Sound Effects and Audio for Film Post-Production
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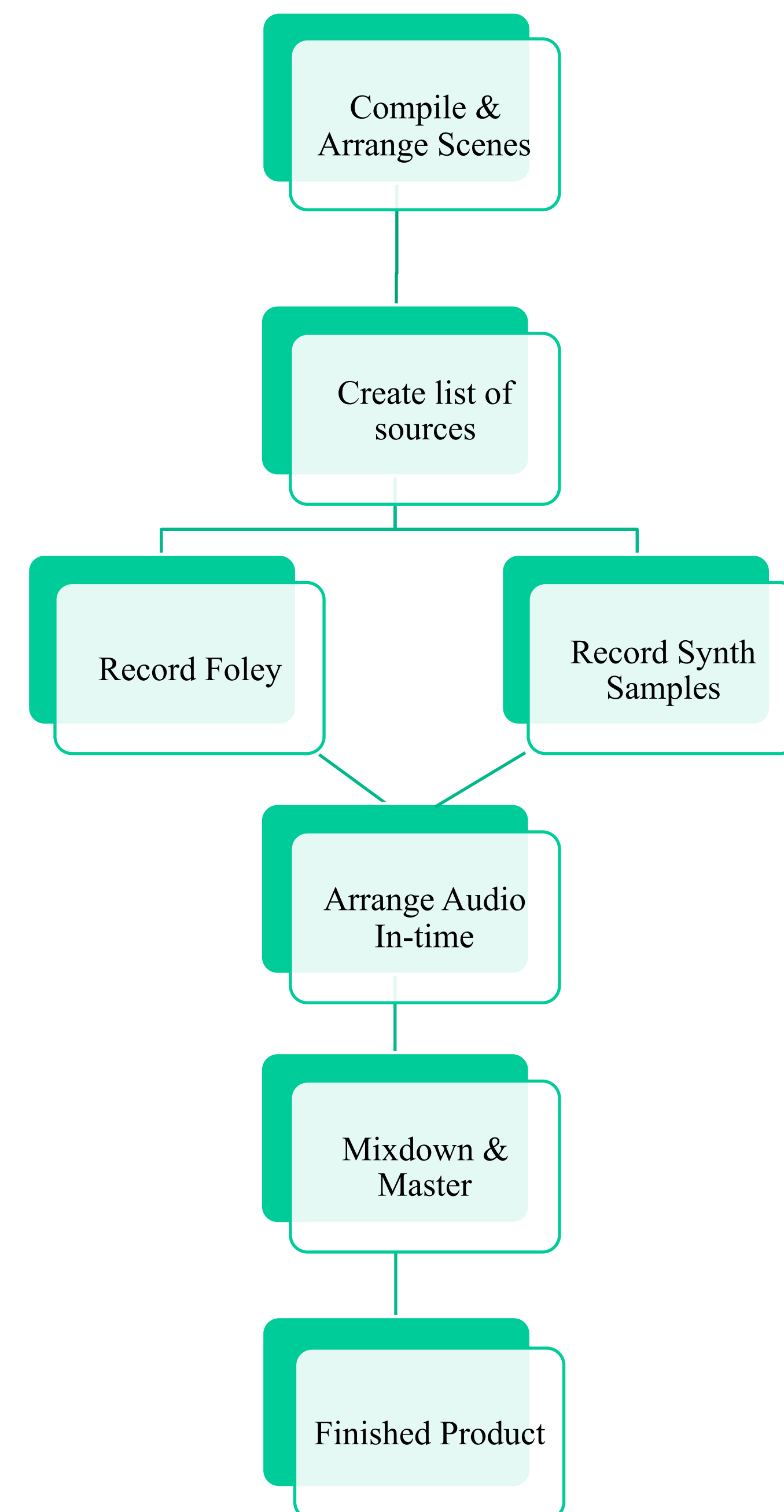
NEW YORK CITY COLLEGE OF TECHNOLOGY CUNY

Introduction

Audio is an important and often overlooked aspect of filmmaking. It was first introduced to mainstream audiences in the 1927 "talkie," *The Jazz Singer;* since then, audio in film has been used to entertain global audiences in many different ways. Sound effect design for film is typically done in one of two ways: by a foley artist who records sounds manually in the field or a specialized studio, or, synthesized by an audio engineer. For this project I plan to perform both roles while honing my skills as a post-production engineer. I will assemble and arrange a collage of clips from various films and then re-record any and all audio with my own samples, recordings, and synthesis.

The Process

The initial steps will be to compile and arrange all of the footage that I will use for my project. I will choose scenes based on my knowledge of films that I've previously seen as well as looking online for scenes with which I'm not familiar. After the scenes are chosen and arranged, I will need to make a list of all of the different sounds from each scene. This list will then be the basis for a chart which I will use to determine how to record each sound as well as what equipment will be used for the recording. The final steps will be to then record, arrange, mix, and master all of the audio needed. The finished project will be able to serve as a demo reel for future work.

Anticipated Results

1. Acurate representation of sound design
2. A finished product which will yield a demo for my personal work portfolio
3. A new understanding of post-production audio techniques

Task/Work Diagram

- Compile & Arrange Scenes
- Create list of sources
- Record Foley
- Record Synth Samples
- Arrange Audio In-time
- Mixdown & Master
- Finished Product

Materials Used:

1. **Video Footage**
2. **DAW Software (Ableton Live)**
3. **Field Recorders/Microphones**
4. **Cables**
5. **Computer**

Possible Issues

- Sample Quality - It is often difficult to properly record sounds unless in a treated studio space. This means multiple takes will probably be necessary for certain elements.

Conclusion example

This project was designed to test and further develop my skills as a creative engineer, as well as serve a practical place in my freelance portfolio. Most of the skills I have learned during my time at CityTech will be used to successfully complete this project. My inside knowledge of studio recording techniques will also be very helpful. I expect to have everything completed on schedule and to be able have a finished product that adequately reflects my talents and abilities.

Acknowledgements