

Leszczynski: Leszczynski Soundscape

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Sitting outside of the Fisher Student Center, on black lacquered chairs, was the location of my soundscape experience. Being outside and an epicenter of activity, the amount of noise there was abundant. I was still outdoors, thus explaining the neutral noise of the environment. Some of the natural, non-human sounds I heard were from insects. A distinct, crescendo buzz came from above in the trees. The timbre was brash, like a trumpet that hit a high pitch note with vibrato. In addition, there were occasions where dried leaves would hit the ground from falling off a branch. This noise was soft, quick as well. But being in front of Fisher, the human activity was abundant.

Starting, a person walked down the stone paved pathway wearing low, wooden heels.

This sound had a steady beat, and the sound was a soft clicking that chirped against the stones. As they walked away, the sound got quieter with distance. Another person walked by, wearing baggy pants and sneakers. The rustling of fabric added to the rhythm of the rubber soles on the ground. This was almost homophonic, since the rustling was overbearing the sneakers. The noise was also slow and had a slower tempo than the previous person walking in heels. There were also conversations behind me, and this added the most to my soundscape at Fisher. Laughter, banter, jokes, comments from a slew of voices broke the silence of nature. It is important to note that while I was sitting, Facilities were working around the Fisher lawn. With this, I noticed an instance of a walkie talkie briefly making a sharp, high pitched clicking sound. It lasted about half a second, but was extremely noticeable at a distance. A moment where a plastic trash bin was pulled on the stone ground made a jarring, swift noise that (candidly) startled me. As workers talked, their voices were free verse with the occasional sigh or laughter. When one person drove away in a vehicle, he started his car with a satisfying purr. Reversing, the sharp and alarming beep that came from the vehicle was high pitched. It also had a steady rhythm, one that a person could clap to. There was an instance where somebody was giving a command, which was undoubtedly very forward and loud. The wheels on the ground produced a noise of debris scattering and crunching. What is important to note was the human voices who conversed with me while I was there, and this greatly impacted my soundscape.

Firstly, Edii stood and caught up with me. Like any voice, it was free verse without beat or rhythm. However, Edii has a uniquely soft, lower pitched voice that glides words. Similarly, V spoke with me and her voice is simple as well. More forward, her voice was higher pitched and had a faster tempo compared to Edii. While conversing with them, I noticed their shirt fabric

tsutling and their sighing that added to my soundscape. Cody also spoke with me, and his voice was monotone with about a baritone pitch. He spoke somewhat boldly, and his addition to my soundscape was actually pleasant. All three people had a smooth timbre, and the tone of their voices allowed me to be at ease.

The soundscape is wildly different from my dorm, with some exceptions. Similarities include: shoes squeaking, laughter, and doors slamming. But other than that, the sounds of bugs, multiple conversations and rhythmic walking are alien to my usual soundscape at my living space.