Unit 09: The Principles of Sound for Film

Content Area: **Music**
Course(s):
Time Period: **Marking Period 1**
Length: **Ongoing**
Status: **Published**

Brief Summary of Unit

Students will learn the basic principles of sound and how to use sound effects, music, voice-over and narrations in their projects. They will learn how to download music and sound effects and create special mixes for their projects. They will understand the principles of copyright rules and regulations and how they will affect their projects.

Transfer

Essential Questions

- • What is film sound?

- • What is sound mixing?

- • Why do we use sound?

Essential Understandings

- • a sequence can be cut to the beat of the sound track.

- • getting a good recording during their initial shoot will help when editing audio in post production.

- • it is difficult to correct bad sound in post production.

- • music can be used to enhance excitement and meaning into a sequence that might be boring or lackluster.

- • music provides irony and can oppose the meaning of the visuals.

- • recorded sound can be of better quality if recorded with an external mic.

- • sound and sound effects can enhance a project's POV.

- • sound effects can improve visuals and provide sound that might not have been recorded in the field.

- • that music can bring out the sentiment or conflict in a sequence.

- • the use of music and sound effects can create mood.

Students Will Know

- • how to determine where to record good, clear sound for interviews and dialogue.

- • how to import or export sound from an outside source.

- • how to monitor sound when shooting on location.

- • how to record sound for a video.

- • how to record Voice Over (V.O.) narration for a project.

- • how to use a field mixer.

- • how to use a mic boom.

- • how to use ambient sound in a project.

- • how to use an external mic.

- • how to use XLR connectors.

- • the subtleties of using music and sound effects.

Students Will Be Skilled At

Evidence/Performance Tasks

- • compose a Film Production Journal entry comparing the music in films directed by two different directors.

- • demonstrate knowledge of cable hook-up and types of connectors by connecting the camera, mic and mixer.

- • demonstrate knowledge of external mic quality by recording a 1 minute interview using a shotgun mic, mic boom (fishpole) and sound mixer in the field.

- • demonstrate knowledge of hand-held mics by recording a 1 minute interview in the field.

- • demonstrate knowledge of sound by creating a 2 minute mix using only sound through Audacity or Garage Band.

- • download and prepare a sound effects and music file from online websites then burn to CD.

- • import a scene from a favorite movie and create sound effects and music tracks to match the visuals.

- • practice camera mic (microphone) checks to determine the differences in mic quality

- • practice the levels of recorded voice and sound by reading the camera's sound meter.

- • review and discuss music and sound effect copyright rules and regulations.

Learning Plan

- • Create CD music and SFX library.

- • Discuss and reflect on essential questions through discussion and writing in their Film Production Journal.

- • Have students monitor their progress and reflect on essential questions through their Film Production Journal.

- • Have students search the internet to gather sounds to incorporate into a sound effect and music library.

- • Identify general sound principles and apply them to ongoing projects.

- • View films and analyze the music and sound effects that are used.

- • View films with specific sound characteristics such as 2001: A Space Odyssey, The Conversation, Apocalypse Now, Vertigo, Psycho, etc.

- • Work on sound projects including sound mixing and application to a movie scene of their choice.

Materials

Suggested Strategies for Modifications