

## THEA 4750

### Sound Design III

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#### Assignment #1: Tell A Story (Sound Editing)

##### Objective:

Primarily using sound effects, and music where necessary, craft a short story with a beginning, middle, and end. This is an exercise in both advanced editing skills needed in sound design as well as practicing heightened story telling.

##### Requirements:

- Create a story board of your plot. Write it out, or even sketch pictures of your entire story from beginning to end, moment by moment.
  - (Example: birds sing, man snores, alarm clock sounds, man groans and slaps alarm clock, man gets out of bed, etc.)
- Under each story frame/moment, list what specific sound effects and music you will need to convey clear action and story.
- Compile effects and music into a minimum one-minute piece, two minutes maximum.
- You cannot have a voice over narrating the entire story, that is what your sounds should be doing.
- There must be a twist in your story (Example: If you tell a story about a person getting in an automobile accident, maybe they hit a clown car or maybe someone goes for a hike and finds a T-Rex in the high Uintahs, etc.) The twist need not be funny, but it should be unexpected.
- Make sure sound effects are all clear and in support of the story, does each sound effect further the story and add clarity? If not, can you make it more clear by adjusting volume, EQ, or do you need a different sound altogether or more sounds for context?
- Websites like [freesound.org](https://freesound.org) are a great, free resource for this project.
- Recording your own sounds is encouraged but not required.