



All About Sound Media Video



Well-done sound is mission critical to the success of a film. Visuals might lay the groundwork for the film's emotional meaning, but sound gives a picture its emotional punch.

In today's film world, a Sound Designer plans the overall sound track with the director and/or producer - mapping dialogue, music, effects, and motifs; AND creates sound effects and experimentation with sound; AND assigns the method of deployment of sound within the theatre space.

This project gives you and your group an opportunity to choose how you want to approach the next film through sound.

Each choice share the following common themes:

Genre - may also have a sub genre

Story - based on a scenario

Sound - will be determined by the choice of topic.

You may choose from 1 of 3 possible angles from which to make your film:

- **Sound Effect Story (Foley Sound)**
- **Silent Film**
- **Music Video**

Once your group has chosen your topic the specific Assignment will be shared with you so that you can properly plan and storyboard your project.



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A brief explanation of each topic:

1. A Sound Effects Story (Foley Sound):



Foley (named after sound-effects artist Jack Foley) is the reproduction of everyday sound effects that are added to film, video, and other media in post-production to enhance audio quality. These reproduced sounds can be anything from the swishing of clothing and footsteps to squeaky doors and breaking glass.

[How Sound Effects are Made for Movies](#)

- a. The idea is to tell a story using only sound effects. For the best results, avoid using any human voice, i.e. no recognizable words. You can include non-verbal sounds such as grunts, sighs, and so forth.
- b. Best to choose a genre. This way you can be selective with the sound effects you need.
- c. You may not include music. This way the project is all about sound effects and how they can be used to convey a coherent story.
- d. Don't tell your classmates what your story is about. This way when we screen your film, everyone can guess the story and how effectively it was conveyed.
- e. A folder of Foley Sound effects will be shared with you, or you can find and download your own sound effects

Sound Effects



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You will need a lot of different sound effects in order to fully realize your stories. There are many commercial sources for sound effects on the Web.



Some of these sites offer free samples, too. For instance, though Soundsnap is a subscription service, you can download five free sound effects each month. I have a subscription to zapsplat and have created a shared folder of Foley Sounds. There are also several free sources that use Creative Commons licensing.

Free

- www.findsounds.com
- www.freesound.org
- www.freesfx.co.uk
- www.soundsnap.com

2. Silent Film:

Much of our daily communication is nonverbal communication – communicating without words. We use facial expressions, gestures, and body language constantly. Pantomime is valuable because it encourages meaningful movements, significant gestures and animated facial expressions in actors. Because physical actions, not words are the basis of most characterizations, the art of acting without speaking is the first part of acting.



- a. The idea is to tell a story using only:
 1. Exaggerated movements
 2. Text to support content of film
 3. Exaggerated facial expressions
 4. Music to support content of film

3. Music Video:

- a. The idea is to choose an appropriate song for your video. The choice is yours, however the lyrics must be appropriate for school. [That means no profanity, sexual innuendos, violence, or killing of a living or once living being. You must provide me with a copy of the song and the LYRICS].
- b. Find the lyrics, and build a storyboard. There will be no script as the song acts as your script. For each verse/stanza you will base your storyboard on the meaning of the lyrics.





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- c. This does not mean you have to lip sync your video.
- d. Keep in mind SOME Music Genres are INAPPROPRIATE for this assignment (ie Hardcore rock and Rap)
- e. Decide upon a **concept** for your video.
 - i. Will you simply “tell the story” of the song?
 - ii. Will your video send a meaningful message?
 - iii. What can you do DIFFERENTLY than the original video—what other message can you send with this song?
 - iv. **Your video may not resemble the existing video that was produced for the original musicians. It must be completely original**
 - v. **Lay down your music track first.** Edit to the beat of the music. This will strengthen your overall video concept
 - vi. [[Link to 29 Cool Music Videos](#)]

All projects will share the following Film essentials:

They must be Genre specific (Silent film and Music Video may or can have a sub genre)

Genres



No matter which project you choose, best to select a genre. Try one you haven't worked with but are interested in. Can't decide? Choose one out of the hat.

Stories:

They must tell a story (What kinds of stories work best?) Try to be more creative and think about a scenario and how you might approach it sound-wise. For example, you could do a story about getting up in the morning and getting ready for school. Think through all the elements that could make this work. For example:





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- Birds chirping in the background
 - Alarm goes off
 - A defeated sigh
 - Turn off alarm
- Roll back covers and slide off bed
 - Put on slippers and walk across room and open door
 - You get the idea ...



Storyboard

There will not be a traditional script for this assignment as your plan will look different for each topic you choose and in many cases may look more like a **Storyboard** since there will be no spoken words for any of these topics.

Sound Effects story (storyboard will describe what we see on screen and the associated sounds we here (man walking along a gravel road /sound beanbag)

Silent film storyboard (describes what we will see on screen including body language, facial expressions and exaggerated movements

Music Video (song lyrics in one column and a description of what we see happening in the other

There will be five primary goals for evaluation.

- Planning, Treatment and Storyboard
- How effectively you conveyed the story.
- How your sound selections work together to improve the content, support it, and help the story.
- How the overall mix elements create a dense, well-balanced soundscape with good levels, clarity, and interesting and original ideas.
- There is no volume distortion or clipping at all.