

- Download [Audacity](#)
- Videos
 - [Audio intro](#)
 - [Audio basics](#)
 - [Audio file sources](#)
- Recording with your smartphone:
 - [iPhone Tutorial](#)
 - [Android Tutorial](#)
- [Using Audacity to create a multi-track project tutorial](#)
- [GarageBand Tutorial](#)
- Creative Commons licensed sounds for your projects:
 - [Freesound.org](#) (requires free login)
 - [Internet Archive: Audio Archive](#)
 - [Creative Commons tracks on SoundCloud](#)
 - [Royalty Free Music by Bensound](#)
 - [Free Music Archive](#)

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Resources

- Audio concepts:
 - [How Stuff Works: Sound](#)
 - [How Stuff Works: Sound Waves](#)
 - [Wickimedia Video: Digital Audio Explained: Samplerate and Bitdepth](#)
- Recording
 - [OSX Daily: How to record audio on an iPhone](#)
 - [Wiki-How: How to record audio on an Android phone](#)
 - [Tascam DR 40 Digital Recorder Tutorial](#)
- Editing: [Audacity Development Manual: links to many tutorials here](#)
- Podcasts:
 - [Serial, Season 1: Episode 1 "The Alibi"](#)
 - ["The Sound of the Artificial World" - 99% Invisible](#)

- Sound Design:
 - SoundWorks Collection: Gary Hecker - Veteran Foley Artist

Project

Audio Portrait of a Place

Create an audio portrait of a place. This project will have 2 parts, recording audio and editing audio. These audio files will be shared. In the editing process, you can combine the material the class has recorded with other audio files if they are Creative Commons licensed, in the public domain, or if you recorded them yourself. The finished audio file should be at least one minute and no longer than three minutes, and should combine at least five different sounds. Try to tell a story with a clear beginning, middle, and end. The listener should be able to envision specific streets/environments/people etc. when hearing your piece.

Submission

Upload the following to Brightspace:

- Post your .aup3 file or a compressed .zip file.
- The completed .aiff, .wav, .mp3 or .ogg file.
- An Open Lab post with the audio file and documentation including a short statement.
- Project statement
 - Project title
 - Semester and year created (Spring 2025)
 - Software and/or languages used
 - 3-4 sentence description about your creative and technical process. For example: What is the place/story you decided to depict in your piece? Why? How many audio sample did you combine? Did you use any effects? What was the most challenging part of the project and how did you solve it? etc.
 - Credits for all audio you did not create yourself, using this [citation example](#).