

Sound

Sound in Movies

- Movies engage two senses: vision and hearing.
- Sound in any scene operates on both physical and psychological levels.

Production or Postproduction Sound

- Production sounds include those recorded on the set during production, typically only dialogue.
- Postproduction sounds are created during the postproduction stage.
- Most film sound is constructed during postproduction

Sound Track

- Each type of sound occupies an individual sound track (one track for vocals, one for sound effects, one for music, etc.)
- In postproduction, each track is edited and mixed to desired effect.

Sources of Film Sound

- Diegetic sound originates from a source within a film's world.
- Nondiegetic sound comes from a source outside the film's world.

Diegetic Sound

- Diegetic sound can be any or all of the following: internal, external, onscreen, and offscreen.

Nondiegetic Sound

- Nondiegetic sound can be any or all of the following: external and off-screen.
- The most familiar forms of nondiegetic sound are musical scores and narration spoken by a voice that does not originate from the film's world.

Onscreen or Offscreen Sound

- Onscreen sound emanates from a source that we see.
- Offscreen sound derives from a source that we do not see.

Internal or External Sound

- Internal sound occurs whenever we hear the thoughts of a character we see onscreen but we assume that other characters cannot hear them.
- External sound comes from a place within the world of the story, which we and the characters in the scene hear but do not see.

Types of Sound

- Vocal sounds (dialogue and narration)
- Environmental sounds (ambient sound, sound effects, and Foley sounds)
- Music
- Silence

Vocal Sounds

- Dialogue is the speech of characters who are either visible onscreen or speaking offscreen.
- Narration is the commentary spoken by either offscreen or onscreen voices

Environmental Sounds

- Ambient sound emanates from the background of the setting or environment being filled.
- Sound effects include all sounds artificially created for the sound track that have a definite function in telling the story.
- Foley sounds are created in specially equipped studios, where Foley artists simulate sounds (invented in 1930s by Jack Foley)

Music

- Movie music can be “classical” or “popular” in style, written for the film or previously composed, and diegetic or nondiegetic.
- The most familiar form of movie music is used to set a mood or manipulate our emotions.
- Musical themes (leitmotifs) are frequently associated with a particular person, place, or idea .

Silence

- Silence can be a sound
- Silence frustrates our normal perceptions.
- Silence can make a scene seem profound or even prophetic.
- With careful interplay between sound and silence, a filmmaker can produce a new rhythm for the film, one that calls attention to a character's perceptions.