



Sound Design | Film Scoring

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Project Description

The scope of my project was to create all the sounds for a short film. This required me to research & execute foley sounds, write and record original musical compositions, create all necessary diegetic and non-diegetic sound design and also source sounds online. The film I chose is *Withered* - for which I was granted permission to use for this purpose.

Withered | Short Horror Film by *Buried Hatchet Productions*

This film is about a man finding a time capsule in his garden. Upon bringing the items inside his home, he later found out that he awakened an evil spirit...

Process | Method

- Picked Film
- Film Timeline
- Recording Foley in Audition
- Edit sounds in FL Studio
- Creating **Music** in FL Studio
- Synching in Premiere Pro



Foley

Foley was invented by **Jack Foley**. Foley was the first sound artist to film. He pioneered the techniques that are still used today. Foley originated in the 1920s.

Foley is a unique way to do sound effects for movies and TV.

Foley is needed in movies and TV to replace the field recording or enhance the sound.

The sounds that Foley artists record are everyday sounds such as footsteps, doors opening/closing, rain, wind, etc.

Foley

In my research of **Foley**, I noted that the first step was to watch and write down all of the sounds that needed to be reproduced.

This is my timeline of the film. I noted the timestamp and relevant sounds.

Withered |

Sound Timeline

Opening - calm music, outside noise (wind, birds, water, shovel, dirt)

1:00 - shoveling sound

- Dirt
- Shovel (metal)
- Birds
- Rocks

2:00 - opening the box

- Music (piano)
- Picture frame
- Dress
- Old/Dead Flowers
- Birds

3:00 - In the room

- Music (strings)
- Dead Flowers

3:25 - Phone ring

- Music fade out
- "Hey babe, I have a surprise for you when you get home"
- "Well- I'm not going to tell you, I found something when I was out gardening I think you'll like"
- "Yeah, when are you going to be home"
- "Ok, I see you then"
- "Love You. Bye"

4:00 - leaves the room

- Footsteps on carpet
- Door opening

4:10 - Plant growing

- Music
- Plant growing sound effect
- Night Time outside sound effect (crickets)
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4:18 - Bathroom sink

- Water splash (face wash)
- Unbutton overalls

4:38 - Foot Step (Hard floors)

4:44 - Tree/branch/flower sound effect

- Stepping on the dead flowers

4:50 - Music fade in

5:33 - Footsteps on carpet and flowers

- Music continues

6:10 - Picking up dead flowers

6:25 - Music fade out

6:35 - knocking (on door) from a distant

6:41 - Loud Music

- Foot step on carpet
- Breathing sound effect (short breaths)

7:04 - Music stops for about 2 seconds

7:10 - Doors closing

- Banging on the door (hitting the door)
- 7:18 - hear the bang from the other side

7:20 - Music fade out

- More footsteps (hard floor)

7:31 - Paper sliding on the floor

- More footsteps
- Picking up paper
- Music (piano)

7:48 - Door open

8:18 - Bones cracking / music starts

8:48 - Loud Music / Squish sound effect

9:00 - Music to end

Foley

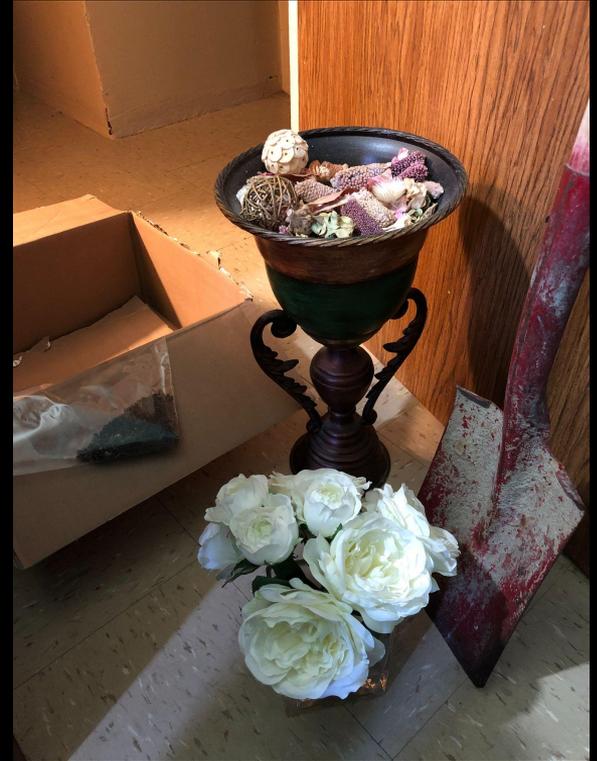
The main Foley **challenge** was to mimic gardening sounds. These are some of the items I found to sound like I was gardening. I used these scented flowers to mimic dirt, dead flowers, shoveling.



Dried Scented Flowers



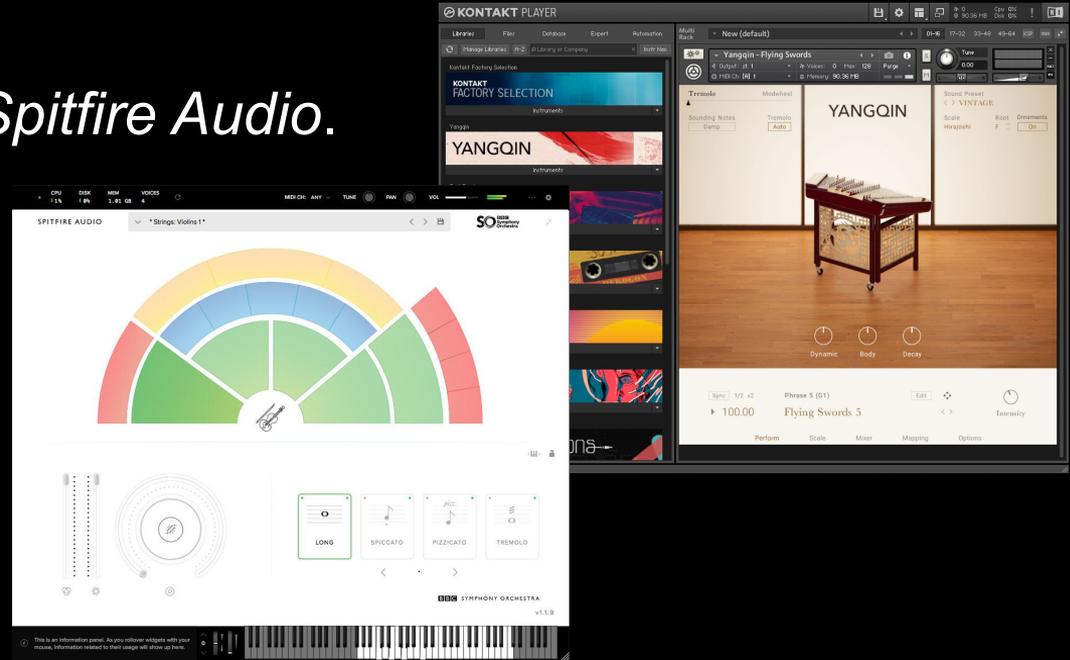
Shoveling



Music

The main program I used is **FL Studio 11**. To create any music/ sound design, I primarily used

Omnisphere, Kontakt, and Spitfire Audio.

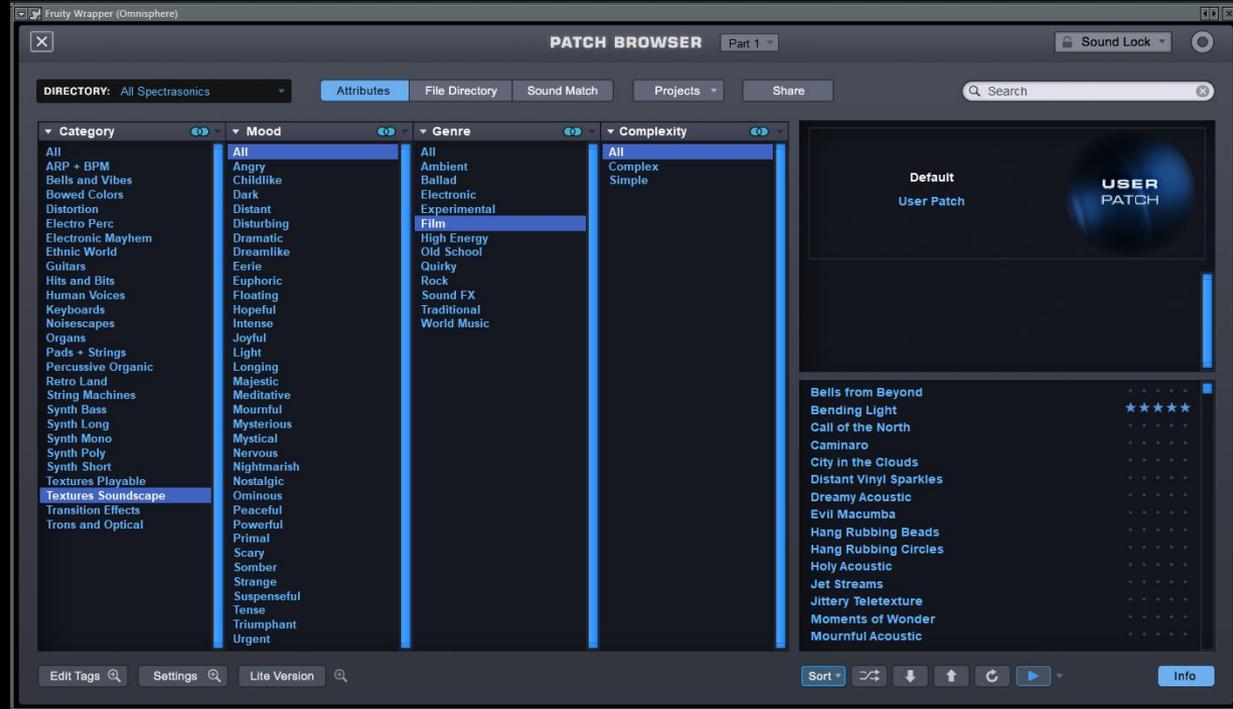


Music

Omnisphere was the of the main **synthesizers** I used because of the variety of sound patches and the way that they are organized.

I primarily used the Textures Soundscape and Playable category. Eerie, Scary, and Suspenseful were the moods I mainly used to achieve that horror feeling.

I also used this to create sound effects like impacts and risers.



Music

To create the non-diegetic composed music, I used traditional **orchestral** patches like the Piano, Violin, Cello. I produced the music in C Major/ A Minor. It was easier for me to compose using those scales because they do not contain sharps or flats.

Equipment :

Arturia KeyLab 49 Essential



Sound Design

The music I created for this film is **non-diegetic**. This means that the music does not originate from the world of the film. The characters do not hear the music.

Most of the Foley and Sound effects are **diegetic** sounds like birds, flowers, wind, dirt, etc. Diegetic sounds are sounds that belong to the world of film. **Wild sounds** are part of air tone like outdoor sounds that are happening environmentally. Wild sounds are unsynchronized sound.

Music can be diegetic if there's a visual of where the music is coming from. For example radio in a car, a band, street performers.

Sound Design | ADR

Most of the sound effects I used were birds, wind, insects, and bones/flesh. These diegetic sounds helped create the environment.

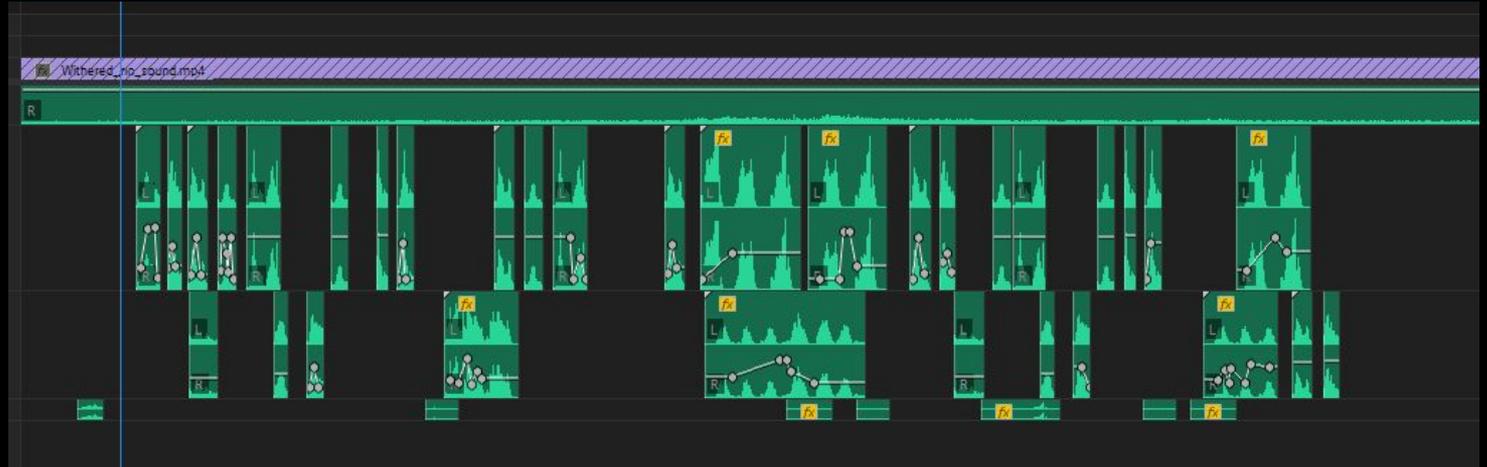
Automated Dialogue Replacement - is the process of recording dialogue in a studio to replace the initially recorded lines. Due to bad sound quality recorded on set.

There is some dialogue in the film. I tried to record the dialogue but I didn't like the sound of my voice, so I decided to keep the original dialogue. Looking back, I should have enlisted a friend to record the lines.

Sound Design | Edits

After recording the sounds in Adobe Audition, I loaded them into FL Studio and began **manipulating** the sounds. Like pitching and stretching the sound. I added a noise gate to the Foley sounds to clean them up a bit.

The main thing I did in Premiere Pro to edit the sounds was the use of Keyframe. I used keyframe on almost all the sound clips, fading and using specific parts of the recordings.



Withered | Clip Description

In this clip, the **evil spirit** comes to life and frightens the main character.

Some of the diegetic sounds in this clip you'll hear is the door knock, heartbeat, breathing, dead flowers, bones cracking.



Clip | Challenges

I wanted to show a clip where it shows how I executed both the diegetic and non-diegetic sounds. This clip is my favorite part of the film because I consider this the turning point. The mood changed when the spirit came to life. And I liked the music I composed pass this point and the sound design I did.

Like I mentioned earlier, one of the main challenges I had was mimicking the action to fit the scene.

Learned

I learned the importance of detailed sound in film, such as everyday sounds like footsteps, wind, and doors that you don't normally notice or think about. In most cases these sounds are not there to catch your attention. These sounds are diegetic, they belong in the world of the film, without the diegetic sounds, the film would feel very unrealistic.

Through this, I learned the importance of Post Production sound. So much of what comes across in film is done during this phase.

I also learned more about the history of Foley and how to execute this on my own.

Project Deliverables

- Research of Foley
- Timeline of Film
- Folder of Recorded Foley / Sourced Sounds
- Soundtrack of **Music**
- Videos on Making the Music / Sounds
- Final Film
- OpenLab Portfolio



Conclusion

In conclusion, this project helped me understand more about Foley and the process of Post Production. This project is a start of getting into Post Production for film. I have been producing music for years and now I feel that sync licensing is something that I would like to pursue as a **career**.

withered

End.