

# Sonic visions

- This was the first pathway I chose and took part in and I found it quite interesting: learning about adobe aftereffects as well audition was cool and I hope to learn more about it in the future. We used Adobe Audition to build the sounds scape, used in the project. We made these audios and then had to swap with colleagues and had to animate to them. I decided to animate using Stop motion animation and used Roblox action figures as puppets; I think it went well, made a draft and then a final version, which I think both have their merits. I think I made 3 sounds in total, and I do not think the final sound I made got used for anyone's project, which is disappointing, but I guess it could not be helped.

# MY AUDIOS- the first mixdown

- Thought I'd show the different audios I made during the project to see my process:
- My first saved try at making a sound on adobe audition resulted in what you hear below: I think was envisioning a horror theme with this one. I get from the loud ominous steps, the weird bubbling backing track, the concerned hello and then the rapid steps, followed by the door slam. Makes me think of someone being followed, they call out and then the pursuer reveals themselves and speeds up after the target, engaging in a chase. I think its neat but nothing crazy; was not planning for it to actually be used or anything.



# MY AUDIOS- the second one

- Here is my second one. It was made under one of the prompts the teacher gave to us, Electric Love, and is my favourite one out of the bunch, even over the one I used: You could imagine my disappointment when I learned I was not allowed to use this audio due to the audio peaking around the end. I really wish it could've been used but I feel it would not be handled as well as I think because it's quite specific to my vision, which could limit others creative processes.
- The vision behind it is that there was a woman walking on the street who is caught in the rain, so she runs for cover at a bus stop but drops a pendant as she runs: a man who was also walking nearby runs after her, with the pendant and before he gives it to her, he slips on the wet floor at the feet of the woman with the pendant in hand. Like a proposal they look at each other lovingly before a thunder rolls and lightning strikes them both.



# THIRD AUDIO

- I think there was an issue with my third and final audio, the one I gave, under the suggested prompt- skin of my teeth. After the rejection of my last submission, I really was lost for ideas on what to do, I thought my audio was perfect but no. I was thinking about a cowboy idea, based off the 'damsel in distress' trope with a woman tied on a track with a train approaching and the cowboy would lasso her up and take her away, but it fell through. I deliberated to myself further and thought of a quick prison/vault escape scenario: Some guards pass by and some criminals sneak around; they're caught and make a mad dash before blowing up a wall and catching a helicopter to escape. I was even able to find some free escape music on the sources site (which is what you are hearing).
- But now going to the actual audio itself there seems to be an issue; you can only hear the backing track and not the sound effects at all. I don't even think this an audio volume issue, potentially just a glitch during transferring files. This is very unfortunate, but at least I have a faint idea on why my audio couldn't be used by others; rather than them not liking it and rejecting it.



# My given soundscape ideas

Next two slides are my raw interpretations of the audio I was given.

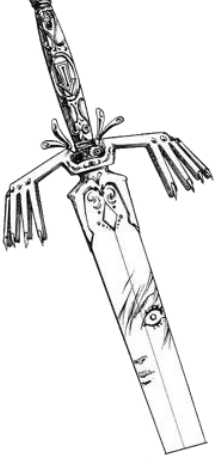
# What is happening in the audio

- 2 Sword swinging, some running/rumbling sounds(?) then big gusts of winds, followed by a puncture sound.
- Sword is picked up, but the wind picks up again and something big happens, maybe a realization which is followed by an explosion.
- Some creepy noises start to play, so building up a horror type environment. Noises are like monster-like and wispy. That among us sus type sound plays (echoes a lil).



# Thinking- plot ideas

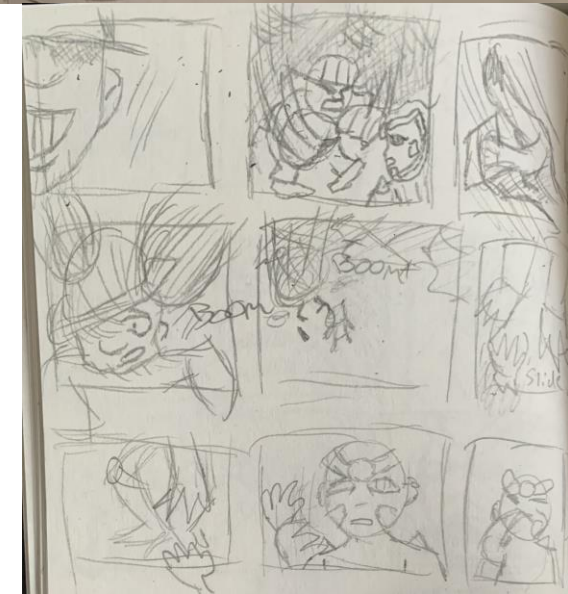
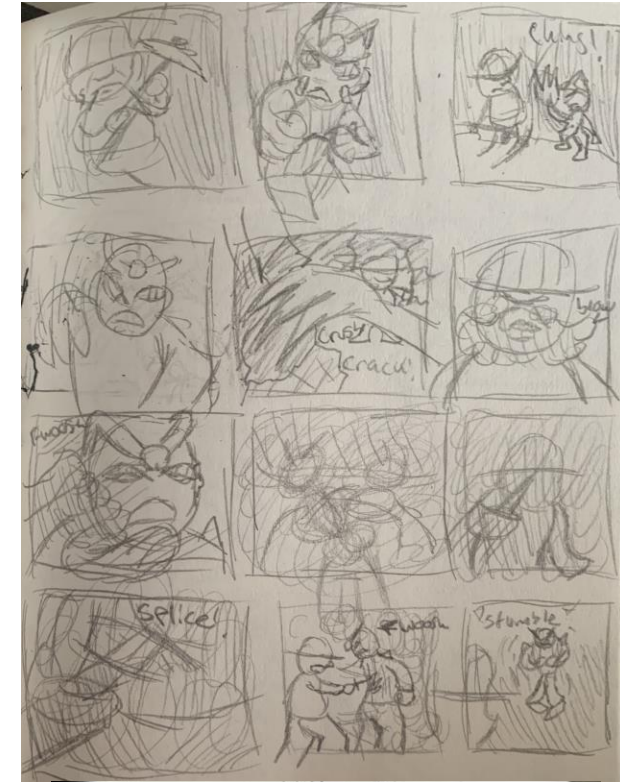
- Fighting over special sword that one is in the possession in. Looks like dolly dagger from phf. The wielder gets dropped and the other one goes to grab it but then is obliterated (cream) or something. At the end its revealed to be the wielder.
- Fighting creepy creature, slashing at each other. Finally gets a stab off on the creature while coveted in cigar smoke. It falls to its knees and you try to finish it with a blow to the face but is suddenly crushed by a rock. The creature looks up with glee as your severed arm flops down. It stands slowly with your hand in their hand and eats it. The creature is humanoid and so are you.



# Progress!

And so, after producing an idea for this audio, I began planning out, visually, the sequence I would animate and how the characters would look. I was not sure whether to make original puppets for this animation or to re-use some stuff from my personal collection. I drew the design of the cave monster guy with a character named 'Planet Waves' from JOJO'S BIZZARE ADVENTURE, who can summon meteors from space, somewhat similar to what happens in the actual animation. In the end I decided to re-use some Roblox toys I owned and mixed and matched some parts around to create new characters. I think Roblox toys worked well as puppets too: being small scale figures, it would make set building easier than working with puppets on a bigger scale that would require more space that I do not have.

I did consider using a green screen and doing the background digitally but I felt like in the end it was unnecessary and would just be extra work. If I did it in digital rather and stop motion, then sure but blending the two I feel just would not here. I think if I did go ahead with it, I might have never finished because I don't really like green screening all too much but that's mostly due to inexperience. Still, I do not regret making a physical backdrop as its interactable, convenient and looks kind of home-made, which I am a fan of.



# Illustrations and more progress shots



# The Draft animation

- Here is my first attempt at animating this animation. This was around the time I was experimenting with my animation and was taking inspiration from an animator who goes by 'paperbagish' online. I love the way he animates: manipulating the models he uses in an exaggerated manner, while still making sense and working in a low rate or holding certain frames for more impact. I opted to try this out, and so you may notice the animation is kind of choppy, but its intentional in a way.
- The quality in picture is weird too; I was experimenting with using manual mode in Stop Motion Studio, the app I use to animate on my phone, because I would be able to adjust and control the focus in the scene to my liking. The problem is, now that I am not in auto focus mode, my lighting is prone to flickering and changes, which could make viewers struggle to watch whats happening, so I needed to monitor and adjust the lighting settings regular; something I admit did not do too often.
- I preferred the pacing and ending animation in this one compared to the final version; just felt it flowed better and matched the audio better. My funky lighting might have affected the feeling of this version too as its darker, giving more signs that they are in a cave, though this wasn't consistant; going from a bluish hue to a greenish hue than back to a dark blue. Also the drawn effects are very weak, especially the ice breath, I prefer how they look in the final version, using green screened effects.
- [The draft animation for sonic visions](#)
- <https://youtu.be/BRO-wlfzL2w?si=ulE8nd9nVTzH37Sz> one of the videos by 'paperbagish' I studied while working on this project.

# The Final animation

- Here is the final animation. I insisted on making a more refined version of my animation because I was not too thrilled about the effects used in the draft, specifically the ice effect, as well as wanting to reshoot and alter some shots I took. I changed around the opening scene, and I think it is an improvement over the draft; my favourite addition is the impact frames at the start, I think it blends well with the animation. I also changed the lighting, but I am unsure on how I feel about it as it changes the viewers interpretation of the setting: the lighting in the draft is darker, more like one of a cave which was my intention, while the final has more harsh, warm lights coming from the left, not really giving cave as much I feel. I don't hate it though, I still think this animation is good and I like the use of holding frames, especially around the end when the monster eats the hunter's arm; I did that scene in threes to add weight and just achieve a slower movement for someone who is tired and worn down.
- The lighting was a big issue here and I did have to go into Adobe Affect Effects and colour correct some scenes, hence why some look 'off'; was not too happy with that but I think I got it as well I could. These changes in colour and lighting happen when the app is closed while in manual mode, so next I will definitely need to be more on point and focused on the lighting because it is distracting. Something else I preferred in the draft was the climax at the end with the rocks falling on the hunter: In the draft I feel there was more impact and weight to the crash compared to the final, which makes me feel it falls flat. I believe this might have something to do with the audio being synced better and the explosion sound matching the weight of the rocks on the person; it's not so bad though, because of the additions I made to the set, there seems to be a bigger sense of destruction as it all falls down, as well as the dust special effects. Speaking of effects, I received some praise on the 'frozen over' ice effect which I achieved using clingfilm and wrapped it over the figure- I think the snowfall green effect and the blue tint to the screen helped convey what I was going for.
- [Final sonic visions animation](#) -The animation

# Conclusion

- Overall, I enjoyed this sonic visions project and thought it was insightful seeing the process behind sound design in animation and media on a more technical level and if I were to do it again, I think I would try to do something with a different theme. I think I do too much fighting/combat stuff while I could explore other story telling themes.