# Project Description:

• Choose a short story that is about two minutes in length.  A variety of Internet sites provide resources to choose from.  Try the following search phrases: "Short stories", "Short Story Free".  Two sites you might consider-  www.short-stories.co.uk/      http://www.americanliterature.com/ss/ssindx.html (they have a link- short story of the day).  Another possibility is StoryCorps-  https://storycorps.org/

• Plan a sound design for the story and create a Sound Flow Chart for the sound design for the short story. Include the details about each cue in the sound flow chart.  In the notes column, briefly state the purpose/ function for the cue.  List the name and author of the story on the Sound Flow Chart.

• Create a sound project that includes sound that supports and extends the experience of the short story using the *Garage Band* software application.  This application is located on many iMacs on campus, and all of the computers in our classroom.

> * The **short story should be recorded** on one of the tracks in the project.  Be sure to create a recording that is clear and clean.  Watch the volume meters on the track while recording- all green bars- good sound level, yellow bars- distortion is likely, red bars- too loud- distortion is occurring in the recording.  Try to do your recording in very quiet location with little or no background sound.
> * Additional tracks that include supporting music or sound effects should be added to support and extend the experience of the short story (see the "Garage Band" handout about the application and details of use).

**Due Date**:

• **Tuesday, April 11**

• Upload your Sound Flow Chart to our class Moodle site

• Upload your project to the "Sound Design" link on our class Moodle site.  You may need to use the "Share" menu command to reduce the file size before uploading to Moodle.  ( Share > Export to Disc > MP3 Encoder)

** The following internet site has many sound effects for use in sound performance projects:

www.freesound.org/     Create a user account and use the search function to locate sounds.  Click on the sound to audition.  To use the sound, you must download it and save to your computer (free!)

**Overview:**
The process of creating a sound design for a performance begins with the performance idea and the decisions about the performers or characters in the production.

• Sound has the ability to powerfully define or shape the mood and atmosphere in a performance
• Sound can define location or environment.
• Sound can suggest actions of offstage events
• Sound can reinforce onstage actions or activities
• Sound can suggest the desired interpretation of performance events
• Placement in the reality – non-reality continuum
> Realistic environment: We are asking the audience to understand that they will experience the performance as a simulated life experience.  Non-realistic environment- The performance is a delivery of time-based material- music, movement, narration, images, dance, or integrated forms where realistic imagery is referenced partially or not at all.  What does the performance material suggest?  What would support the material most effectively?
• Style of Presentation
> Style. noun, verb   styled, styl·ing   a particular, distinctive, or characteristic mode or form of construction or execution in any art or work.  Choose sounds that work alongside the style of presentation suggested by the story.