

21M.380 MUSIC AND TECHNOLOGY

SOUND DESIGN

SOUND DESIGN EXERCISE 1 (EX1)

EVERYDAY SOUND OBJECT

DUE: WEDNESDAY, FEBRUARY 10, 2016, 12:30PM
SUBMIT TO: MIT LEARNING MODULES ▶ ASSIGNMENTS
5% OF TOTAL GRADE

Everything in the world has a spirit which is released by its sound. (Oscar Fischinger, cited in Farnell 2010, p. 365)

1 Instructions

Find an object that you like for the sound that it makes—or that can be made with it—and present it to the class on the due date. It should not be a musical instrument. You must choose an object that you can actually bring to class; recordings are not allowed. Perhaps it is an object whose sound you want to resynthesize for your final project.

2 Assessment criteria

Creativity that you demonstrate in the selection of your object

Level of detail at which you describe the object's sonic qualities

3 Submission format

This assignment consists of two parts:

- In-class presentation (3 minutes max.)
- Accompanying write-up (150 words max.) to be submitted online via . Please *submit your document in .pdf format only!* Do not submit .docx or .rtf files, and do not enter your submission via the online text editing form ().

References and useful resources

Farnell, Andy (2010). *Designing Sound*. Cambridge, MA and London: MIT Press. 688 pp. ISBN: 978-0-262-01441-0. MIT LIBRARY: [001782567](#). Hardcopy and electronic resource.

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