

# Sound Design for Film

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## Introduction

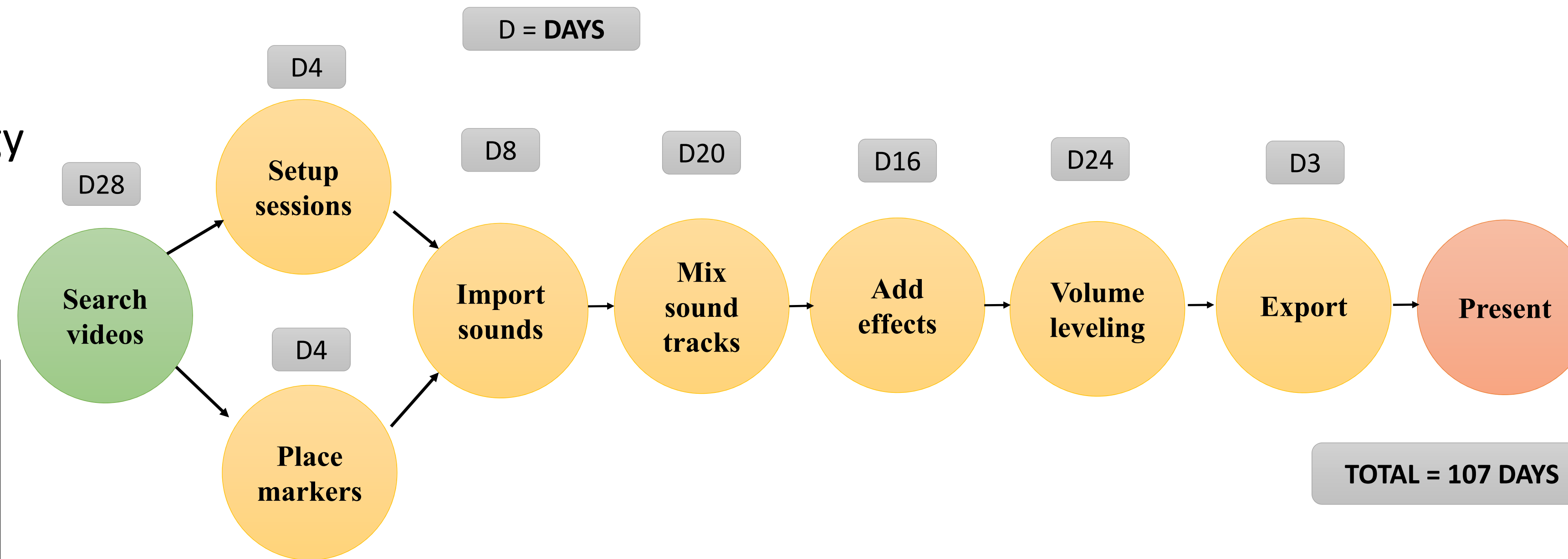
I've learned a lot about sound since being in New York City College of Technology. I've learned a lot about sound design for post-production audio and music production. Doing a sound design demo reel will show future employers my skills I've learned over the years. My goal after graduating is to get a job as a Sound Designer for films.

Editing and adding automated dialogue replacement (ADR), sound effects, music, and additional audio from Foley will allow me to display all the skills I've learned.

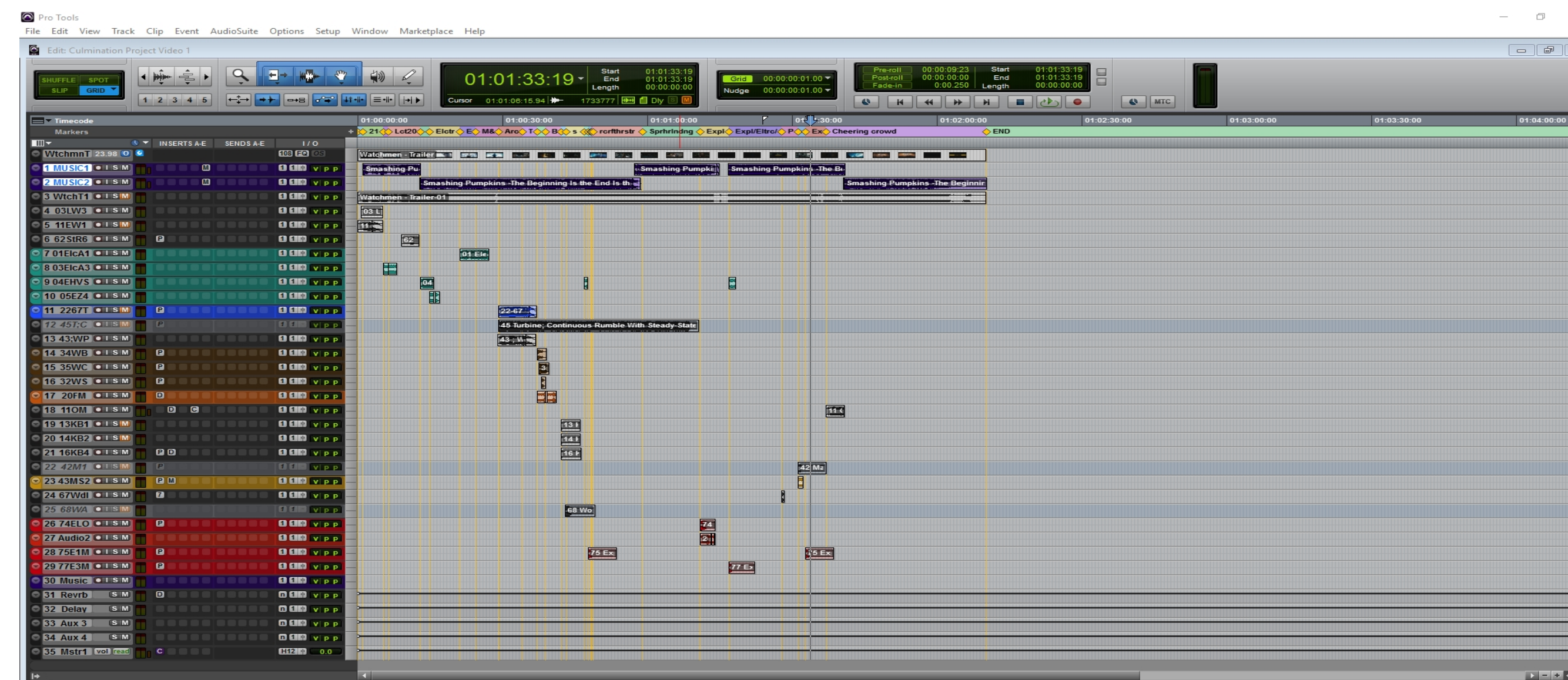
## Methods

I will record and edit sounds for a video trailer and one movie clip. Both will be different genres for my sound design demo reel. The trailer is the "Watchmen" (2009) and "The Departed" (2006) cell phone scene. My main sequencing software will be Pro Tools 12.4 on my laptop.

## Scheduled Timeline



## "Watchmen" Trailer (Pro Tools Session)



24 FPS

46  
Audio  
tracks

## Goals

1. To strip the original audio and apply new sounds to the videos
2. To produce an accurate sound that matches the film and the frames
3. To make sure sounds don't distract or throw the audience off

## Results

- Audio levels are well balanced
- All sounds altered with plugin effects

## Material & Expenses

### SOFTWARE

Pro Tools 12 Student Edition	\$299
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- It's the industry standard for audio editing in film
- The interface is more organized than the other audio sequencers out

### HARDWARE

KRK Rokits 8 Monitors	\$249EA
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- KRK is known for their budget friendly studio monitors
- Stronger and tighter bass compared to other expensive manufactures

Tascam DR-40	\$129
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- Can be arranged in an XY recording pattern for tight stereo imaging or in an AB pattern for a more ambient recording
- Can record 24bits and up to 96000Hz

<b>TOTAL</b>	<b>\$677</b>
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## Conclusions

This project was a challenge because of time management and deadlines. Overall mixing and completing the sound design for a Hollywood trailer and clip was a good experience for me.

## Acknowledgements

- I'd like to thank John McCullough for giving me this opportunity to display my sound design skills.
- I'd also like to thank Erik Lawson for advising and helping with this project.

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## Video in Link

Website: <https://openlab.citytech.cuny.edu/jlawrence-portfolio/culmination-project-fall-2016/>