

## TIME STUDIO

ARTF 134 / Art Foundation Core Curriculum Course

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### Assignment #3

Audio Postcard

Due Sept. 28<sup>th</sup>

Sound can be more than just a component of video art or the by-product of kinetic sculpture and is often overlooked and under considered as a medium able to hold it's own and is more than just electronic bleeps and noise. While a bad or unconsidered audio track in a work of video art can be distracting or disrupt the interpretation of the imagery, a soundtrack that has been given the same consideration and thought as the images they accompany and the environment in which they are experienced, will strengthen a work and enrich the experience for the viewer.

Sound can also be used as a medium by itself. Unlike most other mediums the artist employs, a viewer cannot remove themselves from a sound piece. A viewer can look away from an object or close their eyes but there is no way to ignore sound or close their ears. Because of sound's omni-presence, it can be deafeningly silent and painfully loud without ever changing the volume.

For this assignment you are to create an Audio Postcard. The postcard has become a stand-in for an experience of a place that one uses to conjure up one's memories of past events or to share those events with others. You are to create an audio piece that works to give the listener a simulation of an experience.

First you should consider what the experience is you want to share; is it a place, a specific time, an emotion, a physical sensation, etc..

Next you will have to consider how to achieve that experience for a listener, only through the use of sound.

Is it narrative?

Is it a dreamscape?

Is it real or imagined?

Is it sensual, physical or conceptual?

Does it transport the listener?

How is it played? Speakers or Headphones

Where is it played?

What is the environment in which it is played?

In order for the piece to be complete it should be able to give us, the listener, an experience. What that experience is, is up to you the creator.