

Withered | Sound Design

Jorge Martinez

Culmination Project Proposal

Executive Summary

For my project I'm going to sound design a film called "Withered | Short Horror Film". Withered is a film by Buried Hatchet Productions. I chose this film because I needed to pick a film based on the time length and I like horror films. This idea came to me because I love to produce music. I want to see if I can produce music for film. I've been making music for about 10 years. I want to branch out and produce different types of music. I want to diversify my skill set and not just stay comfortable with making stuff that I already know. I've watched various YouTube videos on film composers like Hans Zimmer, Alan Silvestri, and more. And see their process on how they made their famous work.

My initial idea was to only make the music for a film but after meeting with my advisor, she suggested I also do the foley. 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 enhance the sound. Some examples of foley are footsteps, doors, wind, etc. So basically, foley artists record everyday sound for films. I'm going to use Adobe Audition to record all the foley.

My plan is to use things around my house and maybe buy other materials I might need to record foley. I'm going to record in my room and outside. I have the equipment to record anything. After that I'm going into FL Studio to edit my recorded sounds and write all the music. Then I'm going to use Premiere Pro to import all the sound onto the film. When I'm done, I will upload the film to YouTube for others to see my version and upload the soundtrack to SoundCloud. I want to cover the entire film with original sounds I find and create.

I've researched a lot about foley. I saw various videos on how foley artists get the sound they want. For example, the person was using a paperclip to mimic a dog walking. It's going to be a process to try and match the sound to what's going on in the film. Film composing is a different process than regular production. I will learn how film composition is composed. I will have to make the viewer feel something with music and capture the emotion of the scene. With this project I will have some knowledge on sound designing and foley.

This will affect future projects because I will have some understanding in foley. So, I can record my own sound effects if I can't find them on the internet. And this could be great for my portfolio to show I can compose for film. I will have a process on how to do it for future work.

Project Description

For my project I'm going to sound design a film called "Withered | Short Horror Film". Withered is a short film by Buried Hatchet Productions. I will compose music and record foley for the film. The film is about a guy that finds a box while gardening. The box contained a picture, flowers, and a dress. He brought the dress into the house to surprise his girlfriend with it. Later at night the dress comes to life. He woke up a demon by digging up the box. My main process of choosing a film was listening to the sounds. And this film has various sound textures for me to reproduce. Foley artists mainly record in a studio. I will record in my house. I will use different things around my house to recreate sounds and I will buy things if I find it necessary to achieve that sound. I'll compose the music using samples and original music.

Methods

The software I will use to record foley is both Adobe Audition and FL Studio. I will record with my phone and a microphone. Before recording I researched that foley artist watch and write a timeline of the film to see what sound they will have to make. So, I will make a timeline and write down every notable sound I hear. Then I will gather anything that I'll need to recreate that sound. After recording all the foley, I will edit all the sounds and use Premiere Pro to line up the sound to the film. Next, I'll use FL Studio to start composing the music. I will use samples I sourced online and create new ones. When I'm done I'll upload my version to YouTube and upload the soundtrack to SoundCloud.

List of Software/Hardware

- Adobe Audition
- Premiere Pro
- FL Studio
- Arturia KEYLAB Essential 49
- Akai MPK Mini
- Focusrite 2i2
- Condenser Microphone

Project Deliverables

- Research of Foley
- Timeline of "Withered"
- Folder of Recorded Sounds
- Soundtrack of Music
- Video on How I Compose the Music
- Poster
- OpenLab Portfolio
- Final version of Film
- YouTube and SoundCloud upload

Required Resources

- Adobe Software
- Random Objects
- Music Software

Budget ~

Item	Estimate amount	Total spent
Adobe Software (Student Discount)	\$20.00/mo	20.00
Foley Materials	\$20.00	-
Other Software/ Subscription	\$40.00	10.00
Poster/Materials	\$80.00	-
Total	\$160.00	\$30.00

Retail / Cost to Me

Item	Retail Cost	Cost to Me
Adobe Software (Student Discount)	\$20	\$20.00/mo
Other Software/ Subscription Splice	\$9.99	\$10.00
FL Studio (Signature Edition)	\$299	-
Arturia Keylab Essential 49 Key	\$210	-
Dell Inspiron 15 7000 Gaming Laptop	\$800	-
Focusrite Scarlett 2i2	\$159	-
Audio-Technica ATH-M50X	\$160	-
LyxPro Condenser Microphone	\$35	-

Native Instruments Komplete 13 (Music Software)	\$599	-
Omnisphere (Music Software)	\$499	-
Arturia V Collection 8 (Music Software)	\$599	-
Philharmonik 2 (Music Software)	\$499	-
KRK Rokit 5 G3 (Pair)	\$200	-
Total	\$4,089	\$30.00

Schedule / Calendar

Jorge Marinez Project			
Task	Start Date	End Date	Duration
Pick Idea	9/22/22	9/22/22	0
Find Film	10/3/22	10/4/22	1
Download Software	10/10/22	10/11/22	1
Film Timeline	10/24/22	10/24/22	0
Recording	10/30/22	11/7/22	8
Sound Editing	10/30/22	11/7/22	8
Compose Music	11/8/22	11/14/22	6
Edit Sound on Film	11/15/22	11/19/22	4
Poster	11/11/22	12/15/22	34
Presention	12/1/22	12/1/22	0
Open Lab Portfolio	11/10/22	11/24/22	14

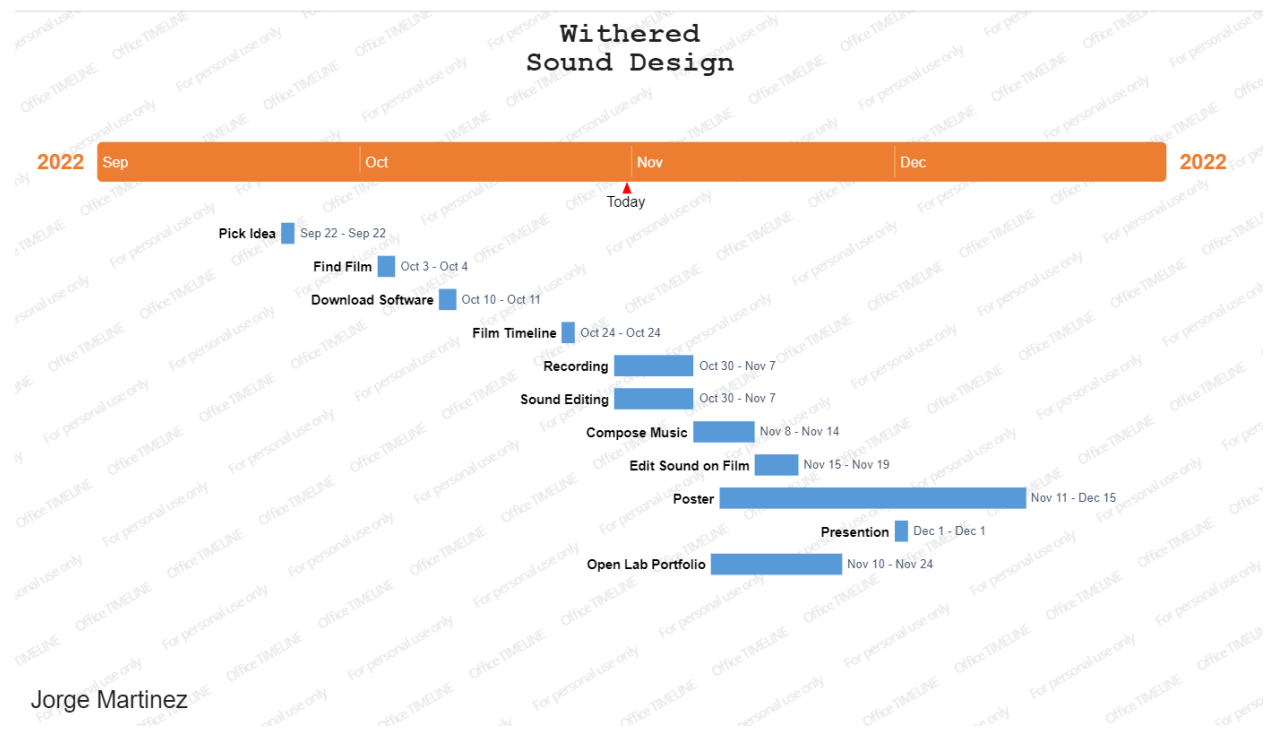


Table of Contents

- Proposal
- Project Agreement
- Budget
- Schedule / Gantt Chart
- Videos / Photos
- Sound Track
- Final Film
- Foley Sounds

CULMINATION PROJECT AGREEMENT

Submit signed copy to your ENT 4499 Professor


1. Student Name: Jorge Martinez
2. Phone number: 347-595-2632
3. Email: jorge_martinez2@mail.citytech.cuny.edu
5. Title of the project:
Pending as of 9/22/2022

6. This Agreement is entered into between:


Student's name: Jorge Martinez
Faculty advisor: Prof. Ryoya Terao
Technical advisor: Prof. Nikki D'Agostino

1. This is an agreement whereby grade and credit for ENT 4499 will be awarded in return for specified project efforts. It is agreed that all work described in this Agreement will be completed as scheduled and within the cost total and other parameters as noted.
2. Student will meet with the technical adviser at least 3 times throughout the course of the project.
3. Failure to maintain the agreed-upon plan and schedule may result in grade penalties. Failure to submit the complete project and report by the scheduled date will result in failure of ENT 4499
4. You will provide both your advisor and technical advisor with a copy of your proposal which will include the following:
 - Project description
 - Methods
 - Project Deliverables
 - Schedule or calendar
 - Required Resources
 - Budget
 - Proposed table of contents/Portfolio Outline
 - Culmination Project Agreement (this page)

Technical Advisor's Statement: I agree to serve as Technical Advisor for this culmination project and will participate in the evaluation as appropriate.

 **Nicole M. D'Agostino** 9/22/2022
Technical Advisor Signature Date

Student's Statement: I fully understand the Project description, the Procedure, and the agreed-upon contributions of my Technical Advisor and others who may be involved in this Agreement. I agree to meet all requirements and to request, in writing, any significant changes, which may become necessary during this Culmination project. Any such request will become valid and a part of this Agreement/Contract when accepted by my Faculty Advisor.

 9/22/2022
Student Signature Date