Audio

Assignment 1 & 2

Proces

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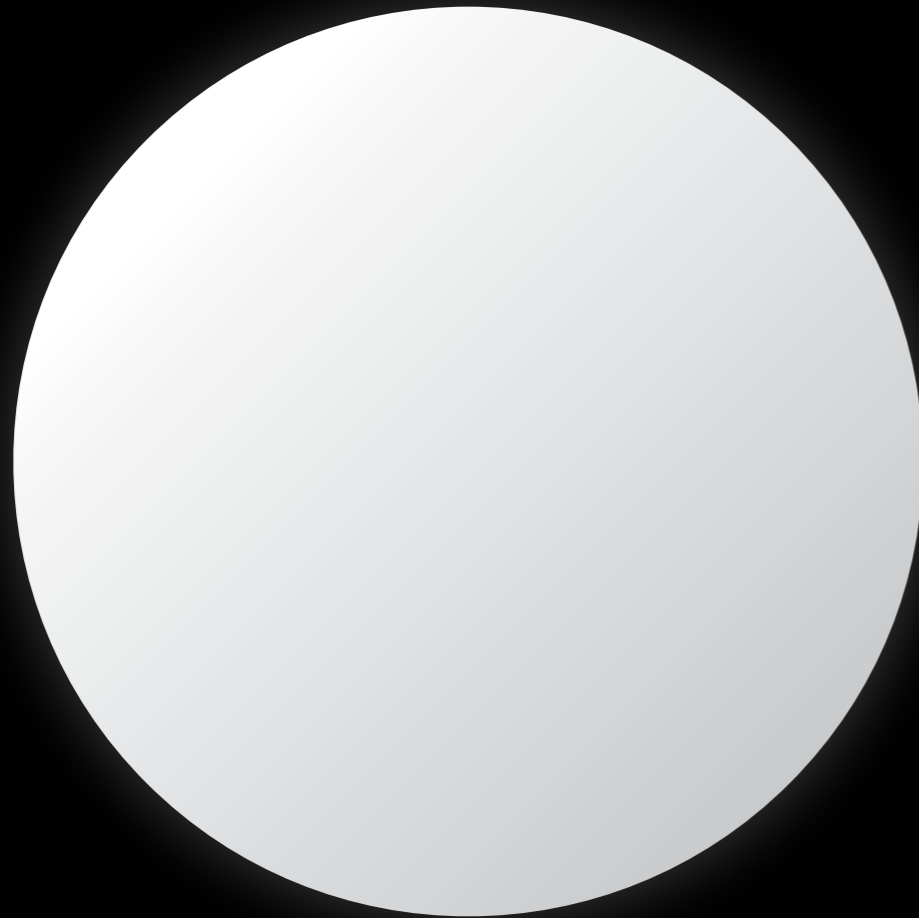**Studentnumber: 2136967**

Teacher: Bart Dijkman

Introduction:

Welcome to my documentation for the audio assignments.

In this document I will go over my proces to add and make my own audio.

Note For the second assignment I made one additional video which links back to the documentation with timestamps.

Assignment 1

Proces

Video Link:

https://www.youtube.com/watch?v=_AXI5F-g1sM

Analyzing video:

Before doing anything, I find it important to analyze the video and see what's going on. I look at time, movement, the environment, and materials.

What I mostly saw was a dark environment with no other objects other than a few lights and a metal box. With this I could hear certain sounds in my head for the events in the video.

Story: To geo get a better idea of what I want, I imagine the story of a magical metal box that for some reason flies into a empty set with some lighting and holds a small display for itself.

Iron Cube Actions:

0-6 seconds: Reveal
6-7 seconds: Spin
7-8 seconds: small rotation
8-13 seconds: swinging
13-30 seconds: hovering slowly and there is a blinking light
30-33 seconds: Box Slams and flies away

What is in the video:

Box:

It looks like rusty metal (box):

The box is empty on the inside and is not one solid piece!

Other:

The ground could be stone with a color.

The blink light has a constant on and off time.

In the video there is a spotlight following the box

Finding audio:

For everything that happens in the video, different audio can be used. Picking audio is pretty hard to match with everything you want.
The audio of the light turning off can sound good, but it has to work with the room and the pacing. I heard a spotlight, which sounds different than a small light switch at a desk.

Found sound (not everything is used):

I found different sounds which I could use. I made a reflection on sounds which were good and not that good to find my sounds. I used this to find out if there were some better alterations.

Light sound:

https://freesound.org/people/Grubzyy/sounds/422736/ (Empty room vibe) (not too slow)
https://freesound.org/people/PanxoZerok/sounds/414931/
https://freesound.org/people/InspectorJ/sounds/415873/ (Light is on)
https://freesound.org/people/Deathscyp/sounds/404049/ (Lights off end of scene)
https://freesound.org/people/simong1006/sounds/548156/(light switch on and off)

Iron box:

https://freesound.org/people/duckduckpony/sounds/130507/ (magical floating box)
Rotating:
https://freesound.org/people/Mrthenoronha/sounds/405417/
Box hits ground:
https://freesound.org/people/hellska/sounds/328921/
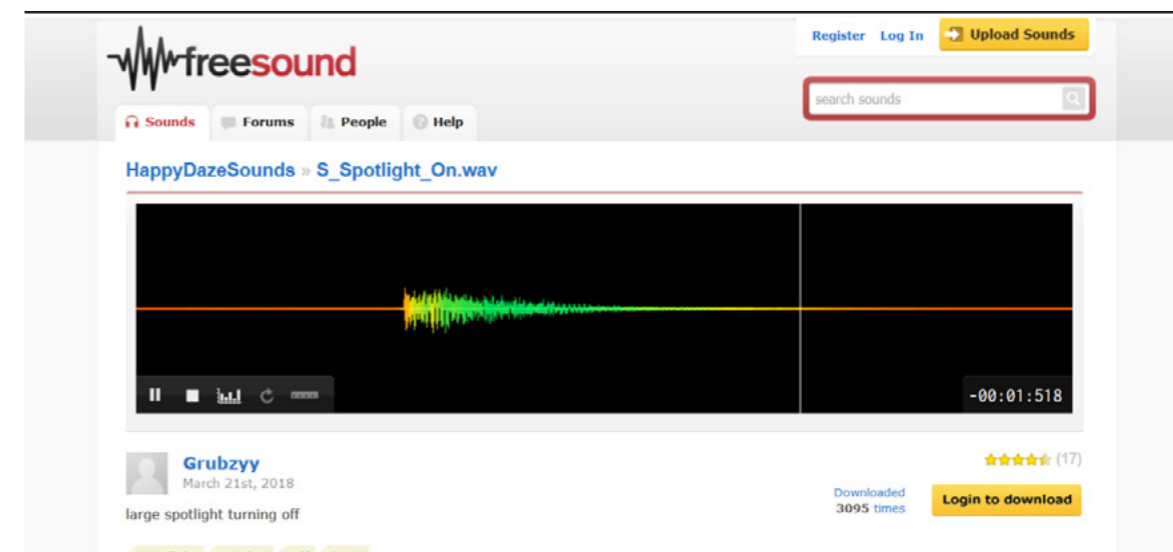
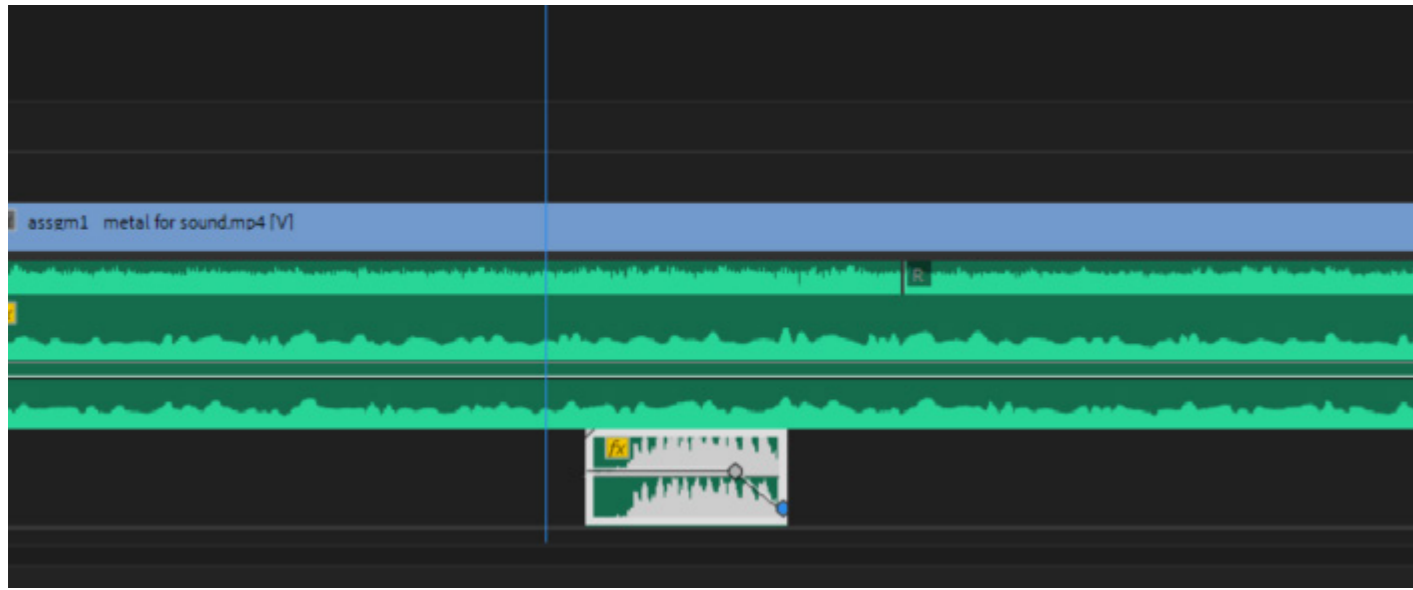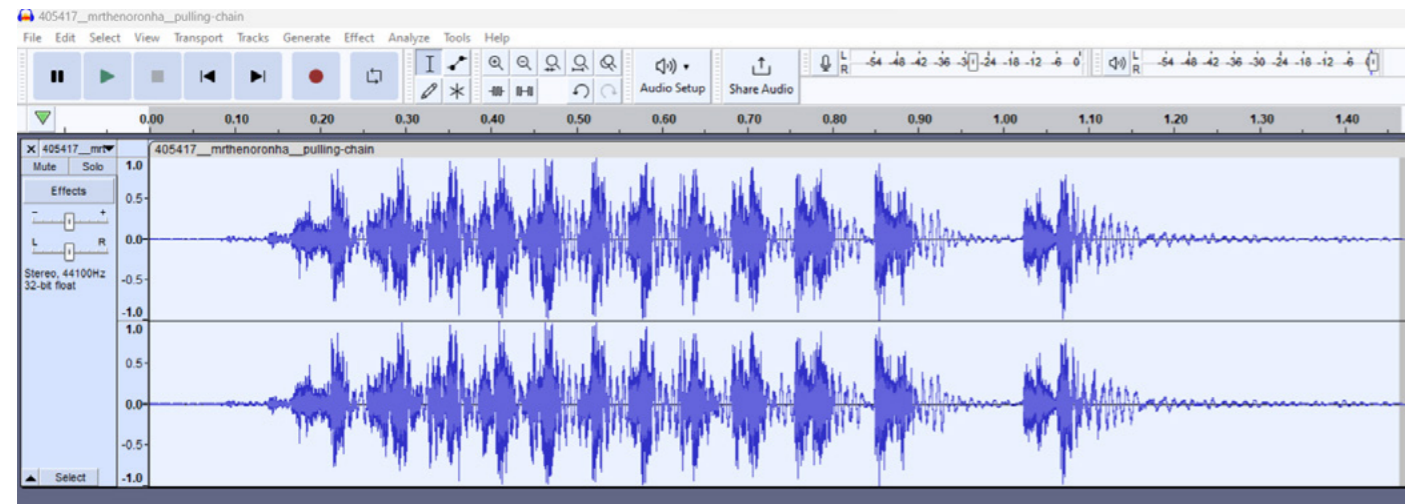## Editing sounds in:

For most sounds, I had to edit the sound values and make them louder or quieter with time-stamps. With the rotation of the box, I want a powerful but good-sounding audio that doesn't instantly cut, I want it to fade to no audio.


For some sounds, like the faster rotating of the box, I wanted to reuse sounds to make it more realistic, but they had to be remade for the situation. If the box rotates slower, then the sounds have to be slower as well.
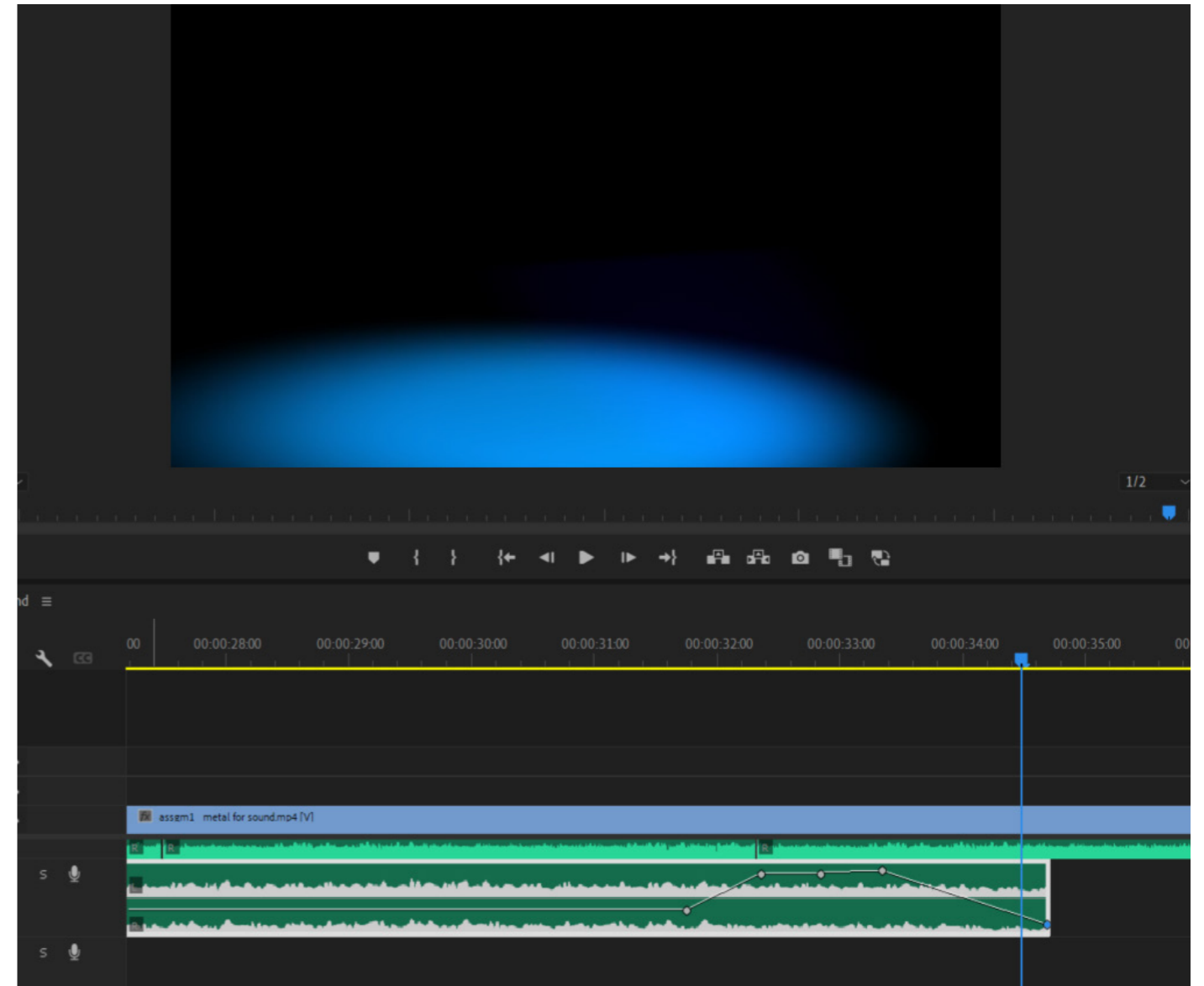

Box Movement:

Every time the box does something, the magical sound changes. For the rotations, I also added a special sound as well for the box hitting the ground, but there is also an overall sound. When the box enters the video and exits, there is a fading sound, so you know the box will come but also goes away. In the ending, after the box flies away, you can still hear the box until the sound is gone, so now you know the box is far away.
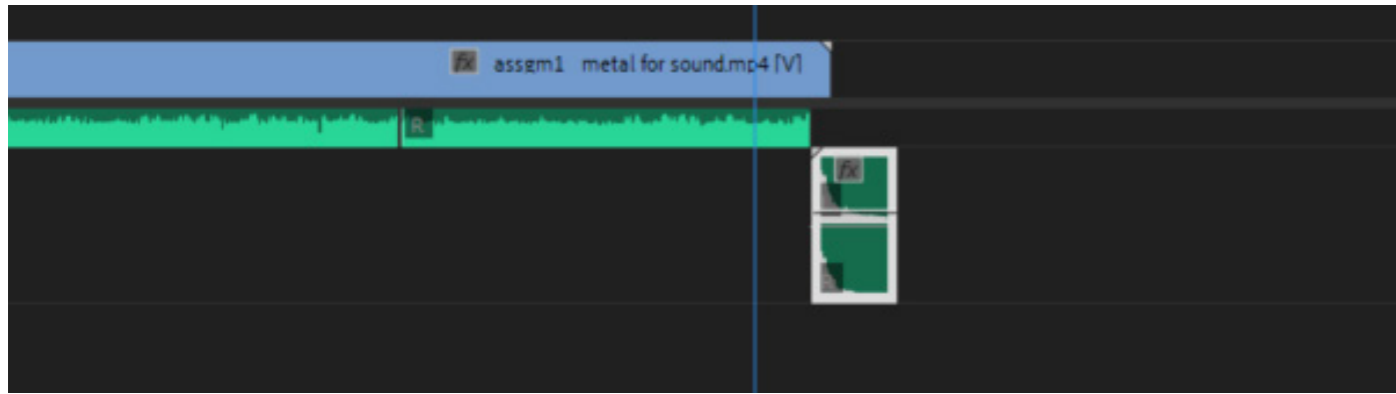
Ending scene:

To end the scene I added one breaker sound that makes the lights turn off realistic like the box was in some kind of empty studio or on a set for a scene.

For the light switch I found a lamp sound with an on and off sound that worked really well in the video.
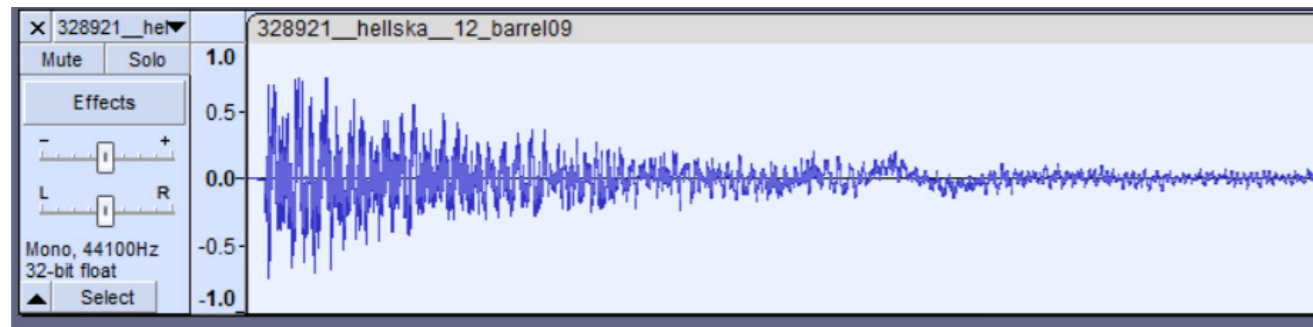
For the box hitting the ground, I found a barrel sound which sounds like the box in my mind. It has the metal like sound when you smash something but also a hollow echo which both a barrel and the box have.

Used sounds in the video:

Buzzing electric lamp (Author: Inspector J):
Buzzing, Electric Lamp, A.wav. (2018, January 19). freesound. Retrieved September 19, 2023, from https://free-sound.org/people/InspectorJ/sounds/415873/

High grany swirling tone (Author: duckduckpony):
High grainy swirling tone.wav. (2011, October 5). Freesound. Retrieved September 19, 2023, from https://free-sound.org/people/duckduckpony/sounds/130507/

Pulling Chain (Author: Mrthenoronha):
Pulling chain.wav. (2017, October 22). Freesound. Retrieved September 19, 2023, from https://freesound.org/peo-ple/Mrthenoronha/sounds/405417/

Breaker-1 (Author: Deathscyp):
Breaker-1.wav. (2017, October 8). Freesound. Retrieved September 19, 2023, from https://freesound.org/people/Deathscyp/sounds/404049/

12_Barrel09.wav (Author: hellska):
12_Barrel09.wav. (2015, November 17). Freesound. Retrieved September 19, 2023, from https://freesound.org/peo-ple/hellska/sounds/328921/

Relection assignment 1:

Did I get what i want:
I could tell my story about the magical metal box which was provided with sound.
The ominous sound of a floating object, the sounds when he rotates and the empty room with only some lighting.

What went well:

I am happy that I could make the video as I imagined it.
I wanted a dark environment with an eerie metal box that just floats around. I had audio that would reflect my idea and work pretty well.

What I also really liked was how the audio moved with the box. From a fast rotation to a slow ro-tation, when the box was coming closer to the camera and when it went away. I was really happy with it.

I could assemble the audio for a video without music. Music can be used to cheat with sounds because people will be more focused on the music than on other small details.

I could reflect on different sounds and use my senses to know what would work better.

What could go better:

While I was happy with the details, I saw some things that could go better. On the last part, when the box flies away I could make the sound more 3D by making the sound more powerful on the left and more quiet on the right, so the sound flies away with the box.

Another thing was that I only used the sounds of others, and maybe for a great production and copyright law, you want to make your own sounds. Luckily, I have assignment 2, where it is all about your own sound.

Assignment 2

Proces

Selecting video:

To start off, we had the option to select between four videos.
I chose the one with a portal since I can make enough sounds for it and have some voice acting skills, which I want to try out.

Wheatley: I. Am. Not. Dead! I'm not dead! [laughter]

Analyzing video:

Before I started to work on sound, it is important to analyze the video and what kind of sounds I could make. The video made analyzing it easier than assignment 1 since it already had sounds that I could take inspiration from.

When I looked at the video I saw a player navigating through a broken facility with only an optimistic robot that helps the player.
The broken part is really important for me since I want to have sounds for that reinforce what I see.

Analyzing video:

I found ideas from the original video and what I personally would do and made timestamps to know where certain sounds I want to have.

Portal Sound timestamps and audio ideas:

Voice (subtitles):
0-5 seconds – 6-7 seconds – 8-10 seconds – 11 -13 seconds – 16 – 18 seconds - 19 – 23 seconds – 25 – 36 seconds

Weasley has a fast, happy and English accent. He talks supportive and is nice towards the player. If Wheatley would talk angry the player would probably behave differently with him.

Static sound (portal gun):
0 – 5 seconds – 23 – 36 seconds

The static sound is important to give the player feedback that he is holding something.

Weasley Movement:
0 – 5 seconds – 0 – 15 seconds – 17 – 36 seconds

Weasley has for an object without arms and legs a lot of motion which is mostly through his eye.

Weasley Not visible (own idea):
15 – 17 seconds

Weasley asks you to move around. I had the idea to add some weird sounds so that the player knows Weasley has a reason why he doesn't want the player to see him.

Footstep sounds (own idea):
3 – 6 seconds – 8 – 9 seconds – 19 -20 seconds (Jump) – 22 – 36 seconds (concrete tiles and metal sounds)

Portal doesn't use a lot of footstep sounds and one reason I could come up with is because there is already a lot of sound going on. The voice, static sound of portal gun, surrounding and Weasley movement, and doors. I feel like adding footsteps can make the experience more unique but want to keep it low to not overuse sound. Also important is the ground which the player stands on.

Doors and ports:
3 – 4 seconds (small port) – 6 – 7 seconds (small port) – 18 – 21 seconds (big door) – 27 – 30 seconds (big door)

The doors and ports are made from metal and such and use mechanical parts to open. This is important because you could also record wooden doors which would sound weird with metal.

Electric sparks:
0 – 1 seconds – 14 – 15 seconds

There are some sparks from the facility which show damage and support the surrounding and the state.

Surrounding no sound (own choice):

I use no sound for the surrounding for two main reasons.
The first reason is to emphasize the conversation between Weasley and the player and too much background sound can disturb this.
The second reason is that the surrounding looks left behind and you see no other things that would make that much sound. It needs to feel empty.

Collecting sounds:

For collecting sound I started of with voice acting. I recorded myself multiple times and used Audacity to give it a better robot voice. I learned that copying your voice multiple times with a small delay already gives it a legit robot voice. However I player around with pitch and speed to really give it more of a voice that I think connects with Wheatley.

Timestamp sound video: 0:15
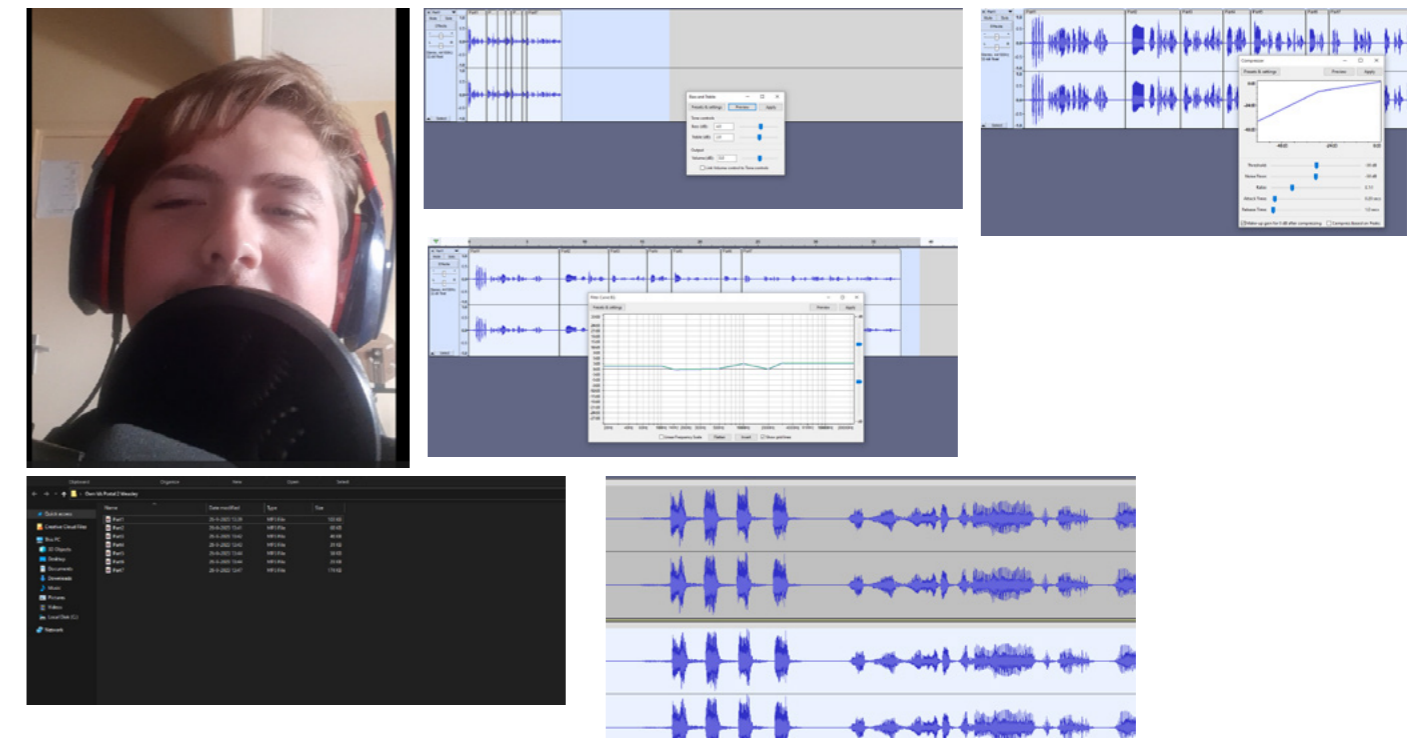
I used different effects to also equalize the voice more. Sometimes I tend to pitch higher and then lower.

What a challenge was to time everything. In the beginning you can see and hear how I synced my laugh with the video of Wheatley laughing which had to be in time else you would get one of those weird commericials that are spoken in a foreign language and are out of sync.

I am really glad that Wheatley doesn't have a mouth because that would make it way more challenging.

One really important thing was the surrounding has almost no sound except for some sparks and moving objects. I wanted to emphasize the broken facility but also having the player in better contact with Wheatley without to many distractions.

Creative Sampling:

After working with voice acting, I started getting a lot of audio
recordings from different materials. I wanted to collect a lot of variation and pick sounds that I
could use the best for the sounds in my video. I looked around for materials to find what could
be used for what, or maybe what could be used.
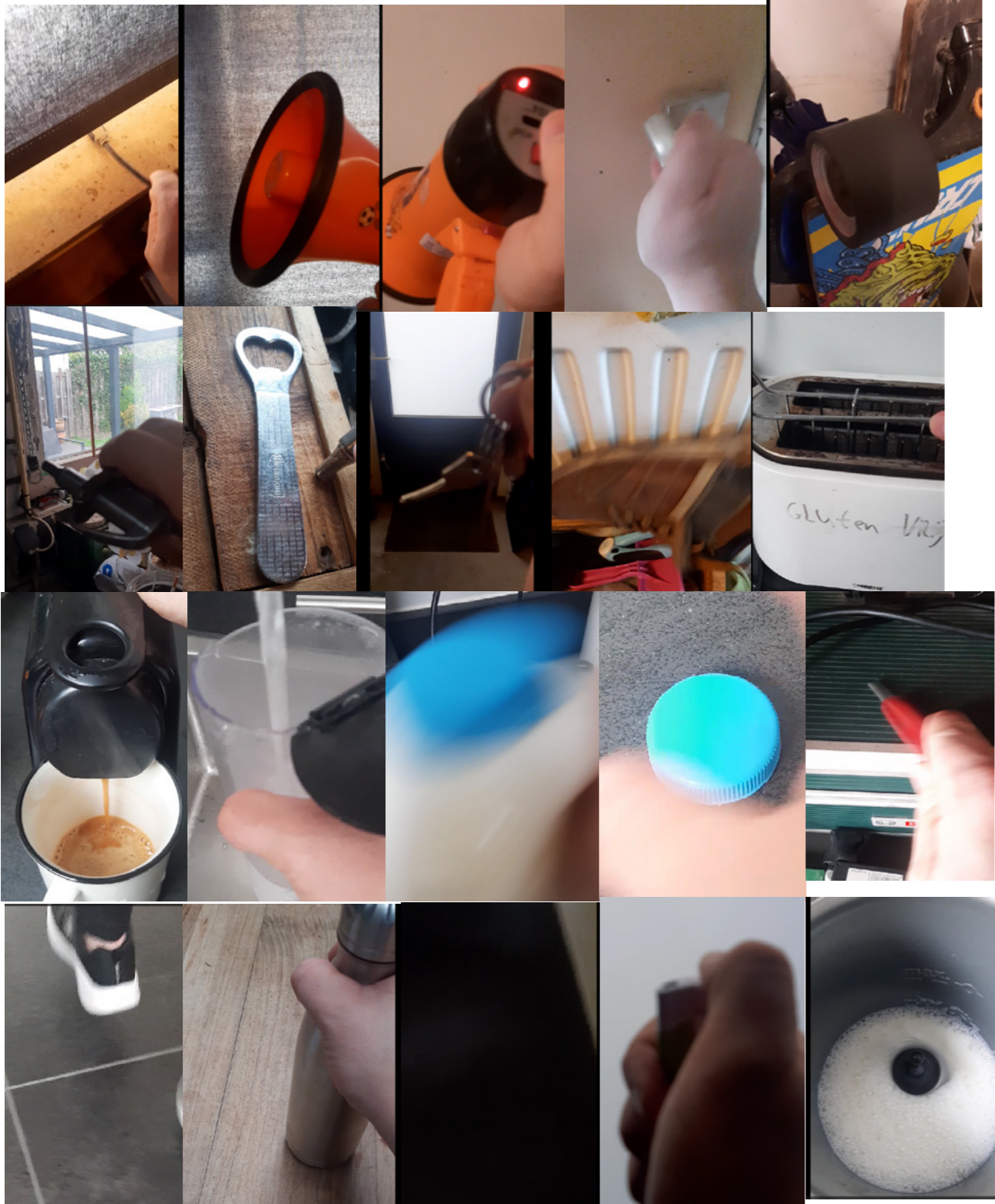
One cool think i find is the variations of sound that come from one object.
The speaker was used for multiple different sounds.

Creative Sampling:

After converting every MP4 to MP3, I had a blind listen to see what type of sound it could be.
Without looking at the video of every sound and just listening, I could hear different objects
responding to a certain sound. Kind of like a radio show where people had to guess the sound of
an object.
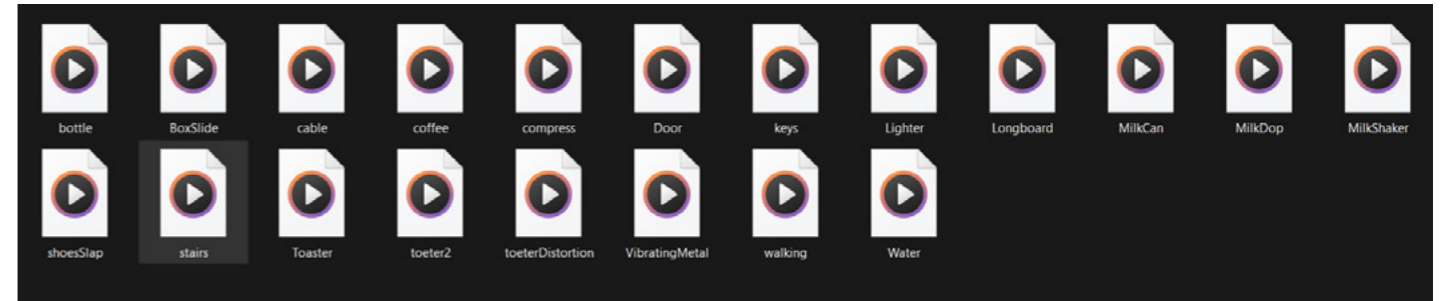
Creating the sounds:

Static sound:

For the static sound I looked at the compressor but found it kinda lame.
Then I heard the sound of the milk shaker which sounded more like electricity and made it more
realistic and nicer to hear.

One issue I had was that it still didn't really sounded like electricity so
I did hear some sounds online for inspiration and played around with the pitch.

One really annoying thing was that the sound was mostly onesided so I
Had to put the sound more to the right so it was more equal else the sound was mostly
on the left sound which doesn't make sense since the sound is right infront of you or
you might be more deaf on the right side of your ear.

Timestamp sound video: 3:12

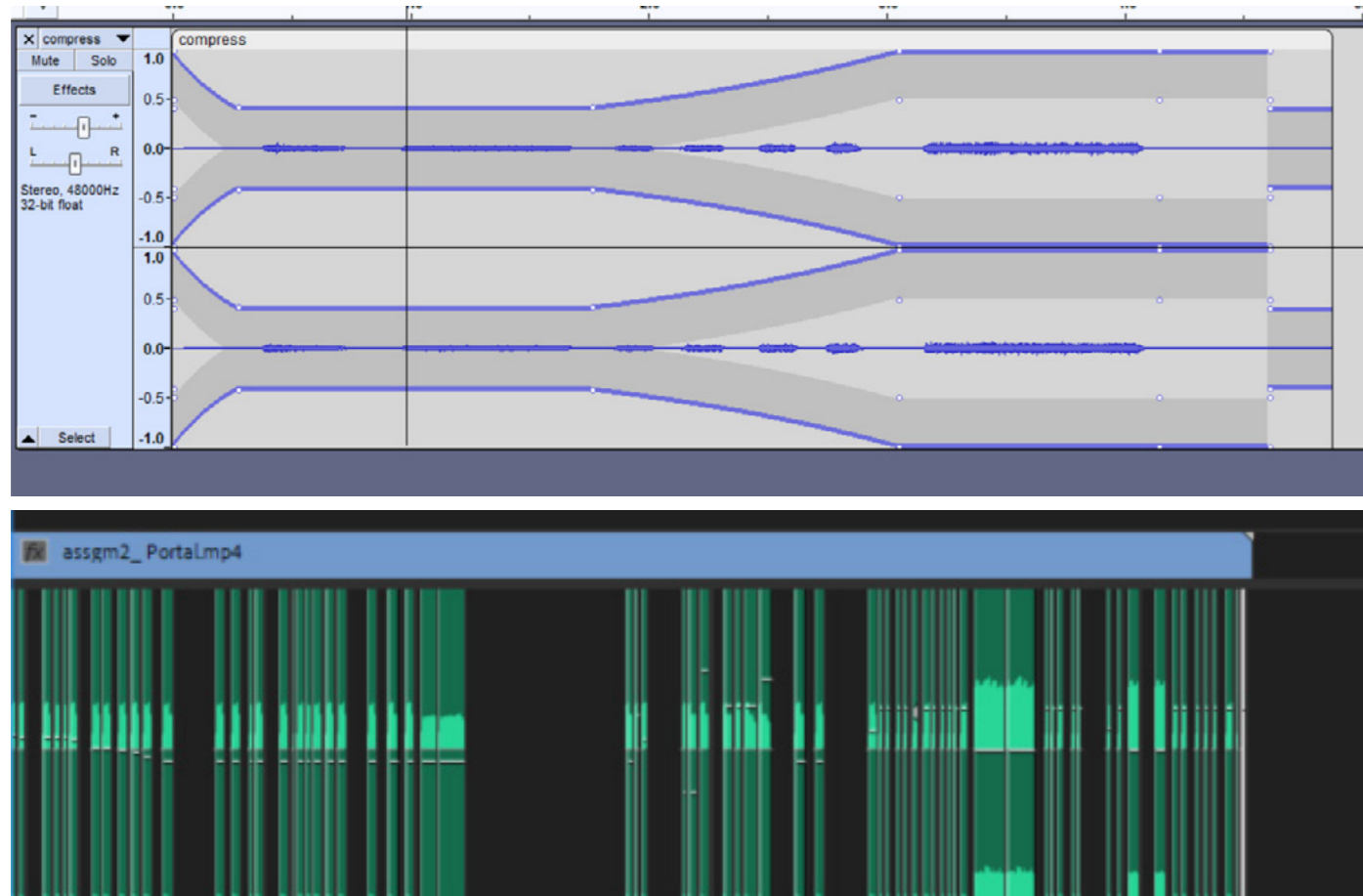# Wheatley Movement:

This was one hard sound to pull off.
Wheatley has subtle and smooth movements when he talks and moves around.
I needed a sound that was smooth and not too loud.
I immediately thought about my longboard with oiled bearings.

After some time I looked back at my sounds and found the compressor
better for Wheatley.

With reduced bass and tremble and some lower pitching, it had some smooth sounds. To make
it better, I used a long track with audio differences, so for move movement it is louder. It sounds
now more like a camera lens.

When editing I saw how hard it was.
Wheatley moves alot for a machine without limbs.
He has alot of subtle movement while he talks.

Timestamp sound video: 1:40

Wheatley not visible:

For Wheatley I want a reason why the player should look away.
I came up with the idea to make a shameful and annoying sound
which is a combination of the sound of keys, the coffee machine and
a lighter. It was a weird sound and felt weird compared to the others.
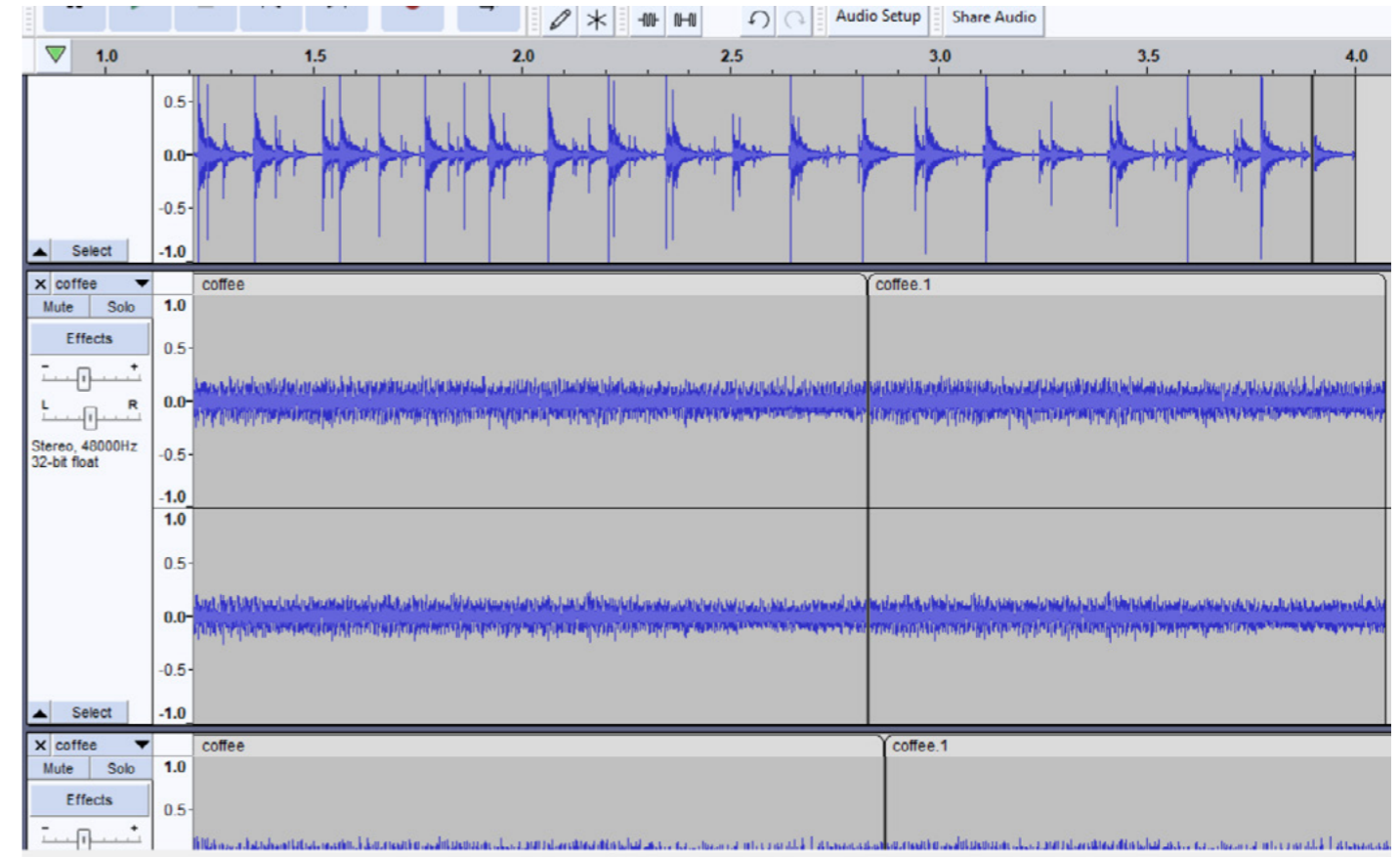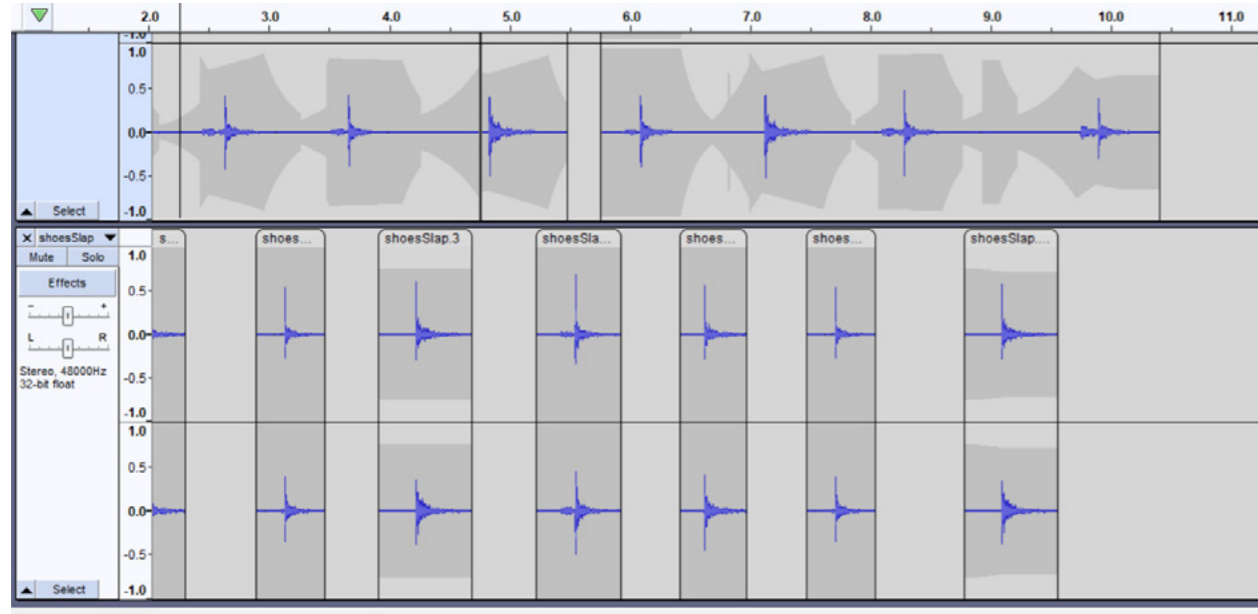

Timestamp sound video: 4:24

Footsteps:

Footsteps would be something interesting for the video.
When I looked at the floor I could see two major things.
There is a tile floor but also a metal floor.
When we walk around the sound of walking is different from
the ground we walk on but also how we walk.

For the metal I used the sound of me slapping a shoe against metal and had
to make a sort of walking beat with it.

For the tiles, I already had a normal walking sound; however, the sound
was very silent, so I had to amplify it and also do some noise reduction
to filter unwanted sounds.
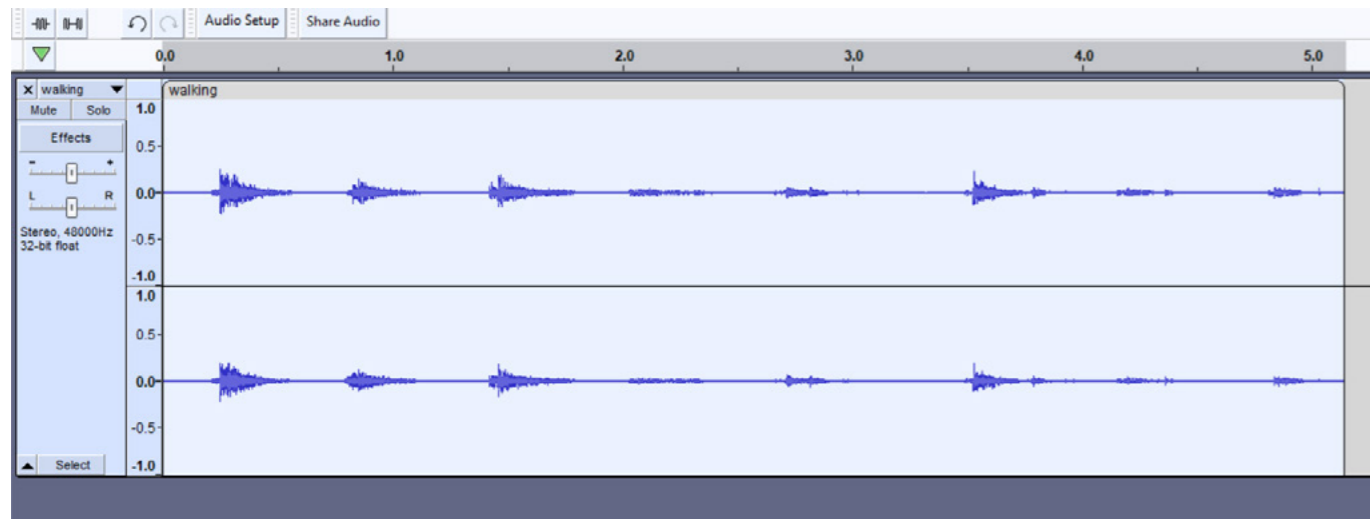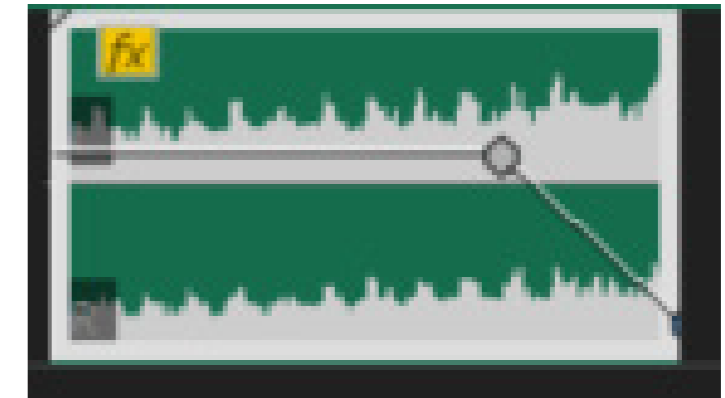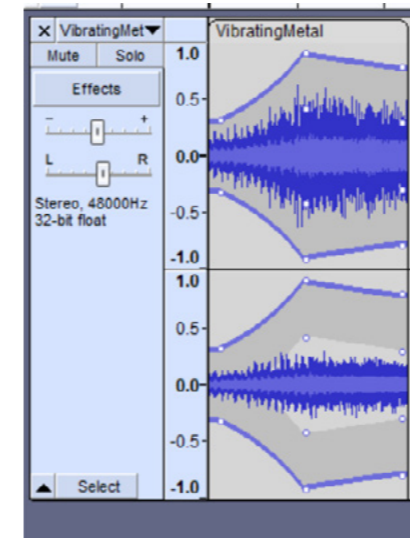

Timestamp sound video: 2:11 and 3: 55

Doors and ports:

For the doors there were small doors and big doors that would have
different sounds and impacts.

For the first door it looks like it opens with a pneumatic system, but since
the facility is partly broken down and rusty, so I used a more cranky sound.
From my sounds, I got the sound of vibrating metal with a compressor
which would work the way I intended.

I made this shape, so it starts a bit quieter, but it gains sound fast and
keeps a lot of sound till the end when it interrupts fast. In the end I added
a lower level in Premiere Pro since it sounded weird to end a sound immediately.

For the big door I used the sound of me using an iron bottle against a
wooden table. With some slowing down, a lower pitch and a small echo it
sounds like an entrance opening.
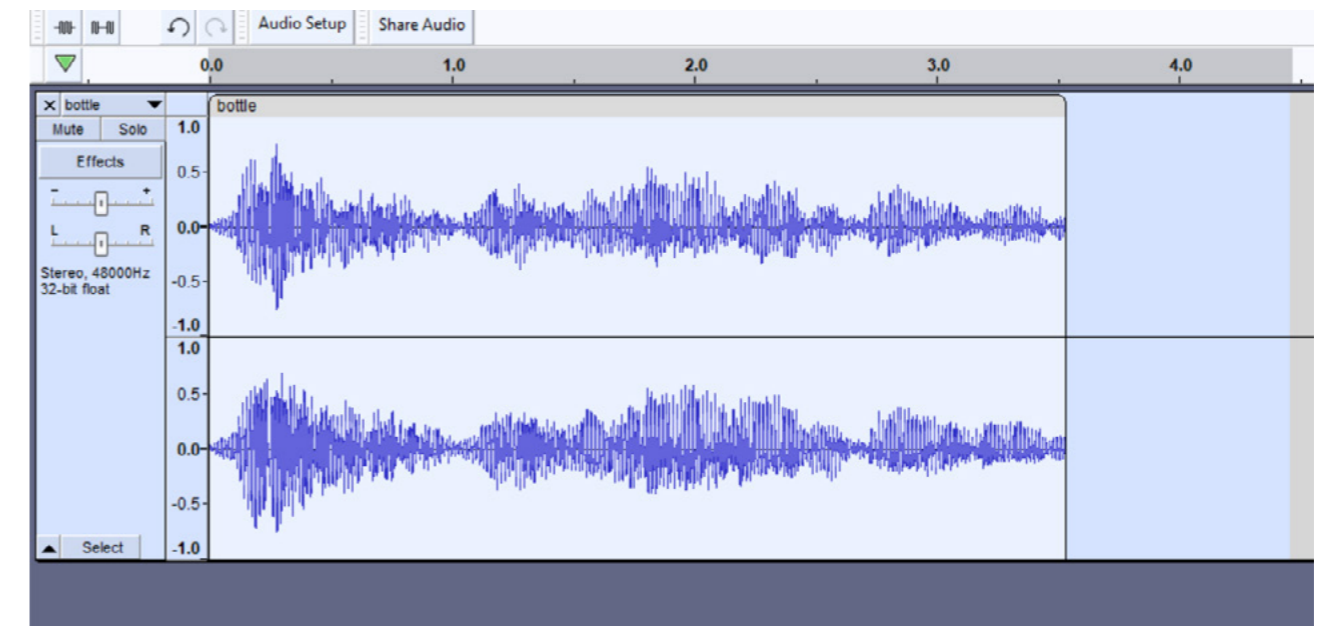
Timestamp sound video: 1:37 and 2:02

Electric sparks:

The sparks are a small but important part of the video.
It shows the decay of the facility. It shows a malfunction.

For the sound I just knew I had to work with the lighter.
I played around with the pitch, speed, some cutting and pasting, and
amplify and temp and came with an electric sound.

One hard thing was that throughout the video there were some small
electric spark so you need to have an eye for detail for this part.
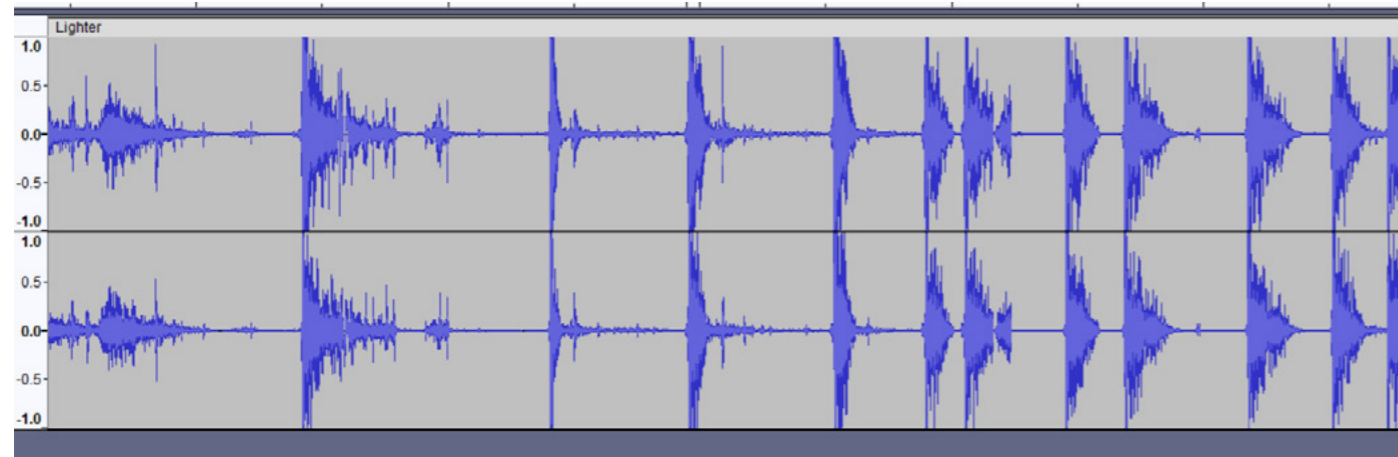
Timestamp sound video: 3:46

Reflection:

What did go well:

As someone that had maybe some previous video editing experience I was happy that
I could actually work with some of the given video's and make some cool sounds.

With my own way of working, I found a lot of unique sounds and could
sample them in Audacity and Premiere Pro to resemble certain things
in the video. What made me happy was seeing how I could find
interesting ways to find something out with the use of sounds.

The method of finding a lot of items to make sounds with and being creative with them worked pretty
well, though for some sounds, looking for something specific
might have worked better.

I was happy to find the atmosphere through sound. I heard the broken facility and a very happy robot
talking which showed the optimism in a more pessimistic world.

Furthermore, I was happy with the details in certain sounds. The electric sound of the portal gun where I
had to balance it more or the sound would be mostly in your left ear. The portal gun is in front of you, so
the sound has to come from both sides of your ears.
Also the big door. In the original it is really smooth but I wanted a door that sounds really heavy
and makes noise when you want to open it. I think it could possibly change the original.
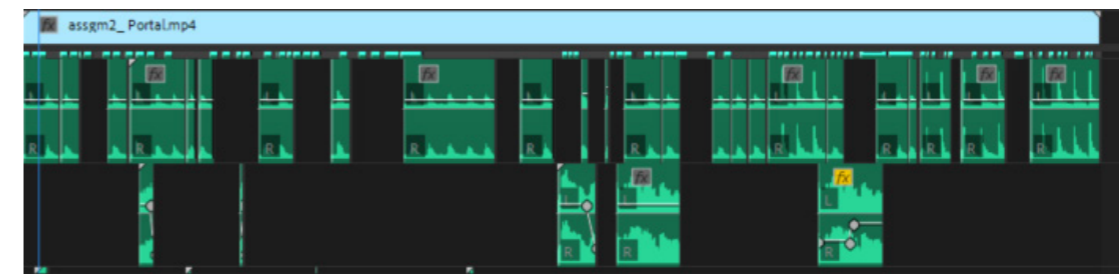
What could go better:

Some sounds I worked really hard on but didn't always work that well.
For example, the movement of Wheatley. The sound I imagined is a subtle
smooth movement which worked pretty well, however, because
Wheatley moves a lot, which could affect the game experience if you hear
sound with every little movement of Wheatley's. For now, in a small sample, I thought it worked pretty
well but would question it if Wheatley talked about it during the whole game.

What else is the voice acting could be better. The issue that I found is that not having a professional stu-
dio and equipment can lower the output compared to the official voice; also, not having the same vocal
cords and accent as the original voice actor might have also contributed to that, but I still was happy that
I could voice Wheatley.

For the walking, I am still not sure how I feel about the number of steps I used.
It feels like too few sometimes, and I feel like it sounds someone who is really tall walks around and
takes fewer steps than someone shorter. When I sped up the footsteps it sounded also
kinda odd.

For the editing I was happy however adding alot of sounds was kinda messy.

**Part of the
editing.**