

# Foley Competent (Project #3)

**Due: Rough Draft - Feb 24th**

**Final - March 5th**

You will form groups of three students for this project. Once formed, the teams will have to select one of the five minute video clips from the project DVD to use in this assignment. The clips provided have had their original sound removed, and it will be the job of your team to provide new original sound for the clip. Using one of the Zoom audio recorders (available at the checkout window) your team will record sounds captured from the environment as well as sounds generated in a studio setting

## Project Criteria:

- You will NOT be able use any spoken words as a sound effect for this assignment
- You may use your voice to make abstract sounds (grunts, whistles, burps, etc)
- you may use word-like or communicative sounds for dialogue as long as there are no discernable words
- You may not alter the original video in any way other than to add sound to it.
- I want your team to Primarily use sounds that it captured using the Zoom audio recorder. Downloading premade sound clips should be a last resort, relying heavily upon downloaded clips often leads to generic sounding videos. Your video will be a lot more fun to watch, listen to, and make the more creative you are in inventing your own sounds!
- You may NOT use music as a melodramatic element of the video - i.e. dramatic background music. If a scene has an environmental inclusion of music (for example - in an elevator, at a party, or if the scene has a radio or tv in it) you may incorporate musical sounds but they must fit into the environment and sound as if they are a part of the environment.
- The sounds do not have to be literal, though they must in some way sync up with the action of the visuals, Feel free to play with the sounds to make the scenes surreal, funny, or even menacing (for example, characters could make the sound of bees when they open their mouths, or you could make soft touches sound like punches)

File name should be as follows:

*GroupName\_ClipName\_Foley.mov*

*(continue on back)*

## Sound Design Notes:

- Sound can reveal as much about the space of a scene as the visuals.
  - Things sound softer when they are far away, simply increasing the volume of a sound can create the impression that it is getting closer.
  - Acoustical situations alter the way we hear sound: the carpet, bedding, and popcorn texture of your bedroom walls and ceiling tend to muffle and isolate sound where the hard flat surfaces of your bathroom give sound more echo.
  - The size of a space also effects the way you hear sound: imagine the way a scream would sound in an empty auditorium vs. that same scream performed inside of a cardboard box.
- Try to record sounds in places that have a similar acoustic profile as visuals in the scene:
  - is the scene taking place in a bedroom? record some sounds from your own bedroom.
  - is the scene in a cave? find someplace which has a lot of echo and hard floors. many of these acoustical effects are replicable in FCP, but you'll find that recording sounds naturally often gives the best results and is less of a hassle.
- Room Tone: even vacant rooms have a sound. fluorescent lights have a slight buzz to them, central air makes a soft blowing noise, refrigerators hum away in kitchens. even rooms with absolutely nothing in them will have an acoustical tone to them which we almost universally ignore or don't notice. But these subtle sounds become noticeable when they are absent (and I'm talking here primarily about scenes where there are few sounds and lots of 'silence'), such scenes will sound empty or off. So take care to capture room tones to use in the more subtle scenes in your video sequence.
- Think in Layers. Generally you should try to have about 3 layers of sound going on in a scene
  - There should always be some sort of background sound (like a room tone, or the howling winds of a desert etc.).
  - you will usually have secondary sounds. things like a characters footsteps, the sound his clothes make as he moves, water dripping off a stalactite in a cave, papers rustling as a character handles them, etc. these sounds often add specificity and veracity to the sound design of a scene
  - And then there are the primary sounds. in cinema this is usually a characters dialogue, or sound related to the primary action of the scene. Often the primary sounds are accentuated by raising their volume or reducing (ducking) the volume of the secondary and background sounds.
- Sound Variety: when you are capturing sounds make sure to record multiple versions. if, for example, every punch sound you use is exactly the same it will be noticeable (and bad)
- Sync Recording: in many situations it may be to your advantage to record sounds and sound sequences already in sync with the video (footsteps and fabric sounds are often good to record this way) a good strategy is to have your video on an ipod or laptop so whoever is performing the sounds can watch the video and move in time with it.
- Out of frame sound: don't forget to include sounds that aren't in the view - just because a person's feet are out of frame doesn't mean they don't make sound. also adding sounds not visually referenced can add dimension and subtext to your sound design.