

Draft Outline - The Importance of Sound in Film & TV

Words, sound effects, music and silence!

It is undisputable that **Sound** is a vital element of radio production but when it comes to film and video production it is remarkable how **Sound** is often ignored! Imagine *Apocalypse Now* or the *Godfather* without their signature soundtracks and visceral use of sound effects by the legendary sound designer Walter Murch. Imagine *Psycho* without Bernard Herrmann's music score in particular the discordant strings as Janet Leigh is horrifically knifed in the shower. Imagine *Jaws* without the yes that ...

Your audience may well forgive a blurry, shaky image but they will not be so forgiving regarding bad **sound**. You can produce beautifully crafted visuals but if you cannot hear what a person is saying your audience will disengage rather quickly! **Sound** is used to heighten a mood, advance the plot, provide us with a soundscape and information about the location of a scene. It can even tell us about the characters in the story – it is fundamental to the production.

‘Sound’ is an extremely powerful tool for you to use when telling a story so give it considerable time and attention!

Learning Outcomes

By the end of this module the student should be able to:

- Have a basic understanding how music and sound are used as part of an overall narrative framework for film and similar texts.
- Understand key elements used in the creation of a soundtrack.
- Use appropriate hardware to capture sound.
- Use appropriate software to lay tracks, mix, and master all of the soundtrack components of a podcast or radio item.
- Reflect critically on how best to use sound in their productions

Day 1 - Part 1

Introduction to Sound – a mini lecture.

- We will explore the different ways sound has been used to enhance audience experience from the beginnings of Cinema to the present day.
- We will explore the role that composers, sound editors and sound designers have in shaping and influencing the meanings of film.
- We will investigate the relationships between film sound and genre and touch upon how the use of sound varies within different cultures.

Day 1 - Part 2

Practical experience in recording **sound**.

We will take look at the various audio equipment available in the department and look at how best to record **sound** on these devices.

Group work – produce an ENG (Electronic News Gathering) item. This can be for Podcast or Radio.

Groups will produce a news package of approximately 3-5 minutes length. In this session you will plan, script and collate the various elements of your news item.

For Example:

Intro/Outro music suitable for 'The News' or factual podcast.

Interview a group member on a mutually agreed topic - It can be real or fictitious.

Write and record a presentation script to introduce the item and your interviewee.

Write and record an outro script

Consider use of appropriate sound FX.

Day 2

Podcast/Radio post-production processes using Audition as part of the Adobe Suite.

Plan and execute the editing of your ENG Item.

Ingest the audio and associated collected media into Audition. Create a full package that includes titles, music, sound FX, scripted dialogue and interviews.