

John Henry Lab

_____ (2) **Actions and Objects**

Clanking hammer, Steam engine, Cheers

_____ (2) Created **Music** - music uses ideas discussed in class, clues to emotion, happy to sad, or scared, neutral to scary to terrifying to excited to calm-

_____ (2) Incidental **Music** - music uses ideas discussed in class, clues to emotion, happy to sad, or scared, neutral to scary to terrifying to excited to calm-
50% borrowed music appropriate

Problems?

_____ (-) Narration overpowered. Clicks/artifacts - lack of fades - reasonably normalized - space for sounds

_____ (2) **Sound Map Thoughtful-Comprehensive?**

Listed: actions environments emotions transitions

Adjectives describe what is to be communicated

Location by seconds

You Can't Get Out

or Bedroom Canoe or Rumpelstiltskin

_____ (3) **Environment**- Examples: daytime, nighttime, open area outdoors, Quality-EQ-Fades

_____ (3) **Actions** - Examples: Walking, falling, scrambling, jumping, running, breathing, thumping, groaning, etc. Quality-EQ-Fades

_____ (3) **Objects** - Examples: wind and footfalls, crashing. Extra?

_____ (4) Created **Music** - music uses ideas discussed in class, clues to emotion, happy to sad, or scared, neutral to scary to terrifying to excited to calm-

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_____ (3) **Synchronization** - timing and pauses

_____ (2) Added time at beginning and end with environment established

_____ (2) Stereo mix with left center right sounds - space in pan and in frequency spectrum for all sounds?

_____ (10) **Sound Map Thoughtful-Comprehensive?**

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Problems?

_____ (-) Narration overpowered? Clicks/artifacts? Lack of fades? Reasonably normalized? Excess silence?

_____ (**Extra Credit + 1 to 5 points**) You Can't Get Out narration-recorded - VO quality

_____ (**Extra Credit + 1 to 10 points**) Bedroom Canoe or Rumpelstiltskin narration-recorded - VO quality

_____ (**42**) Total

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