



withered

Sound Design | Film Scoring

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Description

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

Withered | *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....

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. Some of the software I used was Omnisphere, Kontakt, and Spitfire

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.

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

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



Process | Method

- Pick Film
- Film Timeline
- Recording Foley in Audition
- Edit Sounds in FL Studio
- Creating Music in FL Studio
- Synching in Premiere Pro

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
- Open Lab Portfolio

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)

Jorge Martinez 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

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.



This is one half of the timeline ^

Scan the QR for links to watch the film, listen to the music, download/use the sound I made and found, and you can watch videos on how I made the music and sounds