

Artist Statement

I have always been a lover of audiobooks, and over this past summer, I discovered an audiobook that went so much further than simply voicing the story out loud. I remember describing it to a friend as a movie but without the pictures, and after taking Sound Design, I realize that all film soundtracks should be able to function on their own to convey the power of the film with which they are connected. I therefore wanted to create a kind of mini audiobook or audio drama that holds just as much power as images but does so through sounds. I chose Ray Bradbury's short story *The Long Rain* to do so.

I chose this story because of its huge emphasis on the power of sound. Throughout the story, although the sensation of being constantly wet and soggy certainly is emphasized, the most torturing and insanity inducing phenomenon is the never ending sound of rain. Initially, I had intended on creating a kind of soundscape that was representative of the world in which the story takes place, that of the ever wet and rainy Venus. However, I then realized this could become monotonous because it would be difficult to add layers and dimensions to a rainy soundscape. This is why I decided to take more of an audio drama route by having my friend Jack Heinzl read aloud excerpts from the story that I piece together to keep the narrative consistent but shorter than the original story.

I recorded all of the sound effects that I created and Jack's narration with the binaural microphone because I really wanted the listener of this piece to feel immersed within the world of the story. I experimented with getting the sound of rain directly on one's head by covering the microphone with wax paper and carefully dripping drops of water from a straw onto it. All in all, I think the use of the binaural microphone was successful, especially in adding precision to the

sounds that I recorded so that they could stand out against the rain sounds that I obtained from the Carleton sound effects library. In order to add dimension to those rain sounds, I used stereo panning for 4 different rain tracks, each a recording of different powers of rain falling on different surfaces.

In the end, I am quite happy with the result of this project, though I am sad that I had to leave out a huge part of the story for time's sake. The multiple layers of rain or water sounds and the contrast with the soundscape of the Sun Dome serve to convey the pain of experiencing perpetual wetness and the unending sound of water dripping.