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MUS 494

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The Sound of the Landscape

When hearing about the final project to end the semester, each of us had the vision to incorporate music into the assignment. As a collective, we each are very fond of music as we view it as a major influence in our lives. The both of us also strongly believe it's always important to keep the human mind actively thinking and exercising. With the project we also believe it is important to have visuals, as this would continue to keep one's own brain actively thinking about what they are hearing and visualizing.

For the project we collected video recordings of walking around certain locations Utah and Colorado using a "GoPro 360". Each location has a different landscape and surroundings to give different visuals. How the audience will experience this project will be through Virtual Reality. In which we inserted the video recordings into the Virtual reality experience. Within the recordings we replaced the audio with sound recordings of us creating our own music. Though the music played over each recording does not encapsulate what the audience is visually seeing at that certain location. Instead, the music being played is designed to encapsulate one of the other locations apart of the project. Through this we strongly believe this will force the audience to think about what they are hearing and why.

As a collective, we believed operating a GoPro 360 to capture the recordings would be the most effective aspect to bring an exciting experience to the audience. Bringing a third person point of view to the viewers can promote a much more engaging experience. Through the engagement of using the virtual reality studio we believe this can benefit the audience to be more aware of what they are listening to and be able to understand the importance of each song.

The music was performed by our musical skills using a trumpet. Each recorded each song using a voice memo app on our phones that was then converted to mp3. The songs performed within the project consist of “Silent Night”, “Spooky Skeletons”, “Star Wars Main Theme”, “Life is a Highway”, and “Chamber of Reflection”. As mentioned before we had selected these specific songs because we think each captures the atmosphere or overall mood of the setting. Though we do insert each song into a setting it doesn’t match, we still believe the audience will be able to make the correlation to which song belongs to which location. For example, even though the song footage of the canyon is “ghost town music”, though one could be able to understand that song belongs to the setting that looks like a ghost town.

After many trials and errors we were able to sculpt and develop our final product for the project. The process to produce our final project was a difficult one in the sense of figuring out how to use the technology needed to complete the project. Inserting the audio of each song recording wasn’t difficult, rather figuring out how to use the software to edit the videos on the GoPro 360. When it was all said and done we were able to use the Virtual Reality headset and room to our liking and the product came out as we predicted. The audio is clear and the experience is quite unique. It’s very uncanny to hear the audio of the trumpet being played when placing the headset

on. As one would be expecting to hear the sounds of the landscape. Our final product came out to what exactly we had hoped it could be. When testing out and operating the project the virtual reality headset gave a clear visual and the audio was in sync with the video. The project is fully functional and we haven't run into any errors that would make this project non functional to the ability we need it to be at.

The underlying meaning of our project is to help the audience understand to be more aware and actively learning. Thinking too much can be stressful on the human brain at times. But through this opportunity the audience can understand that learning in moderation is very valuable. Changing the audio in each recording to what the viewer may not believe they should be listening to, thus forces the listener to be more aware of what they are hearing. Being aware of our own surroundings is very important visually but especially through listening. As many sounds we surround ourselves with can be very harmful to the human ears. Such as certain sounds that include high frequencies or sounds that many may consider noise. Using the knowledge that has been learned throughout the course of the semester we do believe the audience can and/or will understand the underlying meaning of this experience and be able to make the correlation to be more aware.