

BLOG ENTRY - DESIGN & RESEARCH 1

About Myself

My name is Joshua Thomas Chelakkattuparambil. I was born on the 2nd of July 2000 in Dubai, United Arab Emirates. I grew up and completed my schooling in Sharjah, a neighbouring city. After High school, I pursued my Bachelors in Kerala, India.

My program was called 'Audiography and Digital Editing'. It was a multimedia program specializing in sound and visuals. During the first 2 years, I learned stereo recording, basic mixing and mastering in a studio based setup. I was also involved in Foley based and ADR projects. In my final semester, I completed a project in the 7.1 surround sound format.

After graduating, I worked in Dubai for 2 years as a Video Editor/Content Creator/Social Media Manager. My projects at this time consisted primarily of visual work, but there were certain projects focusing on sound design including sound work for a stop-motion animation, trailer and food advert. Apart from this, I am also involved with Musicto, a non-profit community focusing on collaboration and playlist creation.

Connection to Music & Sound Design

I have always been fascinated by music, since a very young age. I grew up listening to a lot of 2000s rock and metal music, influenced by my older brother's taste. In my teens, my taste in music diversified by discovering the various subgenres of Electronic Music, such as Drum n Bass, Techno, Future Bass, etc.

When I turned 16-17, I started writing lyrics and discovered the art of songwriting. Around this time, I started dissecting the various layers of a song, starting with the vocals. I tried finding the meaning behind lyrics and tried seeing things through the songwriter's perspective. I also started noticing the various changes and arrangements. What I found truly remarkable is the various ways artists tell stories through songs and albums. This changed everything for me whilst my connection with music and sound deepened.

This made me curious on how to create unique sounds, leading me to begin my Sound Design journey. I started experimenting with various sounds and tried altering them with effects such as LP Filters, HP Filters, Flanger and Echo, all done in a software called Virtual DJ. I wanted to learn more and improve by creating better work. Furthermore, I soon realized the requirement of an actual DAW to arrange and compose songs. And that was when I decided to use FL Studio. Ever since, I have primarily used FL Studio and along the way I learned Avid Pro Tools. I am currently learning Ableton to have a more comprehensive understanding of Music Production.

Role/Function for Sound Design

I would like to be involved in designing sounds for movies, adverts, short films and animations. I want to be creative while incorporating sounds in visuals, be it through newly recorded sounds like Foley or through sound libraries, I want to ensure the listener has a very immersive and enjoyable experience.

Also working on various elements of Audio Post Production, such as Mixing and Mastering to ensure clients receive a well balanced mix. Scores and compositions are also skills I want to improve on, which help enhance and improve the story for most visuals. Sound Branding and creation of sounds for companies also interest me.

The likelihood of a role in a studio based setup is higher, due to the familiarity. However, I am also curious to learn more about sound setups in live performances and events. Knowing how to handle setups and troubleshooting are essential skills I would like to learn in this field of work. This is also to ensure the show goes on smoothly and not interrupted by technical issues.

Mission & Vision for Sound Design

For me, the most important thing is the work. What I aspire to do more than anything is to create work that stands the test of time or in other words is 'timeless'. Work that inspires and in return creates more amazing work.

Self expression and storytelling are elements that make humans more unique and interesting. Both of which I would like to incorporate more in my work. Thus, creating a more authentic reflection of art itself.

Topics of Interest

There are a lot of topics I would love to learn in the upcoming semesters. They are as follows:

- Immersive Sound
 - Sound Design in Games
 - Mixing & Mastering
 - Coding & Sound
 - Sound Installations
 - Scores and Compositions
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- Immersive Sound: Immersive sound has always fascinated me. I would like to learn every step of the process, from recording to designing and mixing to deliver a mesmerizing piece.
 - Sound Design in Games: Gaming has gained a lot of popularity over the years. The graphics have consistently improved over the years but so has the sound design and music elements. Usage and implementation of sounds in games has intrigued me quite a lot.
 - Mixing & Mastering: Both significantly contribute to the quality and impact sound has in any form. Therefore, it is crucial to know how a good mix is done. Curious to learn more.
 - Coding & Sound: Sound production has evolved over the years from instruments to machines to DAWs and even programming languages. I am interested in learning the basics of the Strudel programming languages, Max MSP and Supercollider.
 - Sound Installations: I would like to know more about the setup in a live performance environment. As mentioned earlier, knowing how to handle setups and troubleshooting are essential.
 - Scores and Compositions: This skill would require a significant amount of experience in the realm of music and composition, most of which I do not possess. But, I am eager to learn more and compose more songs throughout my time here.