

VO and ADR Notes

ADR is Automatic Dialog Replacement

- re-recording the actors' lines
- voice over is narration

Need an absolute dry recording

- no room interference
- space will be added in the mixing with delay/reverb
- sound reflects off of paper pretty well.
Don't let it bounce back to the mic.

Make note of which mic was used

- plus any adjusted **settings**
- sound may have to be **matched** later
- use the **same mic** as was used on location
if both types of tracks will be used.

Talent needs to be standing, and not looking down.

Have a careful track file naming system

- take into account the place in script.
- may be 1000s of files before you are done

Have at least two copies of the script.

As you record, mark the file names on the appropriate place in the script. Save it.

Always stop and listen after the first couple takes. If it is not perfect, you will have to redo the whole thing later.

Synchronizing

Recording is done to either a stopwatch or with the talent watching the video. The monitor and the script need to be close to each other and not require refocusing.

Cues in the video

Talent is cued ahead of time on when to start each line.

- video is prepared with 3 beeps exactly 1 second apart that precede each of the cue points.
- video with vertical line moving from left to right for 3 seconds. It touches the right edge at the cue point.

Problem-Solving

A scene that proves difficult to synchronize may ultimately require a **cut away** or **reaction shot** or **distance shot** spliced in so that the viewer doesn't get a good view of the actor's lips!

Sequence

- 1) Director must be done!
No changes to video once you begin to add sound.
- 2) Dialog first
- 3) Music second
- 4) Ambience third
- 5) Object and action sounds last.
These have to fit around the dialog.

Editing

- Watch out for **masking** as you stack tracks.
- Ambience tends to be **midrangy**.
 - often EQ the midrange down.
 - or use one high track and one low track.
- Don't cut into the middle of a **breath**.
 - If you want to remove a breath, replace with with 2/3 time pause. That will sound natural.
- Cut on **consonants** not vowels.
 - S T F etc. have less pitch information
 - also a cut is least noticeable if it happens just before a fast-attack consonant, like a T or P.
- Foley sounds do not have to be loud
 - but you may need details such as clothing sounds