DESN 385

Module#6

Film Sound Presentation/Reading Assignment

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MATCH FRAME RATE

To start, I am going to go with a more intense environment, I want the character to seem okay on the outside but distraught on the inside as if- if he were to show this stress, he may be caught in whatever's going on. (Imagine myself into the shoes of my antagonist to figure out his plot)

As Character is walking upstairs the narration starts:

"I don't understand... why did the board go with the director's idea..."

"I swear! I had them on the right track to bring down the monopoly..."

"It's as if all of them are under some sort of trance"

The "LOOK" I'm going for is a darker more earie theme, one that is filled with tension and the unknown.

Reading Assignment:

I was grateful to learn about Creating a style guide where you try out different ideas to determine which ones work the most effectively.

Largely, the visual style of the piece will determine how much detail is required. A simple animation, for instance, may be suited to a sparse soundtrack that's largely driven by music, especially if the visual style is clean and minimalistic. On the other hand, an immersive sci-fi film may require multiple layers of sound effects and music cues, all of which are necessary to convey the gritty reality of a future world.

A general rule is that if something moves on screen, some sort of sound effect is implemented.

QUIZ QUESTIONS:

-Why is the sound captured by your camera abysmal?

-Low quality mics

-Position of the mics

-lack of manual audio controls

-How can you connect your mic to the camera in the best way?

-How do we sync video and sound recordings?
-Clap/Visual Cue

-Audio waveforms

-Manually

- What series of events happen after the director calls "camera"?

-The camera man turns on the camera and he yells speed, then someone with a clapper clap in front of the camera and the director yells action!