

SOUND PROJECT

By the end of this project you will be better able to manipulate audio in your film production(s). You will complete 2 projects demonstrating that you can:

- Record audio to a secondary recording device in place of the audio recorded on camera
- Choose a suitable microphone to capture mono/dialogue
- Synch the secondary audio track to your video track in your editing suite
- Vary the audio playback levels of different audio channels to enhance your production
- Record a foley sound and incorporate it into your film

PART ONE

You will be doing a voice over of a movie trailer that you download from hd-trailers.net. After completing this project, you will be able to:

- Toggle audio on and off for different channels
- Record a "voiceover" on a separate channel
- Change the context of the video using your own dialogue
- Alter your audio using Audio effects
- Research, record, and integrate a foley sound effect
- Minimum of 5 minutes

PART TWO

You will be using a recording device to capture a dialogue between two actors.

Your production will incorporate:

- Creative shots and angles
- L and J cuts (if you are a senior, or understand these)
- creative dialogue
- steady camera shots
- background audio
- use of a boom pole
- use of a secondary audio recording device
- a foley sound effect you have recorded

You will hand in two copies of this presentation; one with the original audio, another with the recorded audio. Minimum length is 2 minutes.