O-CITY PROJECT

1. Lesson Content

Lesson 2 Topic Sound & Script

Search for a music track according to the characteristics and values of the cultural or natural asset

In this lesson, we will analyze the audiovisual resources that we will use in the project.

You will need different types of sounds for your audio-visual:

- Voice-over: you should record the narrative script of your project at home using your PC or your mobile phone. In both cases you should be careful with external noises. Remember that the narrative script should match the purpose of your audiovisual: transmit the values of the heritage, report its situation, highlight the importance of its preservation...
- Ambient sound: it helps to understand better the value of the heritage we are disseminating. For example, capture the flora and fauna sounds in a natural heritage or the sound of a city where the chosen heritage is located. You can use a field recorder or your mobile phone, but you need to follow the recommendations to record clean audio.
- Music: you should choose a music track that match not only the heritage but also the message to be transmitted. For example, if you choose some heritage from Middle Ages, it would be appropriate to look for music of the same period; or if you selected a relaxing natural heritage, it would not be advisable to use heavy metal music.
- In-situ voice recording (optional), if you want to include an interview in your project or to shoot somebody promoting the values of the selected heritage. In this case you need to follow the recommendations to record clean audio and select the appropriate type of microphone, or even use your mobile phone.

In order to edit the video, you must search for a music track according to the characteristics and values of the cultural or natural asset (music has a very strong evocative power). The objective will be to recognize which music best accompanies each of the heritage elements.

The music accompanies and highlights the values of the cultural or natural good. The selected music should not affect the storytelling but should be adapted to it.

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For example:

If we are going to transmit detailed information, we will have to choose a flat background song, without many changes and that does not attract the attention of the viewer. It will be a support song.

You should consider music as a part of the script, which provides information and does not compete with narration.

You can find free audio resources in Youtube:

Also, this website is plenty of online music resources:

- https://www.educaciontrespuntocero.com/recursos/bancos-de-musica-libre/

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What kind of music do you think could accompany the next heritage element?

Source: iSlide

In this case, we need a style of relaxation music that accompanies water and nature.

And in the following case? What differences do you appreciate?

Source: iSlide

Conclusions

We must select a style of music according to the heritage typology. In turn, we must ensure that the music does not compete with the audio of the script that we make on the element.