

The role of sound designer

The sound role is responsible for the audio portion of the film, including **dialogue, soundtrack and sound effects**. Although students may receive assistance in the creation of the sound, **it is the responsibility of the sound person to direct, collect and assemble the sound for the film**. The sound person's primary role is during the production and post-production phases; however, they play an important role in the pre- production phase as they help plan the film. The sound person should consider **volume, pacing, the creation of tension and mood, as well as style and transitions**.

Possible tasks for sound designer- Tasks for the role might involve, **but are not limited to**, the following.

Pre-Production	Production	Post-Production
<ul style="list-style-type: none"> Brainstorm with the team regarding ideas, genre, concepts and group intentions. Research the chosen genre and any influences for the production of the film, identifying conventions and developing style for the film. Research influences from films that have been seen—name the sound designer. Research any sound equipment or software necessary for the specific production. Go over the script and make a note of dialogue, sound effects and diegetic sound. Collaborate with the director and writer on mood and tone for each scene, where music will play and specific sound effects that are required. Make a list of locations and list any sounds that might help to make this location more realistic, noting when sound may be problematic on location. Make a list of foley sounds needed 	<ul style="list-style-type: none"> Capture all dialogue filmed on set as part of the shoot. Capture or create the foley sounds, voiceovers, sound effects. Collect, store and organize all sound material to be accessible to the editor and the director, as needed. Make notes on any problems during recording and how they were solved. Record any musical score or soundtrack required for the film. Keep a daily log of work accomplished and questions for other members of the team. Communicate any issues with sound production to the director and the editor, and indicate whether any further sound recording will be required. 	<ul style="list-style-type: none"> Keep a daily log of work accomplished and questions for other members of the team. Collaborate with the director and writer about the rough edit and highlight any major issues or changes; decide on any possible re-recordings or voiceovers. Collaborate with the editor to determine the assembly of the soundtrack, sound effects and any other recorded sound. Provide an opportunity for the team to view the film and provide feedback or suggestions. Attend a test screening and make a note of reactions and suggestions to the final cut. Consider how the film could have been improved (but avoid blaming equipment or other people involved).
<ul style="list-style-type: none"> Create lyrics, sheet music or any other composition components for the soundtrack. Make notes and/or schedule for the band, sound composer or musicians regarding pace, genre, mood, and so on. Survey the location and make note of any background noise that may need to be captured, or that might be of concern when filming. Create a map of each location showing placement of the recording equipment. Make a checklist of equipment required for production. Carry out test recordings for any difficult shots that require post-production work; early capture of ambient noises that may be helpful in the final sound edit that could be hard to capture on the day. Collaborate with the editor to discuss pace, mood and timing of each sequence to help plan the soundtrack and sound effects. 	<p>Types of Sound in a film: <i>What are these types of sound that make up a film's sound design? When are each of them created/recorded?</i></p> <p>Room Tone - _____</p> <p>Wild Tone - _____</p> <p>Dialogue - _____</p> <p>Voiceover - _____</p> <p>Sound Effects - _____</p> <p>Soundtrack - _____</p> <p>On-Screen/Off-screen - _____</p> <p>Parallel Sound - _____</p> <p>Counterpoint Sound - _____</p>	

Talking About SOUND:

Pitch -

Harmonius -

Audible -

Tempo -

Dissonant -

Staccato -

Important Terms:	Definition	Example -
Diegetic sound		
Non-diegetic sound		
Foley		
Noise		
Ambient sound		
ADR (Automated Dialogue Replacement)		

Stereo - sound that is directed through two or more speakers so that it seems to surround the listener and to come from more than one source; stereophonic sound.

Equipment:

				
Omnidirectional Mic	Stereo Mic	Shotgun Mic	Windscreen	Boom mic
Useful for:	Useful for:	Useful for:	Useful for:	Useful for:

**This is a SLATE! Why/how is it used?
Whose job it helped via the use of a slate?**

