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Analysis:

On Sound rotation our task was to create series of sounds and 3 worlds that it creates. I recorder more than 10 sounds, after which I picked 3 main sounds, and some supporting ones that could support or sound better with main. 1 – Sound of hanger on an iron bar, that I associated with a sound of knife sharpening. 2 – Chicken fried in a pan, sounds like rain, that I at the end combined with sound of pigeons I found in the park. 3 – Short piano music, combined with sound of my boiler to then create the illusion of radio. All recording were put in Premiere Pro and adjusted. I reduced noise in all recordings for them all to be as clean as possible. Then I imagined scenes in which this sound may exist in, and adjusted them accordingly to suit the story. I played with “Reverb”, as well as other sound effects for making radio sound. At the end I created little supporting Gif illustrations to support sound project. My audio wasn’t experimental or creative, but more about simplicity and being used in films. I wanted to focus more on how animators create sounds out of different objects to suit different situations and adjust them to match surroundings. Despite being satisfied with my outcome, I still believe I could have had tried being more experimental.

https://darigaalpyssova.myblog.arts.ac.uk/2021/11/26/week-8-sound/

https://vimeo.com/650372197