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Goku vs Krillin scrip analisys

tien:wait,

krillin:soft gasps for air in a panic

tien: its his speed hes moving so fast its giving the illision that hes disappered a fantastic way of diorienting your opponent is there no end to this boys skill.

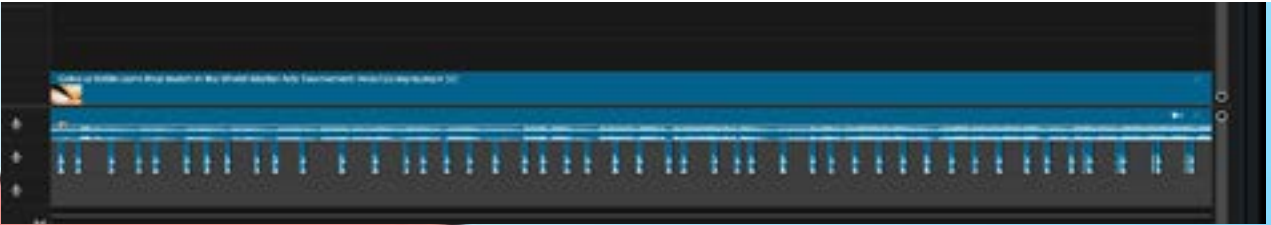
its a short script for 30 seconds however most of the space is taken up by gokus movement making just enough sound you can hear him closing the distance and krillin slowly starting to panic more and more as he trys to figure out where goku went.

each time goku lands on the ground you can hear him bounce off slowing him down for a breif second but as he gets closer the sound slowly speeds up and gets louder

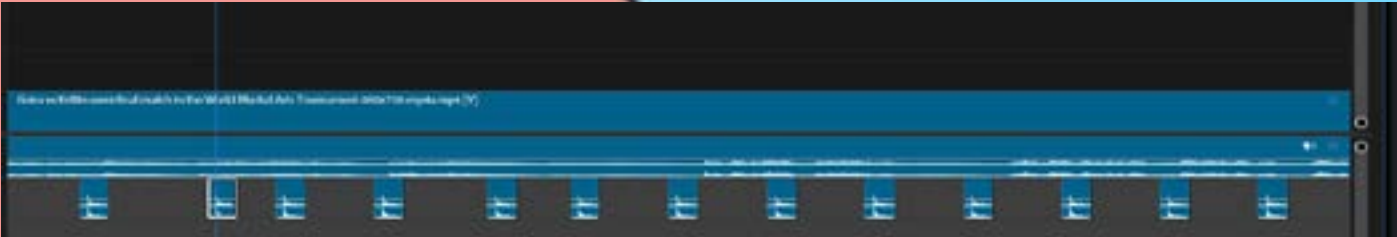
however for my sound im going to be forgoing the voices in favor of empesiszing the footsteps goku makes as he approces.

the scene will almost be enterly silent with just some gasps from krillin and gokus approce as I belive this can amplify the ability for you to feel the fear krillin is experncing as just the sound of footsteps approce with the main focus being to sync up gokus footsteps with his movement

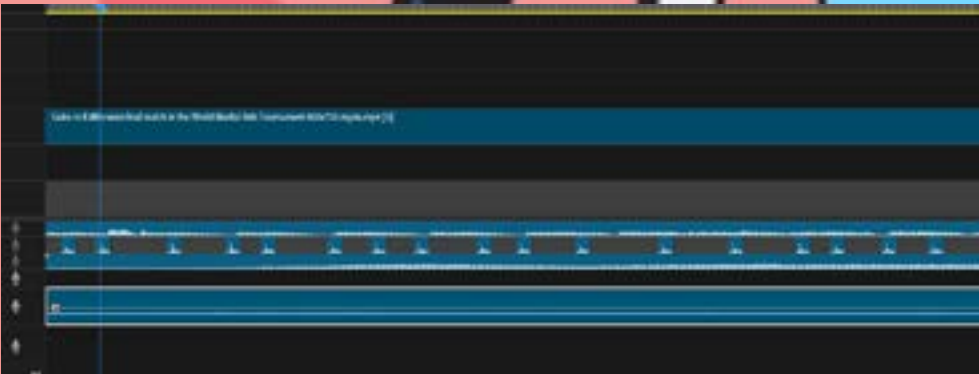
key points of the animation would be gokus solo run at the camera at the end as well as every time he shows up for a few frames between blips if these arnt lined up it can ruin the entire point of the sound



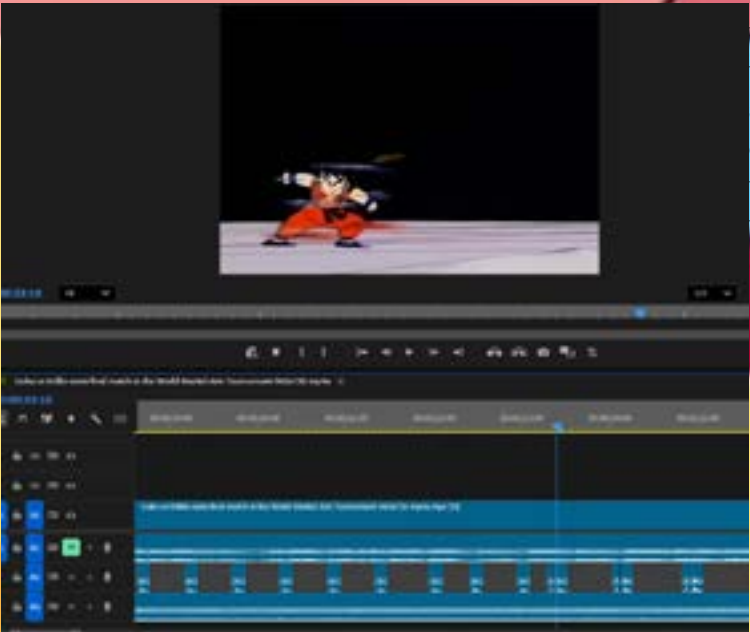
The start of this was just to remove all the audio from the orginal and try line up some of it to find out where all gokus steps are to make it easier to line up the new audio.



once the original audio has been muted and new audio lined up I added a little bit of randomness since it sounded too rhythmic and consistant which made it sound too artifical to me



Once the audio had been synced up with the video I added a small amount of wind audio in the background to just so it wasnt too quiet I was debating weather or not I should add vocals but decided against it due to being unable to seperate the original voices from the sorce and not having the means to record my own audio



the final part was making sure the last section of the audio was synced and increased in volume and speed to help sell the fact goku is getting closer till eventually it just stops which would of been the cut to the first punch being thrown had I added more than 30 seconds

[1]Daily Anime Dosage, “Goku vs Krillin semi-final match in the World Martial Arts Tournament,” YouTube, Mar. 03, 2018. <https://www.youtube.com/watch?v=8sCvGZcbco0> (accessed May 20, 2026).

[2]Efectos De Sonido - Sound Effects, “Dragon Ball Super Teleport Sound Effect,” YouTube, Apr. 26, 2019. https://www.youtube.com/watch?v=asP0Ww_VA-A (accessed May 20, 2026).

[3]Sound Effect TV, “Wind Sound SOUND EFFECT - No Copyright[Download Free],” www.youtube.com, Apr. 03, 2022. <https://www.youtube.com/watch?v=5jUVr6gkos>

[4]Yashiro Alone [DB Music & SFX Revival], “DBZ Sound Effects: Footstep - (Barefoot/At House/Sandal/Walking/Landing Step),” YouTube, May 01, 2025. <https://www.youtube.com/watch?v=pkWz800pEBY> (accessed May 20, 2026).

