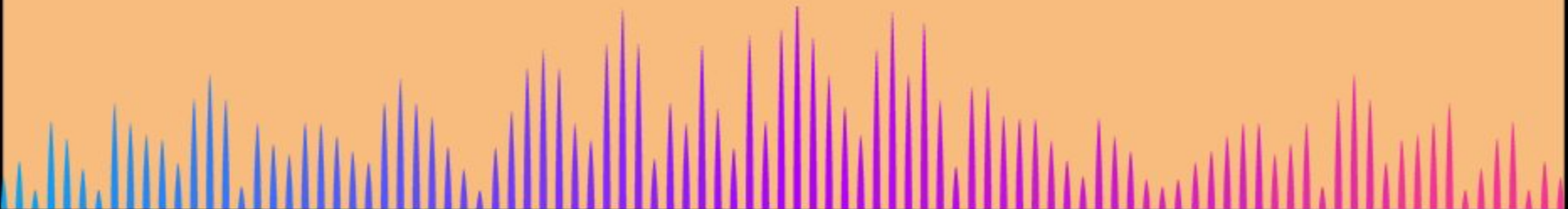


The Part of Film, You're not Even Supposed to Notice

By Carson H.

June 2020

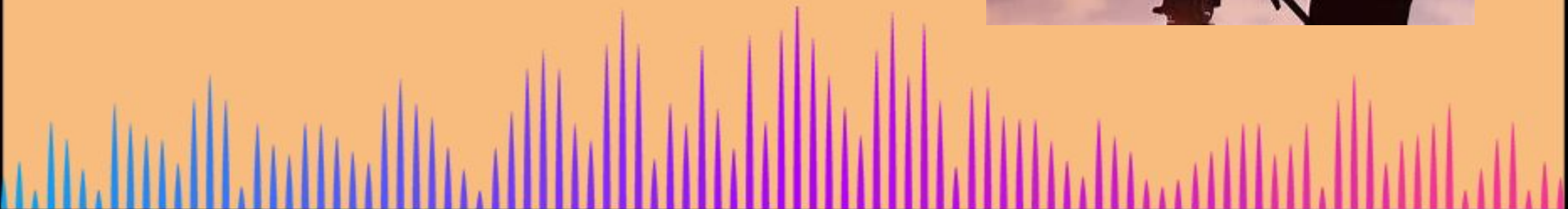


What is Sound Design?



How does it
improve a film?

Why should you Care as
a filmmaker?



THE WORLD OF SOUND DESIGN



SOUND OF THUNDER COULD INDICATE
DIVINE INTERVENTION OR ANGER



BRAKING OF GLASS CAN INDICATE
THE END OF A RELATIONSHIP

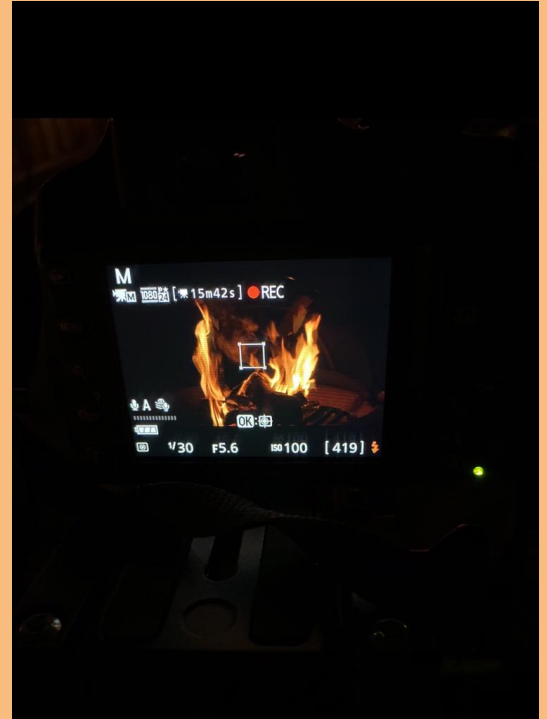
HALF OF A FILM IS THE AUDIO AND ITS ONE OF THE MOST
IMPORTANT BUT UNDERRATED PARTS OF THE FILM BECAUSE
MOST OF THE TIME ITS NOT EVEN NOTICED



A LOT OF TIMES IN FILMS THING
THAT HAVE SOUND EVEN IF THE
SOUND DOESNT EXIST IN THE REAL
WORLD



The Filming of My Video



Editing The Video

The screenshot displays the Adobe Premiere Pro interface for a video editing project. The top timeline shows a duration of 00:03:46:07. The project is titled "Explorations" and is located at "C:\Users\Carson\Desktop\P5 Documentaries\doc_premieraves_explorations project _ 2020-06-02 21-33-20.mp4".

The interface is organized into several tracks:

- Video 4:** Empty track.
- Video 3:** Empty track.
- Video 2:** Contains a large purple video clip.
- Video 1:** Contains a video clip labeled "Dip to Black" and another clip labeled "DSC_1843.MOV".
- Audio Tracks (A1-A7):**
 - A1 (voice):** Contains a TASC audio clip.
 - A2 (extra 2):** Contains a "Dip to Black" audio clip.
 - A3 (extra 1):** Empty track.
 - A4 (things far off):** Contains audio clips labeled "Picked A1", "Heartbeat.mp3 (100%)", and "Heartbeat.mp3".
 - A5 (close to fire):** Contains audio clips labeled "Breath M...", "Breath M...", "Digging EXO...", "Digging EXO...", "Heartbeat.mp3 (100%)", and "Heartbeat.mp3".
 - A6 (place setting):** Contains audio clips labeled "18 Water", "19 Traffic", "19 Traffic", "Forest Night.mp3", and "Forest Night.mp3".
 - A7 (firesound):** Contains multiple audio clips labeled "11 Fire, Campfire Small Campfire Crackling.mp3".
- Master:** The bottom-most track, used for overall audio mixing.

The interface also shows various control panels on the left, including zoom, pan, and solo/mute buttons for each track.

The Final Product



How can you yourself use sound design to improve your own productions?

