

DEMO_REEL_READ_ME.pdf
Matthew Copeland © 2009

File: A_SCANNER_DARKLY.mov

Runtime: 00:03:12

Demonstrates: Sound Design, Foley, ADR, Composition, DSP

Notes: The final scene from Richard Linklater's film adaptation of the Philip K. Dick novel "A Scanner Darkly." The dedication ends with one final example of sound design/signal processing.

File: THE_NAVIGATOR.mov

Runtime: 00:01:03

Demonstrates: Foley

Notes: A brief scene from Buster Keaton's originally silent film "The Navigator." Focuses on diegetic impacts (character dialog and the boiling pot are intentionally omitted).

File: HIGH_NOON_DIALOG.wav

Runtime: 00:01:00

Demonstrates: Dialog Recording, Sound Design, DSP

Notes: A brief montage of dialog from the Chico State Game Studios project "High Noon." In the clip, the lines are first delivered cleanly; then delivered in their final processed form. The first performance is meant to be heard booming down on a desolate town from a disembodied loudspeaker. The second performance is transmitted through an old intercom.

File: OVERCOME.wav

Runtime: 00:02:41

Demonstrates: Composition

Notes: Orchestral composition for a documentary short film.

File: SYMPATHY_4_MR_COMPUTER.wav

Runtime: 00:02:13

Demonstrates: Sampler Programming, Sample Editing, Composition, Field Recording

Notes: A brief composition about the dream of an obsolete computer. Sampler instruments created through recording, editing, and pitch shifting samples of a microwave, stud finder, camera, and PlayStation 3.

File: ORDER_UP_TRIUMPH.wav

Runtime: 00:00:57

Demonstrates: Composition

Notes: Composition for the final cutscene/credits of the Nintendo Wii title "Order Up!" developed by SuperVillain Studios. The game featured various cooking simulations coupled with a cartoon aesthetic.

File: MCOPELAND_RESUME.pdf

File: MCOPELAND_COVER_LETTER.pdf