

Interview Sound Files

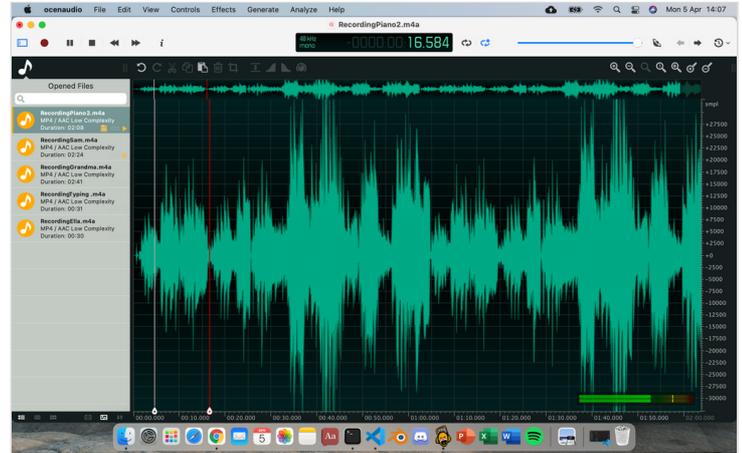
Surrounding the experience of Virtual Environment

FROST, ELLA 1 MAY 06, 2021 02:42PM

INTRODUCTION OF SOUND

What impact can sound have on a space? How can sound be used to heighten the content of the work? And what sound is right to use within a space?

Recently I have been exploring **sound** within the most recent virtual world. For this I have been recording different accounts of people interacting with the work and then layering them into one to create a soundtrack for the world. This is the **first attempt** of getting something together.



Blue Towers interview with my Grandma. In this series, I wanted the sound dialogue was aimed to carry different view points that come from different ages, backgrounds and experiences. This will hopefully give more diverse opinions towards the experience and immersion of the environment.

RecordingLayeredEdit1

1:10 audio

PADLET DRIVE

The Addition of Sound

Now the colour gradients have been decided, I have been working on bring in sound. In the series *Stepping Squares* sound played an interregnal role in enabling the viewer to become more immersed in the setting. For this work i wanted to introduce sound in the same but interview different types people on their view of the experience (last time using myself and my younger brother who is a gamer).

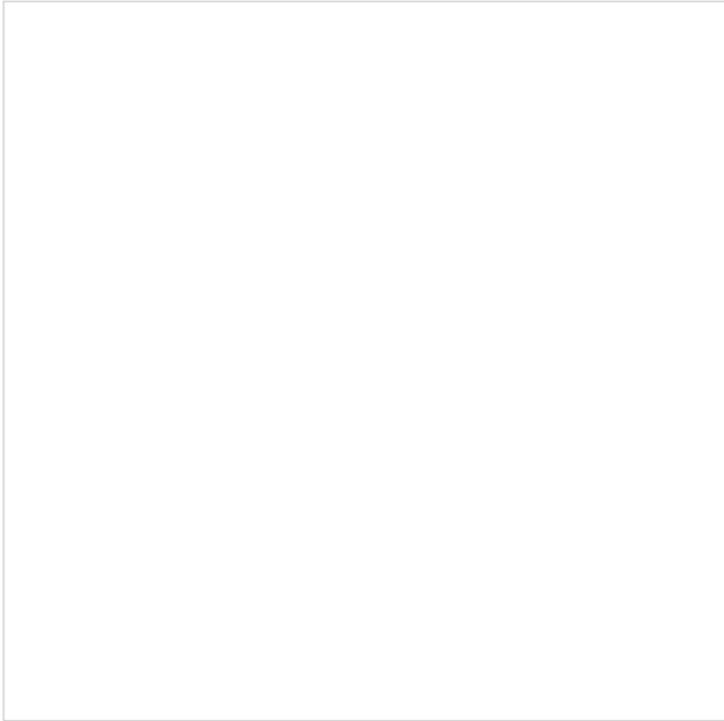
RecordingGrandma

2:42 audio

PADLET DRIVE

Blue Towers interview with my Sam. In this series, I wanted the sound dialogue was aimed to carry different view points that come from different ages, backgrounds and experiences. This

will hopefully give more diverse opinions towards the experience and immersion of the environment.



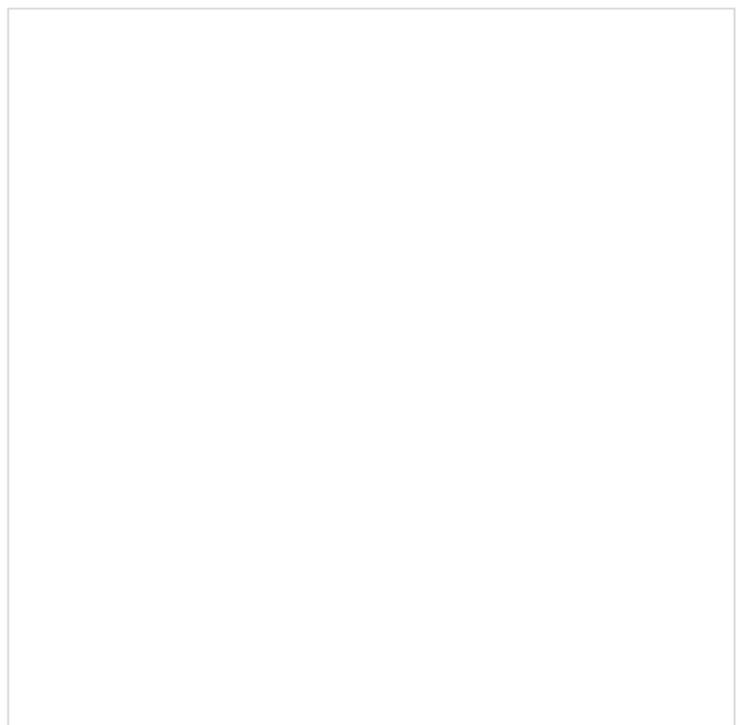
RecordingSam

2:25 audio

PADLET DRIVE

Finished Sound File, Blue Towers

The blue towers sound file is now at a point where it can be added into the virtual environment. The sound files is made up of 4 different sounds all collated into one another (mellow piano piece, older brother Sam interview, grandma interview and keyboard typing).

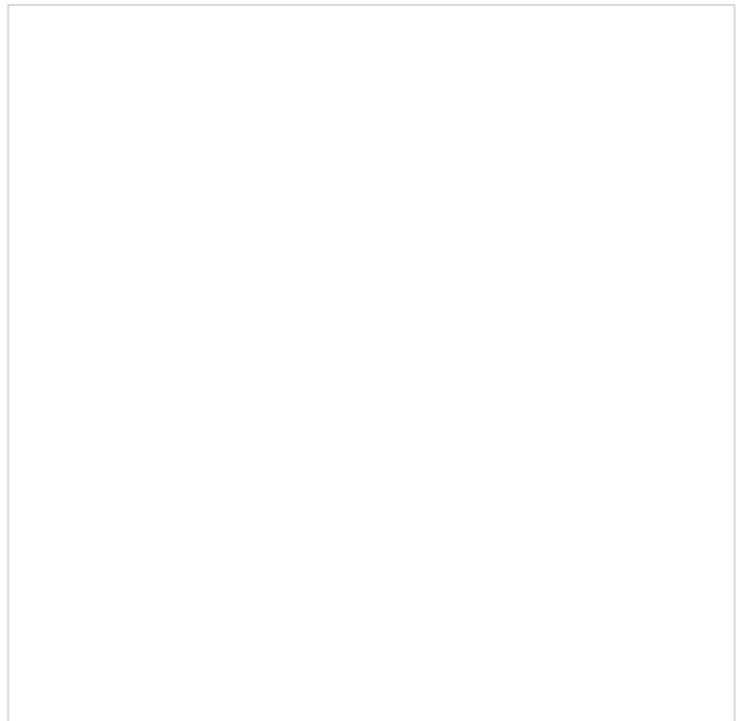


RecordingBlueTowers

2:01 audio

PADLET DRIVE

Virtually Immersed interview with my Grandma. In this series, I wanted the sound dialogue was aimed to carry different view points that come from different ages, backgrounds and experiences. This will hopefully give more diverse opinions towards the experience and immersion of the environment.



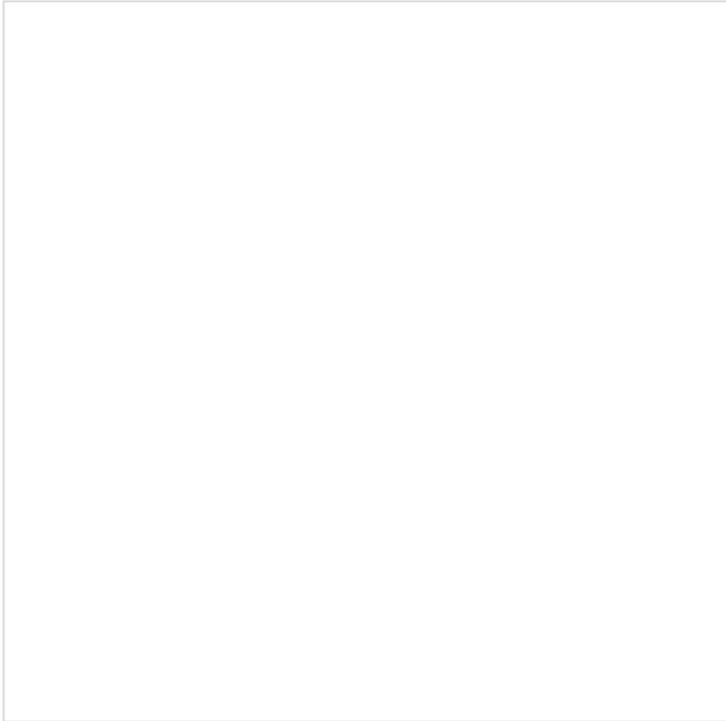
RecordingGrandmaVirtuallyImmersed

3:20 audio

PADLET DRIVE

Virtually Immersed interview with my Dad. In this series, I wanted the sound dialogue was aimed to carry different view

points that come from different ages, backgrounds and experiences. This will hopefully give more diverse opinions towards the experience and immersion of the environment.



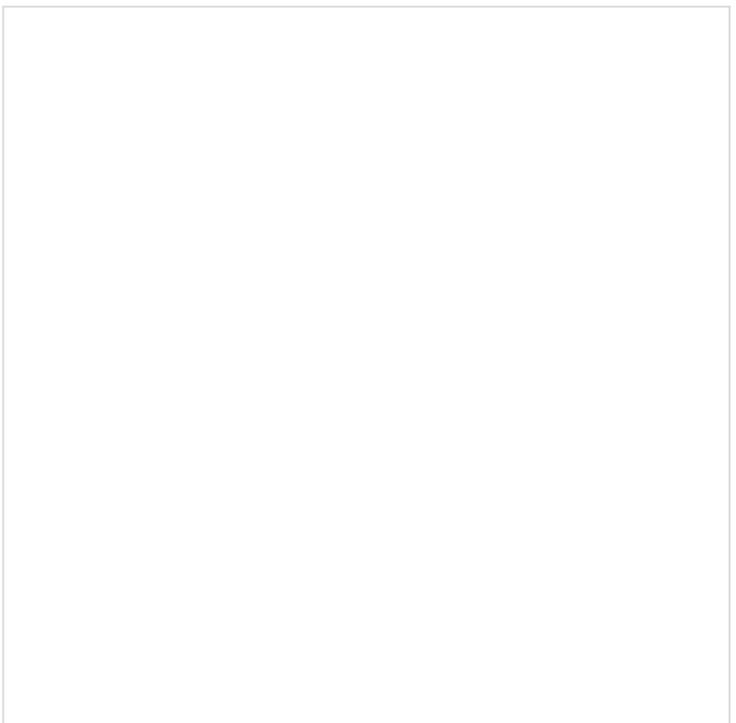
RecordingGeraldVirtuallyImmersed

1:56 audio

PADLET DRIVE

Final Sound File - Virtually Immersed

Below shows a layered sound file created to be the back drop of the environment, *Virtually Immersed*. The sound file takes in the two interviewees, an altered piano piece and various form of different sound e.g typing.



RecordingVImPiano

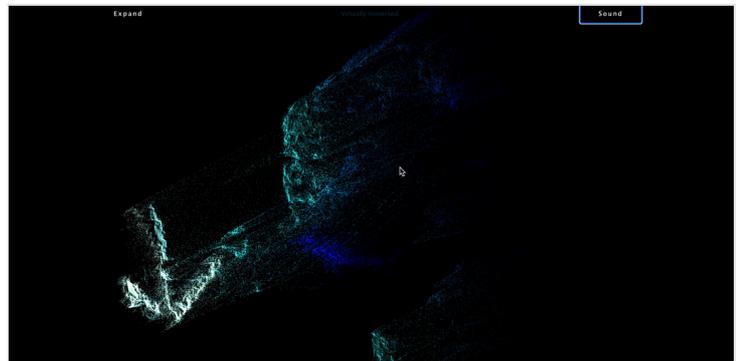
1:50 audio

PADLET DRIVE

To virtually interact with the work *Virtually Immersed*, click link below:

> <https://virtually-immersed.herokuapp.com/> <

([foundational code](#))



Screen Recording 2021-04-22 at 15.31.43

0:34 video

PADLET DRIVE
