Sound for film presentation

My clips for EL1

My plan: 197 Words

For my sound arts project, I 've decided to use two different clips rather than just one since I want to create a dynamic and distinctive auditory experience. I will explore a variety of audio aspects, ideas, and emotions by editing these clips independently, which enables me to create a composition that is more intricate and multi-layered. The narrative and ambiance that each clip contributes are unique, and the way these pieces are juxtaposed allows for more creative freedom. This method gives me the chance to play around with various sounds and styles while promoting a deeper investigation of the acoustic possibilities of the gaming world.

I'll use field recordings and foley in my sound project to create a rich, engrossing audio experience for the video or gaming clip. I'll be able to produce accurate, synced sounds that correspond with the on-screen activities and character movements thanks to foley recordings. On the other side, field recordings will provide me real-life ambient noises that capture the ambiance, nature, and atmosphere, adding to the scene's overall realism and depth. My goal in combining these two recording methods is to produce a smooth and engaging audio environment for the games.
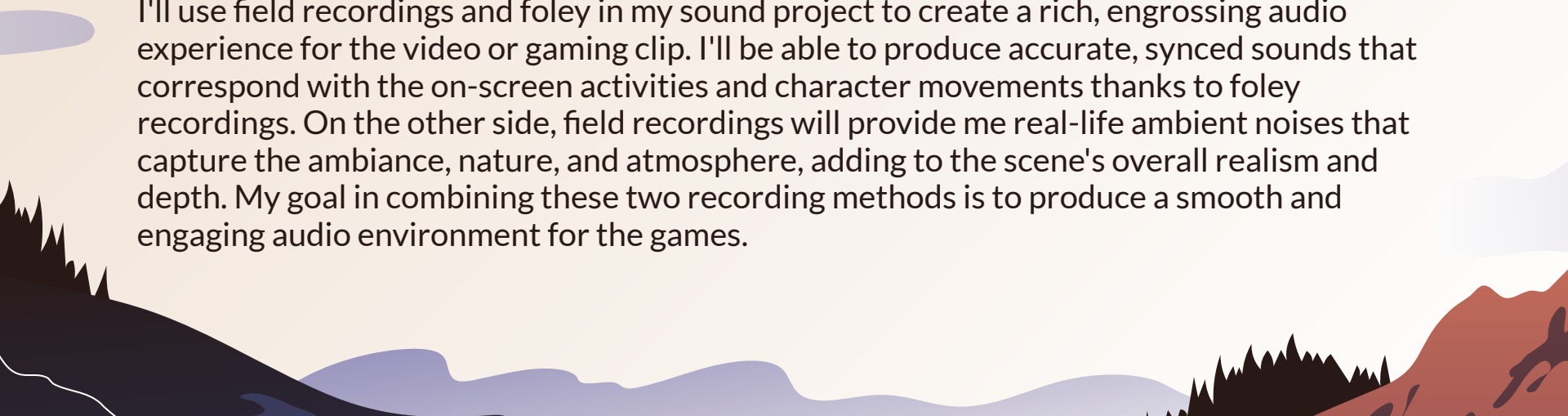
Unravel 1 End Scene

For my sound project, I choose to use Unravel 1's bend scene because of its tremendous emotional impact and narrative completion. At this pivotal point, Yarny, the main character, overcomes hardship and wins because due perseverance and the relationships made along the way.

The moment, which offers a moving mix of anxiety and relief, is the climax of the game's themes. My goal in adding my own sounds is to bring attention to the character's tenacity and heighten the drama, resulting in an engrossing audio experience that reflects the game's deep emotional resonance.

Unravel 2 Intro

I chose the opening scene of Unravel 2 for my sound project for its emotional depth and visual beauty. The game's intro is a poignant moment where two characters, Yarnys, hold hands and embark on a journey together. This scene perfectly encapsulates the game's central theme of companionship and teamwork.

The gentle music, the rustling of leaves, and the soft murmur of flowing water provide an excellent canvas for my creative audio additions. By enhancing this already captivating scene with my own sounds, I hope to convey the warmth and unity that the characters represent, making the project both emotionally engaging and immersive.

Final video - both videos edited together and cut