon labeled 'A'. The main content area features a waveform visualization of the sound effect. Below the waveform, there are playback controls (play, pause, stop, volume, and full screen) and a progress bar showing '0:00.000' to '0:04.750'. The title 'Quiet short forest sounds' is prominently displayed, followed by a rating of '☆☆☆☆ Not enough ratings'. To the right, it shows '178 downloads', '0 comments', and a Creative Commons license icon. A red 'Download sound' button is visible. Below the main content, a download notification is shown: '624092\_\_magnesus\_\_quiet-short-forest-sounds.flac' with a size of '440 KB' and status 'Done'. At the bottom, a 'Today' section shows a download entry: '624092\_\_magnesus\_\_quiet-short-fo...' with a timestamp of '2/12/2024 7:10 pm'.

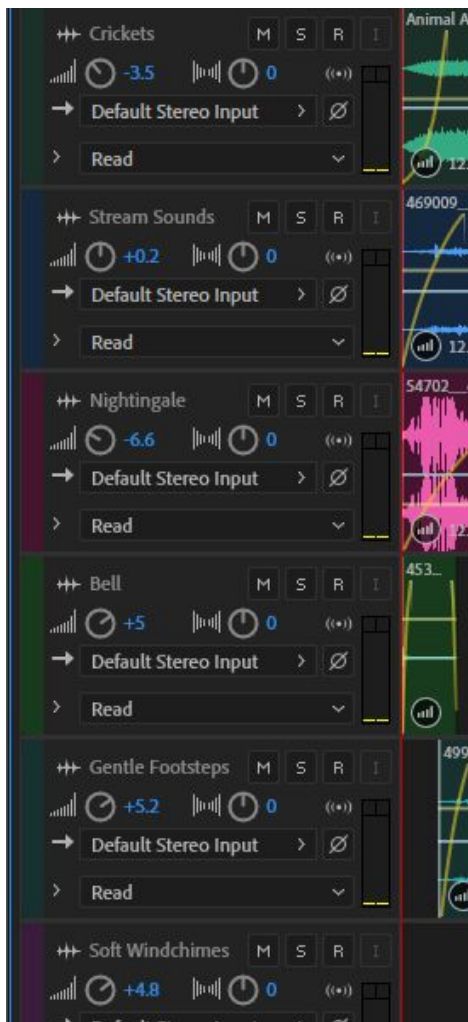
- Start sourcing for audio sound effects as thought about in the Planning phase via [Freesound](#) / [Adobe](#).
- On Freesound, once specific sound is searched and you are satisfied, download the sound.
- Downloaded sound details as follows.
- Open the Downloads Folder and search for the recent one downloaded.



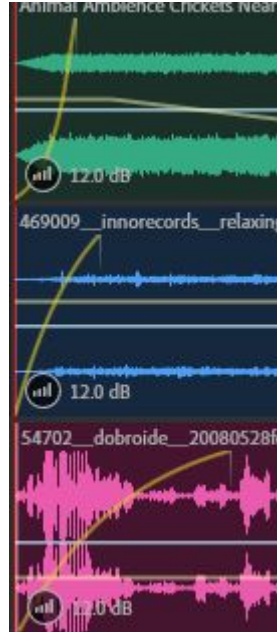
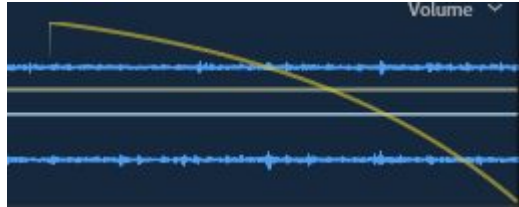
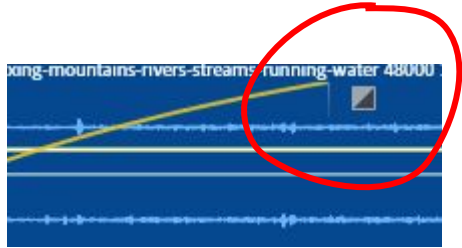
- Minimise the Downloads folder and Adobe Audition.
- Place both side by side as shown.



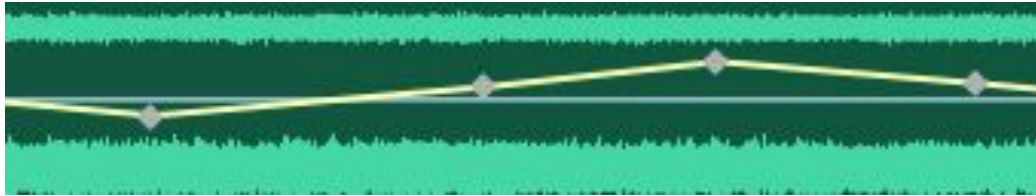
- Drag selected audio file into one of the tracks in Adobe Audition.
- Adjust the duration of the soundtrack accordingly.
- Name the track for easy categorisation and sorting.



- Repeatedly source for other sounds using the same method until all wanted sound effects are brought in Adobe Audition.
- Name all the tracks accordingly.
- Adjust duration of the sound as well.

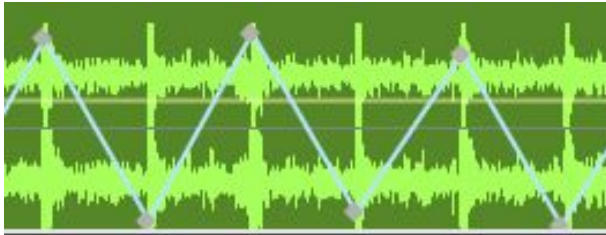
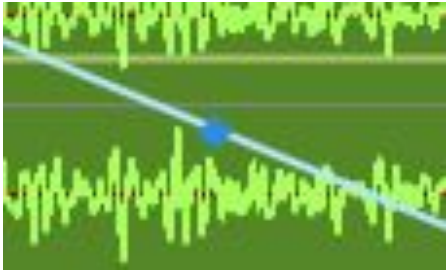


- For each track, ensure proper fade-ins and fade-outs are present by dragging the box followed by the yellow lines to adjust when the track will fade in and out.
- Ensure each track ends with a fade out.
- Do these to all present tracks.

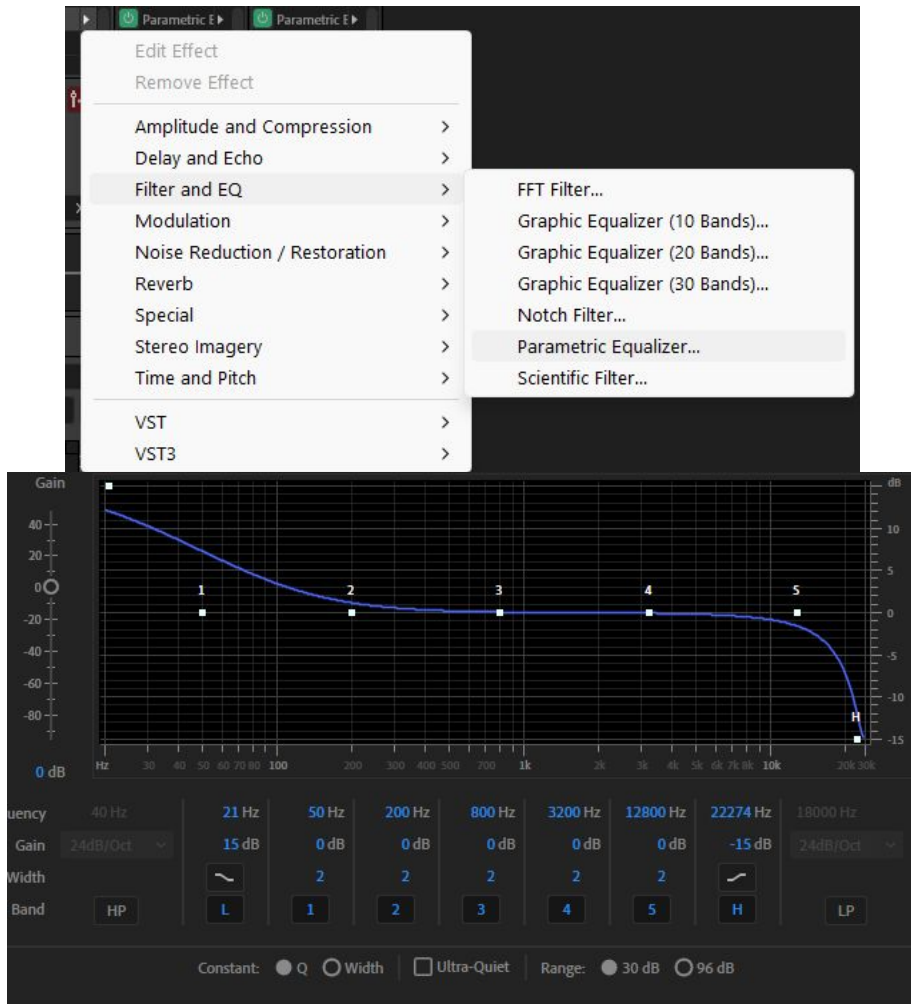


- Perform volume automation for tracks that are loud in nature by pressing on the line labelled “Volume” and clicking on parts of the line to create a dot.
- Click on more parts of the line to create more dots and adjust volumes at specific intervals by dragging them up to increase and down to decrease.

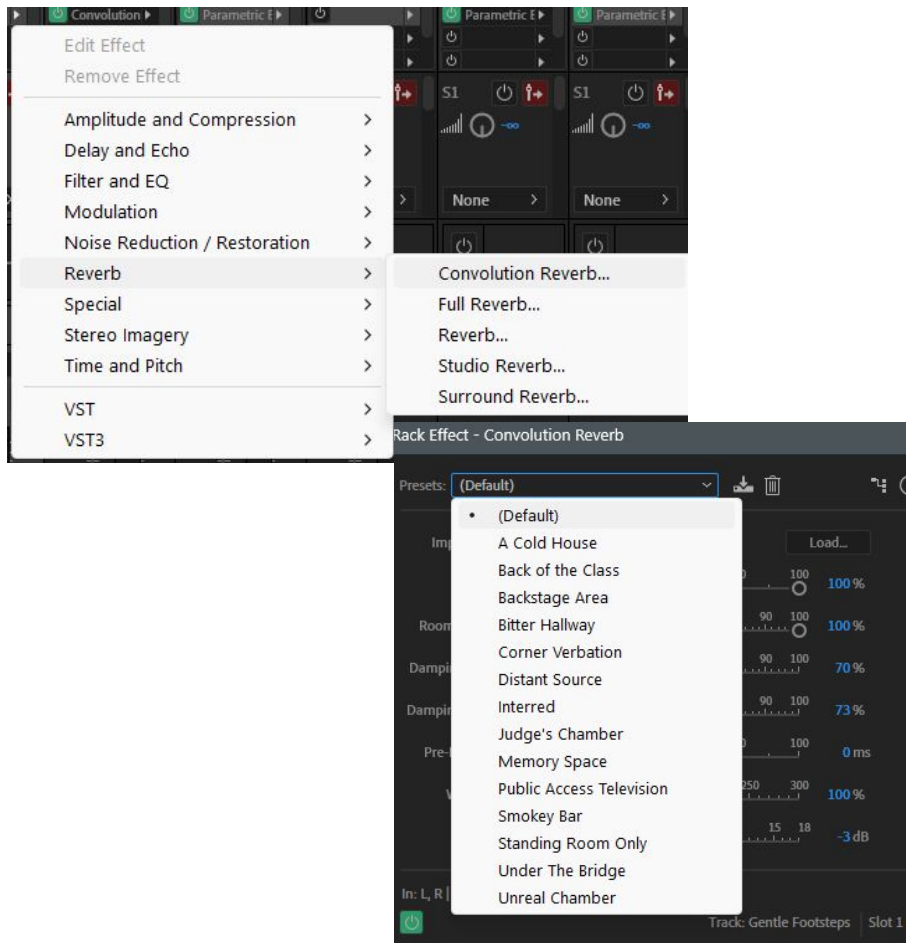




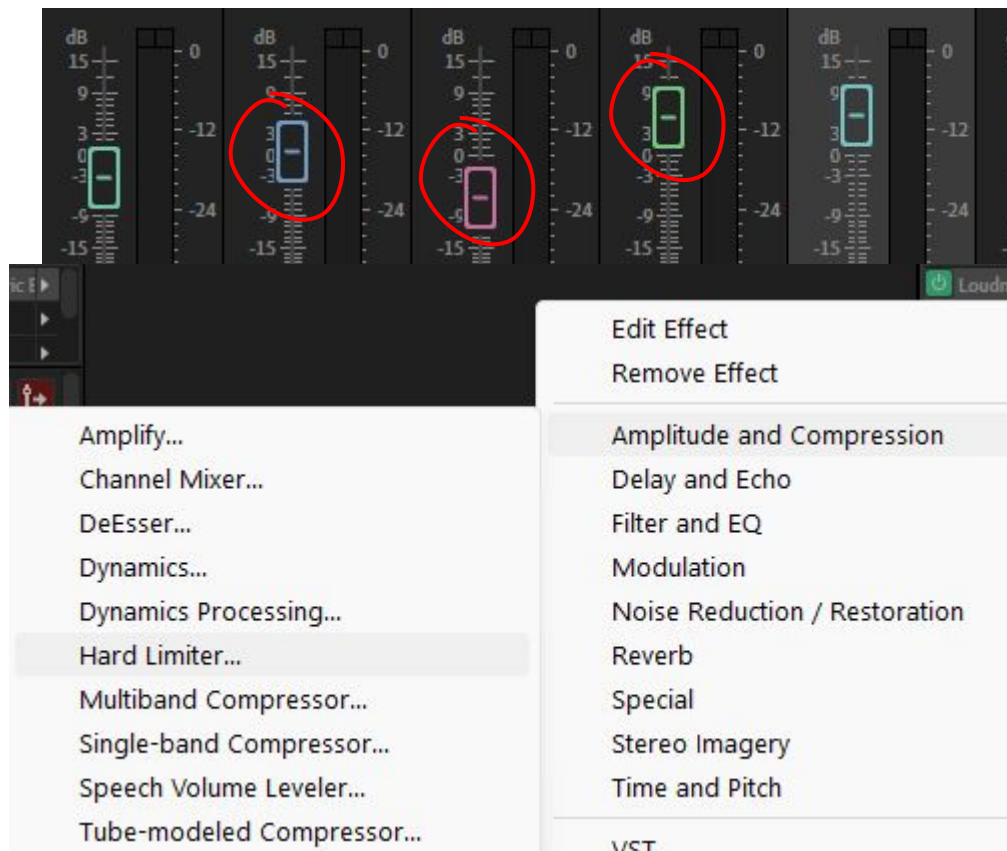
- (OPTIONAL) Create a panning effect for specific tracks that you want to apply on by clicking on the Pan line.
- Click on more parts of the line to create more dots and adjust the panning effect by dragging the dots up (*audibility on left side only*) and down (*audibility on right side only*).



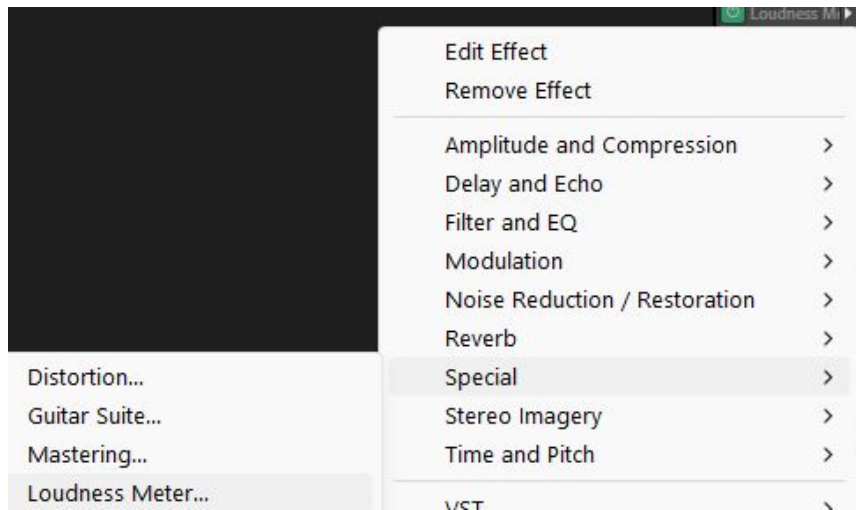
- For sounds that are too loud, too soft or unbalanced, a parametric equaliser can be used to correct them.
- Go to a specific track and press (>) > Filter and EQ > Parametric Equaliser.
- Adjust the High Pass (HP) and Low Pass (LP) accordingly.  
(High Pass = Allows higher sounds to pass through clearly)  
(Low Pass = Allows lower sound to pass through clearly)



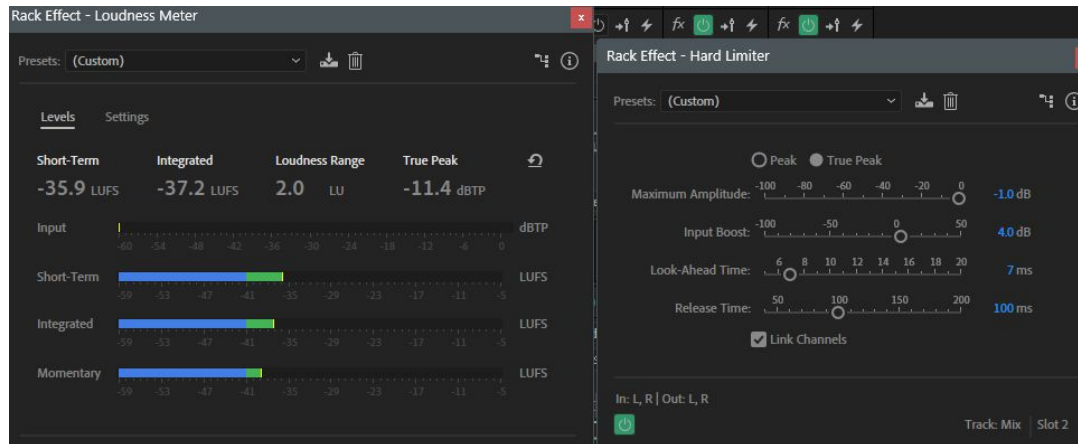
- To enhance certain tracks, reverb can be added to elevate the soundscape.
- Go to a specific track and press (>) > Reverb > Convolution Reverb / Any of the options.
- Select a preset that sounds appropriate for the track.



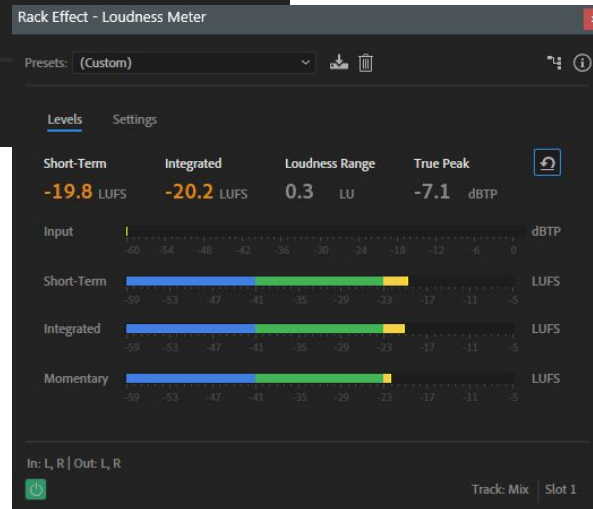
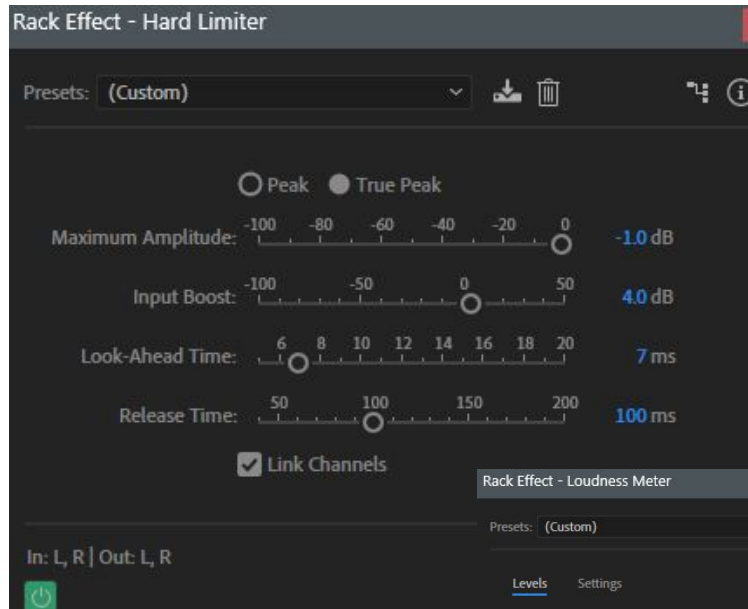
- If a track is too loud or too soft, the track volumes can be adjusted using the triggers as well.
- For sound-checking purposes to ensure the audio is free of distortion when played on different devices, apply on stereo mix buss specific plugin slots.
- Hard Limiter: Press (>) > Amplitude and Compression > Hard Limiter.



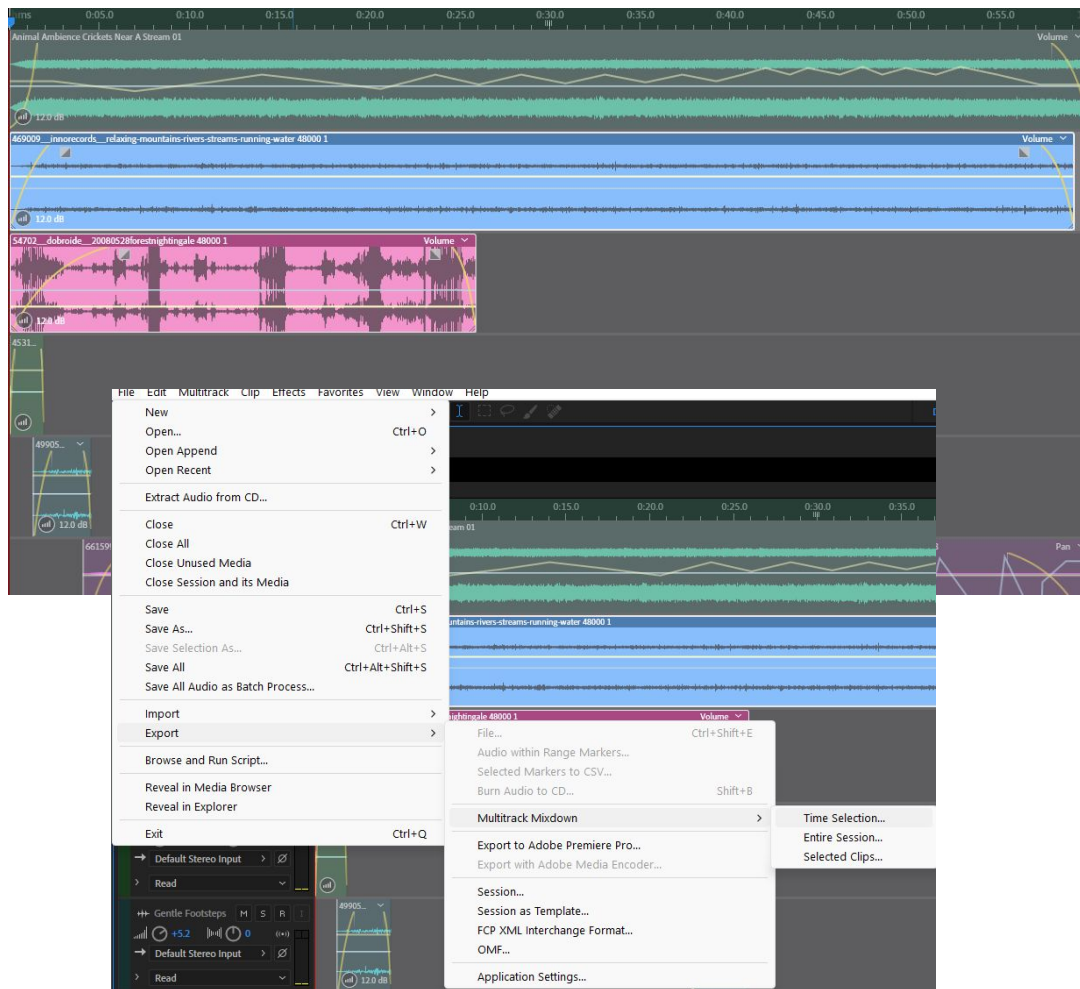
- Loudness Meter: Press (>) > Special > Loudness Meter.



- Put both of them side by side as follows.



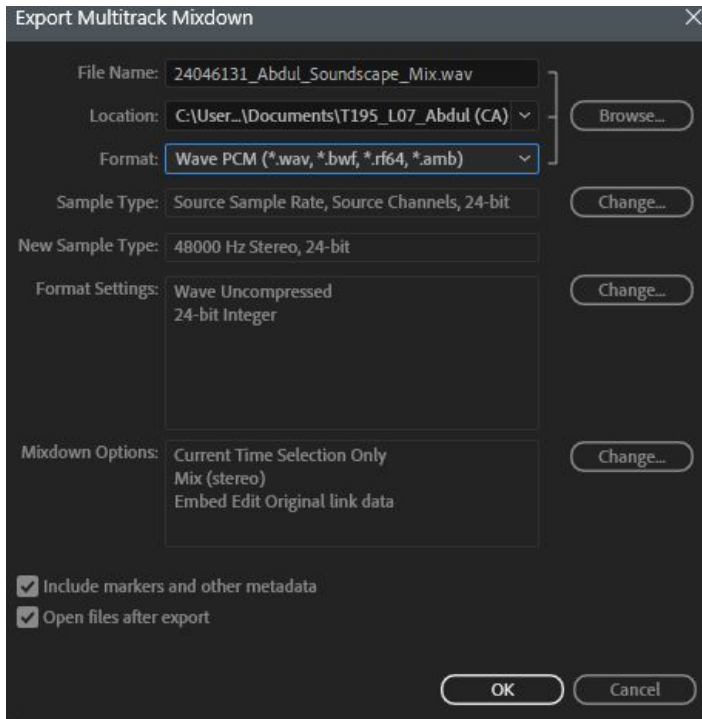
- Switch to True Peak and set the Maximum Amplitude to -1.0 dB.
- Adjust the Input Boost (1 dB to 4.0 dB) until the short-term loudness reaches close to -16dBFS.



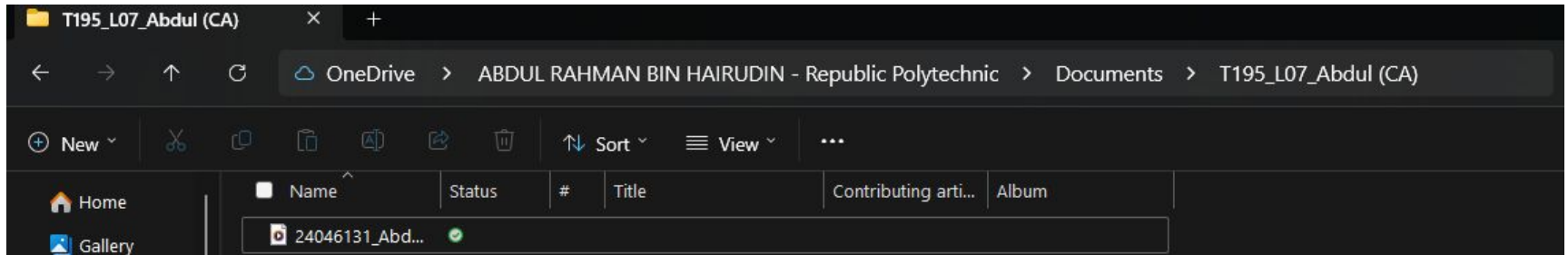
- Once all changes are done and there is nothing else left to edit, press T and drag the cursor from the 1 minute mark to the start.

- Select File > Export > Multitrack Mixdown > Time Selection.





- Ensure the proper naming convention, format, sample rate and bit depth as requested by the CA requirements.
- Select the location the exported session will be uploaded to and click OK.
- The file is then exported in the correct folder as its saved format (WAV).





**End of CA1 Report**