



SOUND DESIGN

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The Plan

01

Source Video

Find the video I'll be adding sound to

02

Analyse

Review the clip, consider the overall feel

03

Plan

Storyboard what sounds will go where

04

Source Sounds

Find or create sounds to include

05

Edit

Edit the clip using my chosen sounds, keeping my storyboard in mind

06

Analysis

Critical analysis of what went well and what could be improved



Sourcing The Clip

To choose my clip, I had a friend show me scenes from movies, games and shows I haven't seen with the sound muted. This helped me avoid choosing medias I had existing knowledge of.

The Clip



Initial Inspirations

The clip gave me two impressions:

Aquatic

The deep-sea blue themes read as mystical, mysterious and a little aquatic to me. In terms of sound, this means I might lean to underwater-style themes, especially with the background music and sounds

The Unknown

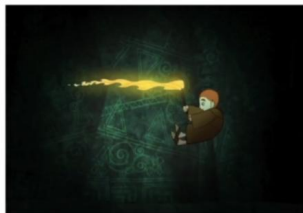
This seems to be an unknown or mysterious place, one the main character doesn't know. I'll make sure the tone seems unusual, and include sounds of the character responding to something new



① Scream/gasp
Music (mysterious/agustic?)



② Scream that fades out,
Sense of "dropping"



③ →
'Swish' right



④ Thud ↑



⑤ Thud ↓



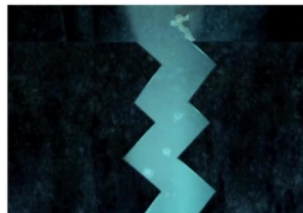
⑥ grunt, getting up.



⑦ Interest, looking around, "woah/what"



⑧ ominous sound, crackling noise



⑨ louder crack, "woah!"



⑩ screaming

My storyboard

I consider key moments of the clip and make note of the aesthetics and intention

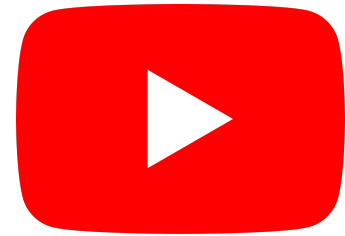
Sounds



Pixabay



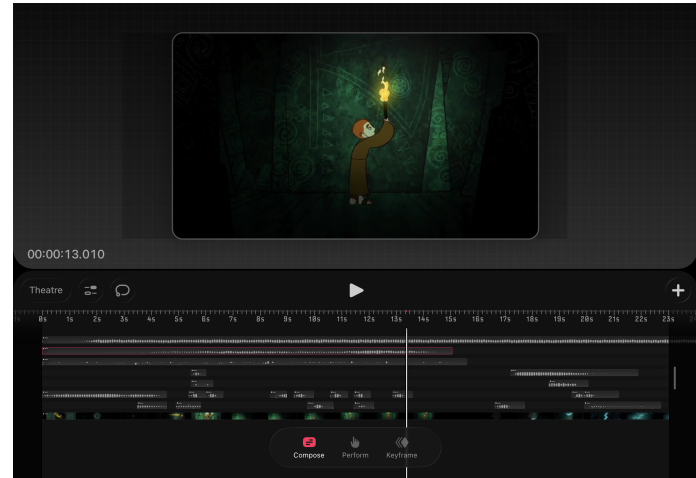
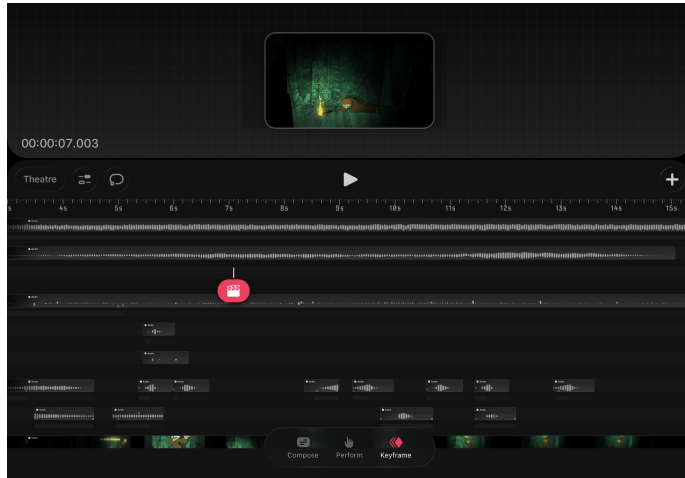
EpidemicSound



Youtube

All sounds were sourced from one of three places, all of which being free (with the exception of EpidemicSound, which was a free trial of a paid service).

Production



Production Issues & Problem solving

- Due to physical and technical limitations, I had to produce this piece locally using software I had access to. This included Procreate Dreams & Apple GarageBand. Ideally in the future I would use more appropriate software such as Adobe Audition.
- Many sourced sounds weren't the right tone, I tried to solve this by manually adjusting the pitch.

General Production

For the most part, production went relatively smoothly. I worked in layers at a time, focusing on one noise and going through and building the sounds up. For example, I would do all the vocalisations, then I layered sound effects on top (like thuds, then the torch sounds, and so on), then I moved onto music. Thinking about it in these layers helped me to not get overwhelmed when trying to get all the noises in, and allowed me to see bit-by-bit what areas were too loud or too quiet as I added them.

Final Production

https://youtu.be/DVDKjQ_UpXY?si=hlzVenB0VKlvPbL5

What went well

I considered the tone of the piece very thoroughly, which I think made a more interesting soundscape

I like some of the subtle details I included, such as the torch noises

Areas of improvement

Vocals could've been more consistent, this could be solved with a budget allowing for a consistent voice actor

General improvements to the layering and mixing to avoid sounds becoming too muddled

Experiment with my own recorded sounds so I don't have to rely on digital libraries as much

Final Notes

**Overall, this was a challenging but unique task.
While I enjoyed some aspects, I struggled a lot to
get the final outcome as clean as I would've liked.
Either way, I enjoyed trying an aspect of production
I don't often think about the impact of.**

Thank you