Appendix 5

List of compositions and sound samples

Compositions:

1. razhdavitsa ~ 140827
2. mauerpark ~ 150510
3. neukölln ~ 150816
4. terreiro do paço ~ 160222
5. mälarhöjden_tbana ~ 160311
6. arkutino ~ 160906
7. Rua Da Paz
8. hissar ~ 170104 (knowledge is better than ignorance)
Extra track:
9. Fields of Resonance

Sound samples

The sound samples listed below (and found in the composition portfolio) aim to highlight some of the audio processing and editing techniques I've applied in the composition portfolio on a piece-by-piece basis. To do this, I've compiled short audio excerpts (~ 30 seconds each) from each piece that first feature the unprocessed (raw) field recording and then the final processed version as is in the finished composition. The purpose of this is not to focus attention on specific processing techniques, but rather to simply shine more light on my composition process and the journey sound takes from a raw field recording to a soundcastle. Below is a list of the excerpts from each piece.

1. razhdavitsa ~ 140827
1.1. Crickets (unprocessed)
1.2. Crickets processed (no side-chain compression) 1.3. Crickets processed (with side-chain compression) 1.4. Cricket (no LFO)
1.5. Cricket (with LFO)
1.6. Cricket (no modulation delay)
1.7. Cricket (with modulation delay)

2. mauerpark ~ 150510
2.1. Stereo ambience (unprocessed)
2.2. Looped gravel step in 6/8 (unprocessed)
2.3. Looped gravel step in 6/8 (with filter modulation) 2.4. Beat without kick
2.5. Kick only
2.6. Beat with kick

3. neukölln ~ 150816
3.1. Ambience 1 (unprocessed)
3.2. Constructed (edited) ambience slowly faded in on top
3.3. Power generator (unprocessed)
3.4. Power generator (filtered)
3.5. Field-recording sample used for making the beat (unprocessed) 3.6. Main beat compiled but unprocessed
3.7. Counter beat syncopated over main beat (processed)
3.8. Beat full; main plus counter (processed)
3.9. Toy dog recorded from a distance (unprocessed)
3.10. Toy dog loop (unprocessed)
3.11. Toy dog loop (processed)

3.12. Melodic loop (unprocessed)
3.13. Melodic loop (processed)
3.14. Ambience 2 (unprocessed)

4. terreiro do paço ~ 160222
4.1. Ambience (unprocessed)
4.2. Low-pass pad
4.3. Tape modulation, high-pass layer
4.4. Paul-Stretch pad
4.5. Ambience (processed/layered with the above)

5. mälarhöjden_tbana ~ 160311
5.1. Stereo ambience (edited, unprocessed) 5.2. Escalator layer 1 (unprocessed)
5.3. Escalator layer 2 (unprocessed)
5.4. Tape modulation 1
5.5. Tape modulation 2
5.6. Stereo ambience (processed/layered with the above)
6. arkutino ~ 160906
6.1. Sea ambience (unprocessed)
6.2. Stereo ambience (unprocessed)
6.3. Stereo ambience (with high-pass filter)
6.4. Stereo ambience (cleaned and edited)
6.5. Paul-Stretch pad
6.6. Stereo ambience (processed/layered with the above)

7. Rua Da Paz
7.1. Ambience (unprocessed, no noise-gate)
7.2. Ambience (processed with automated noise-gate)
7.3. Rain-into-sea ambience (unprocessed, without Lorenz chaos modulation) 7.4. Rain-into-sea ambience (processed, with Lorenz chaos modulation)

8. hissar ~ 170104 (knowledge is better than ignorance)
8.1. Ambience XY-stereo (unprocessed)
8.2. Ambience Binaural (unprocessed)
8.3. Ambience combined stereo (processed, no sine tones) 8.4. Sine-tones
8.5. Ambience combined stereo (processed, with sine tones)

9. Fields of Resonance
9.1. Full resonance recording #20 (start untrimmed) 9.2. Full resonance recording #20 (start trimmed)
9.3. Full resonance recording (processed and trimmed)