#3 Film Production Roles

INQUIRY

Opening question: What does a Sound Designer do?

Watch clip: Opening sequence of *The Matrix*.

* Write down every sound you can hear (game)
* Can you group these sounds into different categories?
* Feedback: what types of sound are in this clip. Teach into this: diegetic/non-diegetic sound.

\*DVD of The Two Towers: Battle of Helmsdeep, LOTR extended edition. Isolate layers of sound.

Give another (short) film clip with the sound track completely removed. Students watch the clip and list all the sounds that you could hear.

ACTION

Record sound for the film clip and line it up in FCP against the clip.

REFLECTION

Show back results.

Peer crit. What worked? What needs more work?

Class discussion: How does the sound/music affect the mood/emotion/genre of the film?

Key lessons:

* It doesn’t matter how you record the sound or what the sound is, as long as it sounds right when placed with the action.
* Sound Design is created in layers and in combining sound
* Sound is measured in -db, if it ever goes over 0db the sound ‘peaks’ and makes a nasty sound, we need to avoid this!
* Having done this task, what lessons have you learned about recording and organising sound design?

Recommended:<http://soundworkscollection.com/>