Reflecting on the process that my fellow classmates and I went through in order to create the audio for this animation project, I notice how many different skills that I have obtained in the past few years ended up playing a critical part in the project’s successful completion. It is obvious to me the skills within my discipline that played a large role, such as my audio technology, aural skills, and theory courses, just to name a few.

Obviously I would not have embarked on this project if I were not a student in the audio technology class, seeing as this project was considered our final for the course. I also was able to put to use the head knowledge of certain technological concepts we had learned about throughout the semester by applying them in this hands-on experience. Instead of simply learning in the classroom about these different audio technology software programs and the vast creativity options they have available (such as loops, automation, etc.), I was able to deepen my understanding of these subjects by utilizing them and experimenting within my project, which was an exciting experience for me. I also utilized aural skills within this project because of the simple fact that I was able to tell what tones and pitches sounded good together and which did not. I was able to identify whether tones sounded more dissonant or consonant together and was able to make a better judgement as to which sound I preferred to compliment the video. My knowledge of chords and compositional skills that I obtained in the numerous theory courses I have been a part of came to good use when I was trying to create original melodies to accompany various loops that were already programmed into the specific software I was using.

Within our core curriculum, we as students are required to take some form of fine art credit. With me being a music major, I am exposed to some sort of fine art every day, the majority obviously being music related. However, I have always enjoyed other areas of the arts, such as painting, drawing, theater, film, photography, etc. I was involved in an art appreciation course in my past collegiate studies and it helped me to develop a further understanding and interest in other artistic areas besides music. I was able to rediscover this interest when working on this animation project. While the majority of my role was to create audio to attach to an animation, I was still exposed to another form of creative expression, namely that of the film industry. It was fascinating to witness and be involved with a collaboration that happens in our society every day that we often just take for granted, and that is the union of the music and film industries. Without music our movies of today would not have advanced past the silent films from the 1920s. The collaboration of these two industries has created a worldwide phenomenon that continues to amaze and go beyond imaginable limits. The possibilities of the movie industry are now endless, and I am truly grateful for the experience to participate in a small fraction of this global sensation.

Not only did experiences within the classroom prove useful in this project, but I was also able to utilize skills beyond academics while working with my classmates. Teamwork is something that presents itself in any area for all of one’s life. It is an important skill for anyone to learn if they wish to truly be successful in this world. For this project I collaborated with two classmates of mine and I can tell you right now I made a very good decision in doing that. By working together we were able to bring new ideas and skillsets to the table and combine them to make something we never could have on our own. Everyone has different opinions, experiences, talents, abilities, and understandings that make them unique, and it is my opinion that when you combine those with another person’s strengths and weaknesses it can create a vastly better result than what you could have originally imagined on your own, which I feel is the case with our project.

By combining the different skills I obtained from courses within my discipline, in my general studies, and in experiences beyond the classroom I feel like I was definitely set up for success. I was able to not only rely on knowledge that I had learned in one area of my life, but rather I was able to grab from various experiences to create a more well-rounded and balanced final result. This experience will provide useful for further opportunities that come my way in the future.

As I stated earlier, by having the opportunity to work on this project I was able to discover a further understanding and appreciation of the film and music industry on a global scale. I also had the experience of witnessing various skills I have obtained throughout the years, whether academically related or not, combine to create a successful result that I can be proud of. I was very excited going into this project for the opportunity to apply what I had learned in the classroom to an actual hands-on experience, and I am looking forward to more similar experiences in my near future, in both educational and career oriented situations.