

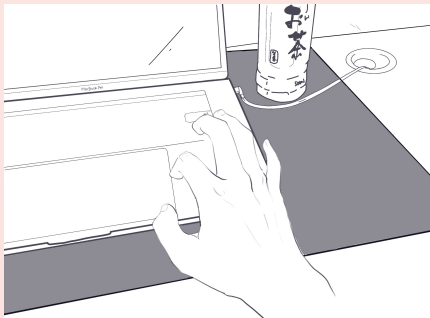
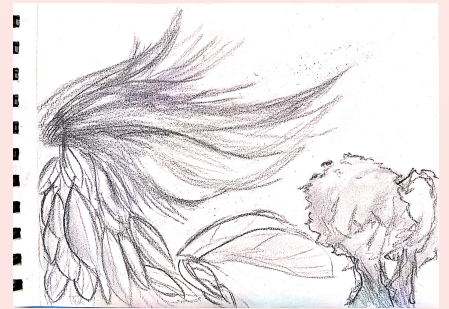
## Week2 Sound

### Self reflection

This week, we learned about one of the most important elements in both 3D and 2D animation -- sound.

In Monday's class, we appreciated some excellent animation music. We also did classroom exercises in drawing according to different sound effects and sounds. I found a piece of pure music from the woods that I have painted.

I think this kind of exercise can help us practice our ability to visualize images.



The first piece of audio I made was a modern electronic style audio produced using the Mac platform library Band. I used fast music with a strong rhythm.

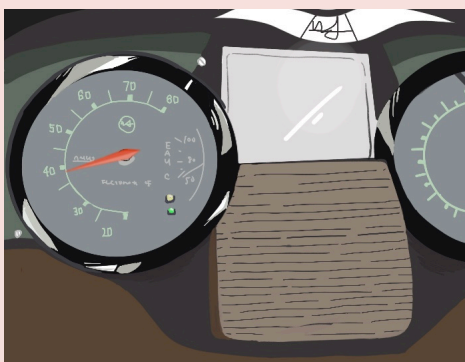
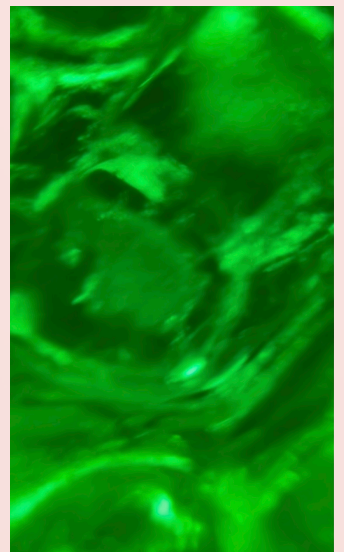
I used ProCreate for animation. I used my own hand to draw the black and white part, and I used the cyber-fiction style for the color part. The same layout, but with different styles and colors, makes the animation more interesting.



The second video was also made by myself using software. The audio of this video consists of three parts: the original sound of the video; Sci-fi undersea sound that I made with an electric guitar effector; And a

separate recording of falling ice cube.

The reason I recorded the ice sound alone was that the sound in the original video was not obvious and was easily drowned out by the special audio. So I chose to record it alone and then merge it at the end.



The last part was recorded by me with an electric guitar effector, which was like the sound of the engine roaring. So I chose a simple dashboard and screen vibration to show how powerful the vehicle is.