

Student	Michael Freeman-Holmes	FALMOUTH UNIVERSITY
Tutor	Will Parker	
Course	Creative Music Technology	
Module	CRMT130 'Designing Sound'	
Assignment	2 (65% of Module Mark)	

Module Mark Matrix	0-39	40-49	50-59	60-69	70-79	80+
Learning Outcome	Fail	Satisfactory	Good	Very Good	Excellent	Outstanding
Creativity					X	
Skills				X		
Professionalism				X		
Critical Thinking				X		
Research			X			

<i>Note: All marks are provisional until approved at the Assessment Board. The mark shown does not take into account adjustments for issues such as late submission, extenuating circumstances, and academic misconduct. If you have a query about how your mark may be adjusted, please contact the Academic Administration Team.</i>	Overall Mark	64
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<i>Feedback</i>
<p><u>Assessors Comments:</u></p> <ul style="list-style-type: none"> • Your project has much to commend, the opening cloth sounds are well recorded and matched to picture • You have designed a really affecting eerie atmosphere through synthesis although once this becomes more musical later (identifiable notes and rhythm) it starts to feel a little more like a score. If you are interested in film scoring then you will enjoy MAMI music and Moving Image in your 2nd year. • The footsteps beginning at 1.04 are a little too loud and closely recorded. In order to make them fit with the picture more harmoniously move the microphones back slightly and/or roll off some of the high frequencies and reduce the amplitude. • The footsteps at 1.10 have the same issue and they clash somewhat with the 'ticking' pulse sound you have designed to create tension introducing this pulse after the steps have finished would solve this issue. • The bowed cymbal sounds brilliant in this context! Using the metallic shimmering under the exertion of the sink lifting is really innovative and creative. However, the envelopes are a little distracting they cut out abruptly before the sink has been

removed. You might consider either time stretching the recordings using something like Paul Stretch (it comes with audacity which is free) or as a stand-alone. Or reverse the sound and the crossfade it slowly into the original so that there is a smoother envelope, or just use automation.

- The sink scene would be even better with some additional Foley, it's brilliant that you have thought laterally about representing this event, but some other creaking or splitting sounds and some sense of human exertion would really bring your concept together. Also at the end, the water feels under represented.
- The sound for the smashing of the window, is a really innovative attempt the processing really does sound like something echoing through a quiet building and takes on the psychological character of someone being jolted awake. However, when the camera is outside filmic convention dictates that we would hear that crash. Also, that we would hear the character escaping.
- At 02:25 the cymbal start quite abruptly use automation to create a smoother envelope
- Your attempt to represent one character in distress with a metallic sound while for all the other characters the scene is quiet is really interesting thinking, however, it's a bit too abrupt and his shouts and screams would spill over into the other characters experiences.
- You have clearly spent a lot of time and effort on this submission and there is evidence of high-level creative thinking and process, if you could add some of the more fundamental areas of film sound.
- Overall, very good work, well done.