Assignment 1: Functional Sound Design

Design

For this assessment I have decided to create five different alert sounds for passengers before boarding the train and on the train, and also to the driver to be aware of any dangers ahead. This idea came to me while watching the news other day about a mother who lost control of her pram and almost lost her baby to a stopping train. I think there is a need for a new and better alert sound to prevent any more casualties from happening.

Scenario

My chosen scenario is about a passenger who is waiting for his train. At the station he hears the alert sound indicating train is coming, he checks to his sides, sees the train and boards it. During his travel he encounters a teenager who is smoking in one of the cabinet, which triggers the smoke alarm. Meanwhile the driver hears his own alarm going off so he checks the situation and pulls the final emergency siren. The man hears the announcement of evacuation. He and other passengers are instructed to proceed to the doors close by, to press the emergency hatch open button, which opens with yet another alert sound, then exits.

Sound 1. (Oncoming train alert sound)

The purpose of this sound clip is to let the passengers know that the train is approaching and to keep safe distance. This clip is meant to be a fast beat with ringing effects, which change its pitch from low to high repeatedly. Set to 1/32 Arp rate to emphasise the danger much like a fast beating heartbeat. Fine tune set to +7 for short smaller repetition tune. After turning on the arpeggiator I changed the decay in envelope two setting to get a clear, crisp sound.

Sound 2. (Smoke alarm)

I thought the existing smoke alarm needed an overhaul since it sounded more like a ship’s horn and a bit annoying too. This sound has a bit more pitch in it with repetition playing as a core element. Its virtual analogy synthesiser two shape is set to tri and tune is adjusted for bit of weight and meaty feel into it. I put more stain effect in order to get that nice short deep sounds.
Sound 3. (Driver warning sound)

In order to prevent any more serious damage, this sound was created to literally alert the driver when there is a danger or emergency on board and outside of the train. This is just a simple beeping sound that everyone is familiar with a bit of dust set to 77% and configured drift to lessen the effect of the keyboard. From there modulator of VTO2 was set to pitch.

Sound 4. (Emergency siren)

One word can describe the mood of this sound, total chaos. Using sound 1 as a base I modulated envelope 1 signal, changed the pitch and increased the amount of modulation occurring. By adjusting the mixer I was able to change how much oscillator I wanted and added the 27% distortion to the mixed signal.

Sound 5. (Emergency hatch sound)

This sound is more like a statement telling people that something is happening and that action is required. With the rate set to 1/8 note this sound clip has the highest frequency and resonance to emphasise movement. Arp mode is set to up and down with rate at 0.75hz.