

## assignment #6: sound(scape) illustration

Select a location (either on- or off-campus) where you might hear interesting sounds and go there with a sketchbook. Stay for at least 20 minutes and l-i-s-t-e-n very carefully. Closing your eyes will help you focus on sound rather than visuals. Consider the following questions:

- How big or small is the space, and how does it affect the sound?
- What is the surface of the space?
- Does the space allow sounds from outside or not?
- What sounds do you hear?
- Are they continual or sporadic? Do they have rhythm?
- Is their volume constant or changing?
- What is the quality of each sound – texture, loudness, brightness, pitch, tone?
- How do the sounds change when your eyes are open vs. when they are closed?
- Which sounds are irritating or pleasing or neutral?
- Do the sounds remind you of other spaces, places...?
- Which sounds are in the foreground or background?
- What happens when sounds overlap simultaneously?
- How do they interact, block, or enhance each other?
- Is there an atmospheric sound that is always present?

**1)** Make a list of the sounds you hear in the order you hear them.

**2)** Considering the questions above, qualify each sound with descriptive terms —deep, cheerful, red, annoying, intense, gurgling, shuffling, exciting, piercing, soothing, etc. What's the tone? What's the emotional quality? What does it feel like?

**3)** Take your notes and create an illustration of the sounds—this is a visual representation of your listening experience. Use visual language – color, shape, texture, etc. — to express the quality of each sound and show how different sounds interact and change over time.

Use any non-digital media you like: pen, pencil, charcoal, paint, collage, mixed media. It should be at least letter size (8.5 x 11), and as large as you like.

This assignment is due at the beginning of class next week.