

# Sound Design

“There are no earlids”  
R.Murray Schafer

It's all about  
meaning

Or at least it should be

# today

intro

Some interviews

Resources

Talk through examples

A bit on your Betty Boop exercise

# Sound design

## Many aspects to sound design

Conceptual – what world is this?

characters

spaces

actions

ambience

Technical – gathering and constructing assets

# meaning

We can think in terms of psychological and diegetic realities, the construction of focus and continuity, all sorts of ways of thinking can and should be applied

But generally

If it moves it makes a sound  
(eg clothing and missiles)  
and ...

if it doesn't move it makes a sound  
(eg surfaces and the structural integrity of  
objects)

# meaning

But this is for film where meaning is artfully constructed

So the sounds don't have to be real, they have to be evocative.

eg. German versus American bullets

The sound of Star Trek (start at 1:30)

<http://vimeo.com/groups/sounddesign/videos/7427750>

# meaning

but real might be the most evocative

eg. The sound of apocalypse now (first video)

<http://designingsound.org/2011/04/the-sound-of-apocalypse-now/>

# meaning

With all this talk about reality, we can ask

## Real for who?

For the space of the film (diegetic)  
for the space of the actors and/or the audience (eg footsteps  
approaching)  
for physical or psychological reality  
More Apocalypse Now – Do Long Bridge

# meaning

## Psychological reality

Apocalypse Now – Do Long Bridge

<http://youtu.be/mANbl6QX9ok>

# meaning

## Physiological reality

Band of bros – the scene where the guy goes deaf after being shelled

(classic effect (probably) first done in the Russian film 'Come and See'  
But also early French film eg An Occurrence at Owl Creek Bridge and  
also Jean Renoir )

# meaning

Socio-cultural reality

Noise train scene

# Sound for structure

Sound providing glue to bind across visual discontinuity in image

Body of lies phone call  
Noise Christmas Carols (shared memories within  
the film contrast with shared memories within  
culture ala train scene)

*Gluing across time and space*

Change  
of pace

# Making stuff

Foley

[http://youtu.be/RKTDkr\\_Oeig](http://youtu.be/RKTDkr_Oeig)

# Making stuff

Tips on ambience

Tips on recording levels and sample rates etc

Tips on software (if you want)

More?....

## Some sites

<http://tvtropes.org/pmwiki/pmwiki.php/Main/StockSoundEffects>  
<http://filmsound.org/cliche/>

<http://designingsound.org/2011/04/the-sound-of-apocalypse-now/>  
<http://soundworkscollection.com/>  
<http://www.filmsound.org/>  
<http://www.mpse.org/education/bigmovierydstrom.html>

good for what is post production

<http://www.mpse.org/education/whatis.html>

foley

<http://www.thedetroitchopshop.com/default.html>

Software

A good multitrack audio editor (MAC and WIN) that is very cheap for what it offers

<http://reaper.fm/>

# Re-purposing

Disney / sucker punch  
mashup

<http://youtu.be/vQYKfw4f>

[BhM](#)