

21M.380 MUSIC AND TECHNOLOGY SOUND DESIGN

LECTURE No3 EVERYDAY SOUND OBJECTS

WEDNESDAY, FEBRUARY 10, 2016

1 EX1 presentations

2 Review RD2 assignment

2.1 Podcast: *99% Invisible* (Mars 2011)

- Any surprises regarding extent of product sound design?





2.2 “What we use for ...” (Ament 2009)

- Any Foley techniques that you found particularly intriguing?

3 Video: Foley artists in action

- From DVD that accompanies book by Ament (*ibid.*)

4 Pd introduction

- Pd reads data top-to-bottom and left-to-right
- Difference between objects, messages, number boxes
- Edit mode vs run mode
- Debugging with [print]
-  +  (Mac) or  +  (Win/Linux) to duplicate code

References and further reading

Ament, Vanessa Theme (2009). “What we use for Performing the props.” In: *The Foley Grail. The Art of Performing Sound for Film, Games, and Animation*. 1st ed. Focal Press. Chap. 8, pp. 89–101. ISBN: 978-0-240-81125-3. MIT LIBRARY: 002181600. Available at: MIT Learning Modules ▶ Materials.

Mars, Roman (2011). *99% Invisible. The Sound of the Artificial World*. Episode 15. 4’54”. URL: <https://soundcloud.com/roman-mars/99-invisible-15-sounds-of-the/> (visited on 01/11/2015).

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