

**Soundscape Example**

<https://www.youtube.com/watch?v=l7I93WhE7qE>

By Ryan Samuel Bentley

The overall theme of this piece of music was to create a very unsettling atmosphere, with emphasis on being in a dream world. The piece starts off with very familiar sounds from a roadside, which enables the listener to immediately connect. However, almost suddenly the space transforms with the incorporation of high frequency 'sci-fi' sounds. From here you get ensnared into a neighbourhood of teasing and questionable sounds. Each area has a very unnatural feel to them, which is then questioned when hearing the natural sounds that have been included. It gives you a connection to the "Real" world with an essence of detachment when you realise you're dreaming. I purposely create the impression of a regular pattern in the back ground of each section, which gives the listener a chance to settle down in the sonic space. This then gives me the opportunity to unnerve them with a build up of sounds that include pulses and crashes, that don't always seem to resolve, but rather disperse back into themselves. There is a continuous noise through the whole piece of high frequency tones and low rumbles, which allows me to bond each section of the piece together.[[1]](#footnote-1)

1. Bentley, R 2011, *A Soundscape Composition By Ryan Samuel Bentley*, You Tube, You Tube AU accessed 10 July 2017, <https://www.youtube.com/watch?v=l7I93WhE7qE>. [↑](#footnote-ref-1)