

21M.380 MUSIC AND TECHNOLOGY

SOUND DESIGN

READING ASSIGNMENT 1 (RD1)

SOUND DESIGN CLICHES AND THE COMPUTER AS A TOOL

DUE: MONDAY, FEBRUARY 8, 2016, NOON

SUBMIT TO: MIT LEARNING MODULES ▶ ASSIGNMENTS

0.5% OF TOTAL GRADE

1 Materials to study

- Farnell, Andy (2010a). "Introduction." In: *Designing Sound*. Cambridge, MA and London: MIT Press. Chap. 1, pp. 1–3. ISBN: 978-0-262-01441-0. MIT LIBRARY: [001782567](#). Hardcopy and electronic resource.
- (2010b). "Theory introduction." In: *Designing Sound*. Cambridge, MA and London: MIT Press. Chap. 2, pp. 7–8. ISBN: 978-0-262-01441-0. MIT LIBRARY: [001782567](#). Hardcopy and electronic resource.
- Film Sound Cliches* (2015). *Film Sound Stereotypes and Common Logic Flaws*. URL: <http://www.filmsound.org/cliche/> (visited on 01/14/2015).
- Crawford, Chris (1997). "The computer as a game technology." In: *The Art of Computer Game Design*. Electronic edition of a text originally published in 1982. Chap. 4, pp. 35–44. URL: http://www-rohan.sdsu.edu/~stewart/cs583/ACGD_ArtComputerGameDesign_ChrisCrawford_1982.pdf (visited on 01/19/2015).

2 Questions to respond to

1. What's your favorite film sound cliché? Explain why and name an example of a movie in which you have encountered it.
2. How could Chris Crawford's design mantra "store less and process more" be applied to the discussion on the advantages of procedural sound design (where all sounds are synthesized from scratch) over sample-based sound design (where sounds are recorded and processed)?

3 Guidelines

- Your answers need not be very extensive (a short paragraph per question is enough), but they should demonstrate that you have actually read the article and understood its main points.
- Try to be concise and pay attention to form, grammar, spelling, etc.

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