



Make Some Noise



This project is all about how sound is used in film. You'll explore the different elements that make up a soundtrack and start to experiment with your own sounds to tell stories.

You'll need:

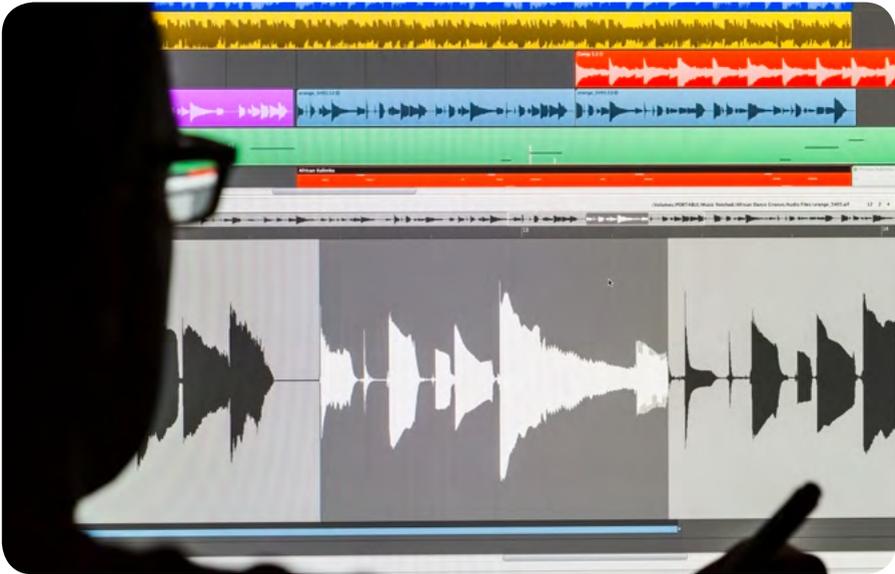
- Editing software or an editing app
- Access to some sound effects. Many editing apps include lots of effects, but also take a look at freesound.org or freesfx.co.uk for lots of additional free sounds.

Timings: This project should take approximately 90 mins.

What is a Soundtrack?

A film's sound is made up of all the different things you can hear throughout the running time. It includes lots of different elements that are recorded, added in and edited, before the film reaches the audience.

It might include music, characters speaking, noise made by props, sound effects and ambient noise in the background.



Here, we're going to look at the different types of sounds you might include within your filmmaking.

You'll also take a look at some creative challenges based around using sound to help you think about how you can use sound creatively in your own work.



Sound Terms:

Score

The score is music that is added to a film. It might be original music, scored by a composer, or it might be an existing piece of music (that you've sought permission to use).

Direct Sound

Sound recorded on location (where filming is taking place). This might be character dialogue, or background noises that come from the action as it's recorded live.

Sound Effects (SFX)

Noises applied in editing to enhance the action or convey style (e.g. the sound of a school bell).

Foley

This is a method of creating sound effects from physical objects. Foley artists create sounds by using particular objects to mimic the sounds of others. A classic example is using coconut shells to reproduce horse trotting.

Diegetic Sound

This is a term that refers to sound that exists in the story of your film: sounds that the characters can hear and react to (eg the sound of a character's mobile phone ringing). It's usually sound that happens 'in' the film as it's recorded, rather than sound that is added in afterwards by the filmmakers.



Non-Diegetic Sound

This is sound that the characters can't hear, and has been applied by the filmmakers for stylistic reasons. Most music you hear when watching a film is non-diegetic.

Ambient Noise

Sound that is recorded when characters aren't speaking. This term covers all of the background noises. For example, the hum of your fridge might stop the room from sounding completely silent.

Dialogue

The sounds made by actors as they speak their lines.

Dubbing

'Dubbed' sound is usually speech that is recorded separately and then added in at the editing stage. This is sometimes used as an alternative to subtitles in foreign language films. It's also used in music videos, or where the original sound from a take hasn't quite worked out.

Voiceover

Dialogue that is recorded separately to the main action and edited in to a scene afterwards. This is used for stylistic purposes, for instance a character speaking directly to the audience.

External Sound Recording

When sound is captured on a microphone or sound recorder that is separate to the camera. Most professional productions record their sound this way.

Contrapuntal Sound

This is when sound is a deliberate contrast to the visual sequence. For example, a sweet melodic score set to a violent battle sequence would be contrapuntal.

Wildtrack

A wildtrack is a recording of the atmosphere or action at the set or location as it happens in real life. For instance if you're filming in a forest, you might choose to record the natural sounds on their own to use in the background later.

Sound Bridge

This is a way to link shots together using sound. The sound is used from a clip before the visual part of the clip is used as part of a transition. For example, you might use a shot with a train in it, and to create a sound bridge by using the sound of the train to be heard while we're looking at the first clip of something else. This will introduce the train before we see it.



Sound Projects:

Here, we've put together some projects for you to try out using sounds in different ways. Give them a go and see how it changes how you think about using sound in your filmmaking.

Project 1

Listen to this [piece of music](#).

How does it make you feel? What images come to mind?

See if you can come up with a scene or a short film idea inspired by the music. Try to listen out for changes in the music and use these to inspire plot points in your story.

Now listen to this [piece of music](#).

Can you use it to think of a contrapuntal scene that contrasts?

Credits:

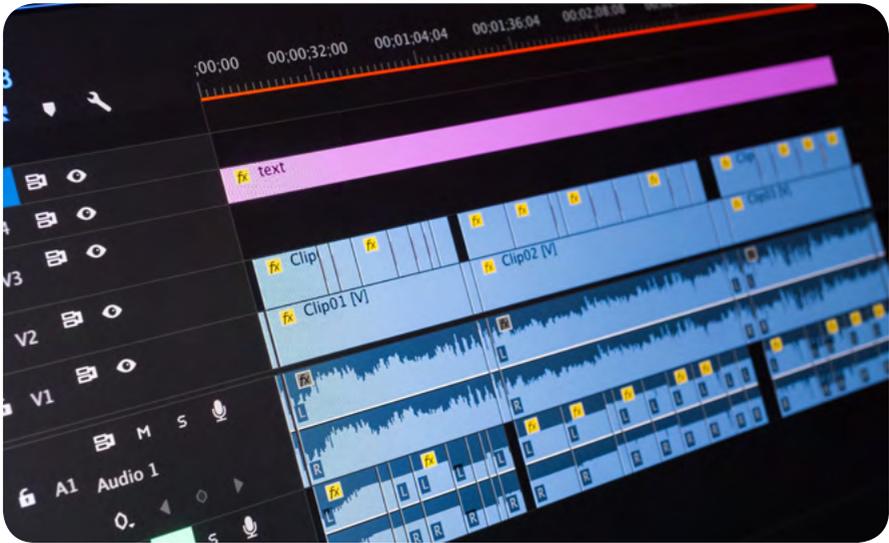
Once Again & Epic from bensound.com



Project 2

Open up your editing app and add in approx 30 seconds of black screen to the video track.

Now, using only sound effects or music, see if you can create a 30 second 'horror' soundtrack. Think about using door creaks, footsteps, heartbeats etc. How can you make it really tense?



Project 3

Film two sides of the same phone call and import the footage into your editing app. Sequence them in a continuity style so that their conversation makes sense.

Now, introduce some sound effects to change the meaning. Try including some static over one of the characters, so it appears as though the reception is poor. How does this change the scene? What about some sounds in the background? Can you add some more drama to the conversation? What about using a sound bridge to cut between shots?



Project 4

Film yourself or a sibling acting out a short scene. You can use a dramatic monologue or improvise. For this project, it doesn't matter if you speak directly to camera or act in a more naturalistic style.

Import your take into your editing app and then delete the sound.

Try to record yourself speaking the lines separately, using the voice over function, or as another recording. 'Dub' your new sound in.

Can you get the sound to match up with your acting? (Well done if you can!)

Can you use this effect to create some comedy? What happens if you try dubbing in an adult's voice instead?

Project 5

The first films had no sound at all. When they were shown in cinemas, a pianist would often play music along live to add atmosphere.

Here is a [piece of music](#) written in the silent movie style...

A. Can you work backwards to make a film that fits this piece of music?

B. Can you make a silent scene/sequence, and try to create some 'live' music to accompany it? If you play an instrument, then you might want to use that, or try using just your voice or percussive sounds.

Credits: Hyperfun by Kevin McLeod, incompetech.com



Technical Guide:

Editing

You only need basic editing software for this video. Look for Windows Movie Maker on a PC (it should come free) or iMovie for Mac (which comes included). If you're working on a phone or tablet, you can download iMovie from the App store.

You will also need a bank of sound effects. Explore the ones that come with your app, or take a look at

- freesound.org
- freesfx.co.uk

Cameras

You can use any camera that will record video for this activity, such as a phone, a tablet, or a camcorder.

Music

If you want to add in any music to your soundtrack, remember to use copyright free tracks.

You can find copyright free music from the YouTube music library, or we also love Kevin McLeod's collection at www.incompetech.com, or try and of the following websites...

You can use most of these tracks for free, just remember to credit the creator:

- YouTube Music Library
- incompetech.com
- bensound.com
- jinglepunks.com
- creativecommons.org

Happy Movie Making!

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