

Suitcase 2: Habitats in Sound

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The second phase of the Suitcase Project is to outfit it with sound. In this time of overstimulated vision and inhibited touch, SOUND becomes a powerful way to bring the world of your organism and habitat into your project. You will be collaborating for this project with students from the Art 335 Intermedia class. Students from that class will join your habitat teams on Slack, and from there you will embark on a collaboration of **HABITATS IN SOUND**.

The goal of each team is to create a collaborative soundscape about your habitat, organism, relationships.

Deliverables: Each team will produce a collaborative soundscape not to exceed 5 minutes and 40 seconds in length. Students will create individual tracks, that will be layered and mixed to produce a representative soundscape of your habitat. Though it is not necessary, you can also use human-made sounds and the human voice to speak of human relationships, history, changes, or disruptions. Individual tracks can be a single recording or a mix of more than one. Finished sound files will be saved in two formats, as MP3 files in mono, and as editable Audacity, Logic Pro or GarageBand files. Also, the Art & Ecology students on each team will create a one-page script that describes their habitat to prepare the team for community interaction.

Words of advice from Professor Petrenko: "when the individual tracks are arranged together, like a sonic journey or aural atmosphere, the results should possess clarity of texture and tonal dynamics, and should avoid sounding muddy or over mixed. Keep it simple."

Installation: Art and Ecology students will save sound files on smartphones in order to broadcast them to mini Bluetooth speakers that you will incorporate into the structure of your suitcases. You will be bringing your suitcases to a public launch event in downtown Bellingham on Friday November 20, 4 to 6pm. This will be an opportunity for you to open your Sensory Suitcases, now installed with habitat sound, and interact with guests and the public. Nearby, Professor Petrenko and the Intermedia class will launch their sculptural sound installation in an alley off Holly Street.

Process: Habitat teams will use Slack to organize and assign roles and tasks. While Intermedia students will have more sound editing and engineering experience, Art & Ecology students will know more about their Habitat, organism, and ecosystem relationships. Consider skills and knowledge as you divide up tasks. Art & Ecology students may lead in field recording, while Intermedia students lead in editing the files. In addition to the sound files, it is expected that Art & Ecology students create a script that team members can use when they are speaking with the public about their habitat. Workload and responsibilities should be divided equitably.

Consider these positions for each team:

Sound Engineer: one who is most comfortable with working with Audacity or some other software.

Lead Listener: The lead listener's labor will consist of finding sound art projects to share with the team to challenge and inspire. The lead listener will also be responsible for listening to and organizing team sound files into a shared folder.

Field Engineer: one who is able and willing (and one who has access to a vehicle if necessary) to conduct field work to take field recordings vital to the project.

Lead Writer: one who will write a script about the habitat, organisms, relationships, stories, changes, disruptions for public interactions.

Team Coordinator: one who schedules Zoom meetings, records team activities, communicates deadlines and maintains time line.

These roles are suggested. Teams should be organized according to skill levels and interests.

Timeline:

Wed 11/4: Habitat in Sound Introduction and Sound Editing Workshop with Professor Petrenko.

Outside of class: 1. Art & Ecology habitat teams invite teammates from Art 335 to Slack habitat team channels and share a few things you have learned about your habitat and organism with your new teammates. Set up a Zoom team meeting for Week 8.

Mon 11/9: Suitcase 1 Parade and Critique. Distribution of speakers.

Outside of class: 1. Make field recordings. 2. Meet with your habitat team on Zoom to assign roles and make plans. 3. Create an individual mix of your own tracks. 4. Share your mix with your team.

Mon 11/16: Reading discussion and social practice art discussion followed by sound editing in FI211. Habitat scripts due by midnight.

Wed 11/18: Speakers installed in suitcases; equipment testing. Final mixes due as MP3 files and editable application files by midnight.

Friday 11/20: 4PM Launch "Party" TBA!

Grading Rubric:

The goal of each team is to create a collaborative soundscape about your habitat, organism, relationships.

100 Soundscape clearly evokes habitat; recording is clean and clear; speaker is hidden but not muffled (all of the above)

90 Soundscape clearly evokes habitat; recording is clean and clear; speaker is hidden but not muffled (two of the above)

80 Soundscape clearly evokes habitat; recording is clean and clear; speaker is hidden but not muffled (one of the above)

70 Soundscape does not clearly evoke habitat; recording is not clean and clear; and speaker is muffled