

Sound Map for Planning

Objects

- Wind/rain - doors - clothing rustles - footfalls, vehicle passing on the road
- Also related is the ***Leitmotif***, a musical phrase associated with a character or force.

Actions

- walking, setting something down, falling, scrambling, jumping, running, sweating, breathing, etc.

Environment

- Daytime in city, daytime in country, nighttime, open area outdoors, inside room or hall, at party
- (traffic, rustling leaves, people chatting, nocturnal wild animals, etc.)

Clues to Emotion

- Happiness, surprise, fear, guilt, comfort, security, amusement, etc.
- Music is the best communicator for emotion.

Transitions

- Scene changes to new location or time
 - Introduce with environmental sounds
 - Music often accompanies/helps define
- Emotion changes
 - Example: from safe to insecure
 - Example: tension is building
 - Music is very effective.

Moments of Physical or Dramatic Transition

- Focus points of surprise, relief, terror, etc.
 - Use object sounds
 - Use music

General Advice

- Never overpower the narration with sound, especially with key words. Understated sounds are better.
- Add a little space before the narrator begins or after s/he ends.
- Additional sound thread for interest? A side story. (Young Frankenstein horses, an odd cadence for a particular character's walk, etc.)