

Functional Sound Design Documentation

William Wang

The context for which the 5 sounds were designed for is a large storage warehouse storing potentially dangerous material such as chemicals or fuel. These materials would be highly dangerous if ignited and most likely explode violently when high enough temperatures are reached. The 5 sounds made were all alarms and warnings intended to help the overall safety of the area.

The scenario of the 5 sounds is: One of the large warehouse garage doors open and people pass through a security gate which detect something dangerous. Later a general evacuation of the whole area is issued, a fire is started and temperatures are rising at the area storing volatile and flammable materials.

The 5 sounds and their functions are listed below

1st Sound

This is an alert signal that one of the large warehouse doors is opening or closing. The sound is a basic beeping sound of moderate speed. The sound here is designed to alert but not alarm people, as the action is not inherently dangerous and since the doors would be used in everyday actions.

2nd Sound

This is the sound of a security gate detecting dangerous objects passing, as opposed to producing no sound when nothing dangerous is detected. The sound is a simple loud beep, designed to grab attention and alert people.

3rd Sound

This is the sound of the siren issuing a whole evacuation of the warehouse. The sound is meant to be broadcasted and heard throughout the whole warehouse. The sound is booming as everyone is meant to hear it. The sound is designed to be alarming but not too loud or aggravating as to impede evacuation and communication.

4th Sound

This is the alarm sound of fire and high temperatures in the storage area. This sound is played automatically in the central control room of the warehouse when fire or high temperatures are detected. Due to the volatile items stored in the warehouse, fire would be a very important issue, so this sound is supposed to be very alarming and attention grabbing as to get the attention of anyone hearing the sound. This is achieved through a high pitch and fast playback.

5th Sound

This is the second level of the 4th sound. This sound is played over the previous sound when temperatures in the storage area are reaching critical and high enough

to cause an explosion. The sound is even faster and intended to feel even more alarming to the people hearing it.

All 5 sounds were created in Pro tools using the vacuum plug-in. The sounds were created by modifying preset sounds that the vacuum plug-in provided. 2 different presets were used; lead-badass and Arpeggios-spiker. These 2 presets were then modified by tweaking all the inputs, with the speed rate making the most difference in the overall feel of the sound.