ROLES OF SOUND

- Directs attention
- Establishes mood
- Creates environment
- Effects viewer’s experience of the narrative
FOLEY SOUND

● Sound effects which are added to the film in post-production

● Audio is re-created in a studio

● The study of Foley Sound is as much of a study of audio engineering as it is the way people move

● Despite the modernization of recording equipment and technique, films today still use Foley sound recording
FOLEY SOUND
EXAMPLES OF SOUND DESIGN IN FILM

RAGING BULL
(1980)
dir. Martin Scorcese
RAGING BULL

- Many many thin layers of sound
- No 2 punches come from same sound source
- Over amplification of some sounds over others (ex: punches can be louder than crowd, vice versa)
- Smashed melons and slowed down farm animal sounds to achieve effects
EXAMPLES OF SOUND DESIGN IN FILM


(08:30)
THE FIGHTER

Sound is used to connect scenes and characters

Sound of working the punching bag turns into heartbeat
EXAMPLES OF SOUND DESIGN IN FILM

Une Femme est Une Femme
A Woman is a Woman (1961)
dir.
Jean-Luc Godard
A WOMAN IS A WOMAN

- Uses audio to break conventions
- Pokes fun at old Hollywood style through over exaggeration
- Cuts sound out and off abruptly
- Uses music to express mood/ emotion
EXAMPLES OF SOUND DESIGN IN FILM

The Conversation
(1974)
dir.
Francis Ford
Coppola
THE CONVERSATION

- A film about sound
- Plays with space and environment
- Uses sound repetition to build story
- Learn story through multiple sound sources
  - Real time sound
  - Recorded sound