

FA/YSDN 4002 3.0 Type In Motion

Winter Term | Academic Year 2009 – 2010

Design Practicum | Elective for Design Majors

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Addendum – Sound Essay

Sound is two-thirds of the motion experience. Mute the volume on your favourite movie and observe the difference. The emotion and drama drops from the picture. The cuts seem stilted and random. The magic is lost, and the spell is completely broken.

To craft truly original and engaging motion work, you must be able to manipulate sound to score your concept well. You must be able to use sound resources that are freely available to you, and generate your own. You must learn to mix audio together to craft engaging “sound essays”.

The Challenge

For either Project 1 or Project 2 (your choice), create an original **sound essay** to use as the basis for your project’s audio. Your composition should be **non-musical**. You may additionally choose to incorporate or layer in a soundtrack later.

All sourced material (including music) must be rights-free and credited.

Rights-free audio content is available in the public domain or as rights-free and creative commons (CC) licensed through these resources:

- The Sound and Moving Image Library (SMIL) in Scott Library at York University.
- Toronto Reference Library
- Internet archives: <http://www.archive.org>, <http://www.freesound.org>, <http://www.ccmixer.org>

Software tools for composing, editing and mixing soundtracks include Apple Garageband, Adobe Premiere, Adobe Audition, and Adobe After Effects.

Required as part of either Project 1 or Project 2