

SOME QUESTIONS TO ASK WHEN CREATING SONIC LANDSCAPES

Where are we?

Where are we going?

What am I saying with sound?

What is this feeling right now?

What is to come?

What is the sound of silence?

If silence is precious, is what I'm adding better?

What is the sonic landscape of this environment?

What is the history of sound in this space?

What does the sonic vibration feel like in my body?

Does it feel different in another body?

How does sound connect?

How does it separate?

How does the sound enter the space?

How does it leave the space?

What does it do while it's with us?

Does it need to be this loud?

Could it be louder?

How would you describe the timbre?

Is that appropriate throughout?

Where is the sound physically coming from?

Does it move through the space?

What are people actually hearing?

Is it the same for every person?

If you were to draw the length of time of this piece, how would sound fit in that line?

The simplest sound form is a repeated loop; how do circles function in this soundscape?

Why do it this as an audio medium rather than any other form, such as the written?

Would affecting this sound change it for the better?

The basic tools of affects are:

reverb, delay, distort, tremolo, sustain, cut, glitch, pitch shift, octave shift, compress

If taken literally or figuratively, should these tools be used?