## SOUND ROTATION | Pola Zurek





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When creating my final series of 3 x 10 sec 'ONOMATOPOEIA CLUB' audio films, I focused on achieving three entirely different sound worlds. I wanted each film to have a unique feeling to it both visually and sonically. The first film is about nighttime street life, second is meant to be eerie and the last one is laid back and relaxed.

For the first film I started out with the video and for other two with the sound. I picked a short recording that I liked due to its rawness and imperfection. To emphasize that idea further, I increased the contrast of the image and added glitching effects as well as a digital tune that I composed while experimenting with an app. The tune isn't very professional sounding and therefore adds to that raw nighttime street life atmosphere. I knew which previously recorded sounds I wanted to use for the second video therefore I came up with a more detailed concept of a story that I wanted to explore and hence could come up with other sounds that I needed to record for it to work. For this piece, I wanted the sound to be the focus so for the visuals I used only one photograph that slightly changes as the story progresses. In this film the sounds are more isolated and emphasized, which is how I attempted to build tension and add a sinister feeling. The third film has a calm and casual atmosphere. I achieved it through layering many different sounds that I recorded and combining them with simple visuals. The sound is very busy but because all sounds used are more ordinary, they are not as noticed as the sounds in the other two films. The visuals are also very simple. These qualities make the film easy on the audience.

I quite like how all the films turned out and I think that I managed to achieve my initial goal of experimenting with sound and creating three completely different worlds using it. Still, I know they are not perfect and could be further improved. I really enjoyed working on this project and learning more about uses of sound and how it affects storytelling. I am looking forward to applying what I learned to my future projects and experimenting with it.