

DECO1013: Sound Design & Sonification

Assignment 1: Functional Sound Design

Joel Porter Student id: 310237114

The scenario for auditory responses that I have chosen is that inside a cockpit of a fighter jet taking off on an Air Craft carrier. The subsequent mission will involve the use of sound design to aid with take off and identifying an enemy attack. All sounds were produced using the Vacuum plug in in Pro Tools

0-1 Seconds

In pro-tools I have started this arpeggio using the hard man default preset and also turned up the ARP rate up to 1/18. This sound is to indicate to the pilot that the take off sequence is about to begin and to push the engines to full throttle. The rationale of this sound is to create a rhythmical lead in. This sound will become audible after all pre-flight checks and clearances are cleared from the control tower, it must appear independently within the cockpit so that the pilot is not confused. The sound will also sync with blue flashing lights on the flight deck.

2-5 Seconds

The base dump that commences at the 2-second interval is synced with a red light (non flashing) on the flight deck. This commences the motion of the catapult and the plane being propelled down the flight deck (take off). The fade of the base and commencement of silence is to indicate to the pilot that the aircraft is now airborne; the controls of the plane are in his hands and he has cleared the flight deck. I made this sound using robot-bass pre-sets and adjusting the depth and slope.

7-24 Seconds

This sound has been designed to generate in unison with a visual Radar sequence to scan for enemy threats. What I envisage is that the buzzing interlude will also correlate with the radar pulses mapping the given area visually to the fighter pilot within the cockpit. I created this sound using the crying alarm pre-set in pro tools and manipulated the ARP, depth & slope.

25-40 Seconds

This sound is to indicate that the radar has in fact detected enemy threats within the scanned area. I used the same settings as the general radar scan (7-24 seconds) however I increased the ARP a little and also the depth & slope to give the sound more startle. The higher pitched interludes will correlate with the visual display within the cockpit showing the exact location of the enemy craft. I also want the rationale of this sound is to create a sense of danger and for the fighter

pilot.

42-53 Seconds

This sound sequence indicates the numerical amount of enemy craft that the radar has found (in this case four). This sound would also correlate with a visual display showing the location of each craft to the pilot. I created this sound using the Tetris pre-set. I intentionally used the same monotonous syncopation so that this critical message is delivered clearly and concisely to the pilot.

54 Seconds, 1 minute 3 Seconds

This sequence will be heard in a combat or dogfight situation. The sound will also correlate with a visual track displaying to the pilot the projected path to successfully hone or lock an opposing craft.