

Marcellus Olds  
Project & Portfolio V  
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During my time here at Full Sail University, I was able to work on many projects. One of the projects was a Voiceover Project that allowed me to apply the skills learned while taking courses in school. My expected graduation is set for June 2024 and I intend on opening a space for my studio whereas the current location of where I created the following project was at my home location in Tampa, FL. I am the only individual that will be employed at Supedup Studios. I will work as the producer, record engineer, mix engineer, and master all tracks that are created at Supedup Studios. I will also take music already created outside of Supedup Studios and enhance it according to the clients specifications. In addition to Music Recording, we will also create, design, and record sounds for games, film, and television. This project for this assignment highlights the voiceover work I put towards a short cartoon that didn't have any audio except background music that was associated with it. All other sounds/audio was added by Marcellus Olds who works as a producer and sound creator for the entire project.

For this project, The goal was to find sounds and match them exactly to what is being seen in the short skit. I used the DAW Logic Pro to complete the work done for the video. The vocals were performed by myself and I used sounds from Westar Music, using the account that Full Sail provides to students for educational purposes. There are a total of 26 total tracks being used for the project. All audio was mixed by Marcellus Olds as the mix engineer.

### **Tracks used for the project:**

**Telephone Ringing:** Volume and Pan automation was used with the sound provided by Westar Music. There are a few telephone rings within the video. Compression, Channel EQ, and Reverb were also used.

**Male Snoring:** Volume and Pan automation was used with the sound that was provided by Westar Music. The male is sleeping in the beginning of the video and is the only instance of the sound when it is heard. Channel EQ, Compression and Noise Gate was used on this track.

**Clock Snoring:** Volume and Pan automation was used with the sound provided by Westar Music. The clock is sleeping/snoring and is supposed to wake up the male who is also sleeping/snoring. Channel EQ and Compression was used for this track.

**Telephone Voice:** Voice was recorded by Marcellus Olds. The voice comes after the telephone rings several times and is speaking to the clock to go wake the male. The mix of this track included a pitch shifter to change the pitch of the recorded voice. Also compression was used on this track along with a noise gate to give the sound the balance required while using the pitch shifter. AudioTechnica AT2035 Cardioid Condenser Microphone was used for the recording of voice.

**Telephone hitting clock:** The telephone hitting the clock sound was provided by Westar Music. The telephone hits the clock due to the clock sleeping and not hearing the phone's request to wake up and go wake the male. Compression is being used.

**Clock jumping and Hitting Table:** No automation used. The clock is finally awakened by the phone and hits the table. The sound was selected from Westar Music's sound bank. Compression and Channel EQ is being used.

**Clock footsteps:** Clock walking over to male who is sleeping. Channel EQ being used. The sound was selected from Westar Music's sound bank.

**Clock Bell Ringing:** The clock sounds the alarm attempting to wake the male who is sleeping/snoring to alert him that the phone is ringing. Ringing sound provided by Westar Music. Channel EQ and Compression was used.

**Clock's brush hitting bed and table:** The clock grabs the brush and bangs the brush on the table. The sound was selected from Westar Music's sound bank.

**Telephone hitting on floor:** The telephone is still rushing the clock to wake the male who is still sleeping on the floor by slamming the telephone's horn on the ground.

**Male yell:** Voice was performed by Marcellus Olds. Pitch Shifter was used to change the pitch of the original voice being used. Compression and Channel EQ was being used. AudioTechnica AT2035 Cardioid Condenser Microphone was used for the recording of voice.

**Male hitting bed and floor:** The male is finally wakes up after the clock pokes him with a needle. The sound was selected from Westar Music's sound bank. Compression and Channel EQ was being used on the track.

**Male footsteps:** The male is now walking towards the phone to see who is calling. Channel EQ was used on the track only.

**Male yawn:** The voice provided by Marcellus Olds. Recorded a yawn through the AudioTechnica AT2035 Cardioid Condenser Microphone.

**Male grab telephone:** The male grabs the telephone and the sound was selected from Westar Music's sound bank. Channel EQ was used. Compression, Channel EQ, and Reverb were also used.

**Male voice:** AudioTechnica AT2035 Cardioid Condenser Microphone was used for the recording of voice. Voice provided by Marcellus Olds.

**Female voice:** AudioTechnica AT2035 Cardioid Condenser Microphone was used for the recording of voice. Voice provided by Marcellus Olds. Pitch shifter were used to change the voice from male to female. Compression, Channel EQ, and Reverb were also used.

**Telephone hangup:** The sound was selected from Westar Music's sound bank. Sound of the man hanging up the phone. Channel EQ used and mixed by Marcellus Olds

**Male jumps into pants:** The sound was selected from Westar Music's sound bank. Sound of the man jumping into pants. Channel EQ used and mixed by Marcellus Olds

**Male outside of footsteps:** The sound was selected from Westar Music's sound bank. Sound of the man jumping into pants. Channel EQ used and mixed by Marcellus Olds

**Male whistling:** The sound was selected from Westar Music's sound bank. Sound of the man jumping into pants. Channel EQ used and mixed by Marcellus Olds

**Car walking:** The sound was selected from Westar Music's sound bank. Sound of the man jumping into pants. Channel EQ used and mixed by Marcellus Olds

**Car winding up:** The male winding up the car. The sound was selected from Westar Music's sound bank. Sound of the man jumping into pants. Channel EQ used and mixed by Marcellus Olds

**Car steam burst:** The sound was selected from Westar Music's sound bank. Sound of the man jumping into pants. Channel EQ used and mixed by Marcellus Olds

**Car engine noise:** The sound was selected from Westar Music's sound bank. Sound of the man jumping into pants. Channel EQ used and mixed by Marcellus Olds

**Background music:** Provided by Full Sail, mixed by Marcellus Olds. Automation used on volume and pan.

**Reflection:** I enjoyed this project! This is one example of the type of services that Supedup Studios will provide. We were able to incorporate all sounds in a manner that provided a great mix, a good story, and quality sound with the provided video. We do not own the rights to the video, nor any of the sounds, however, we were able to take the sounds and meet the clients

expectations according to their specification. We intend to do the same quality work for all the clients that come to Supeup Studios looking for above and beyond services.