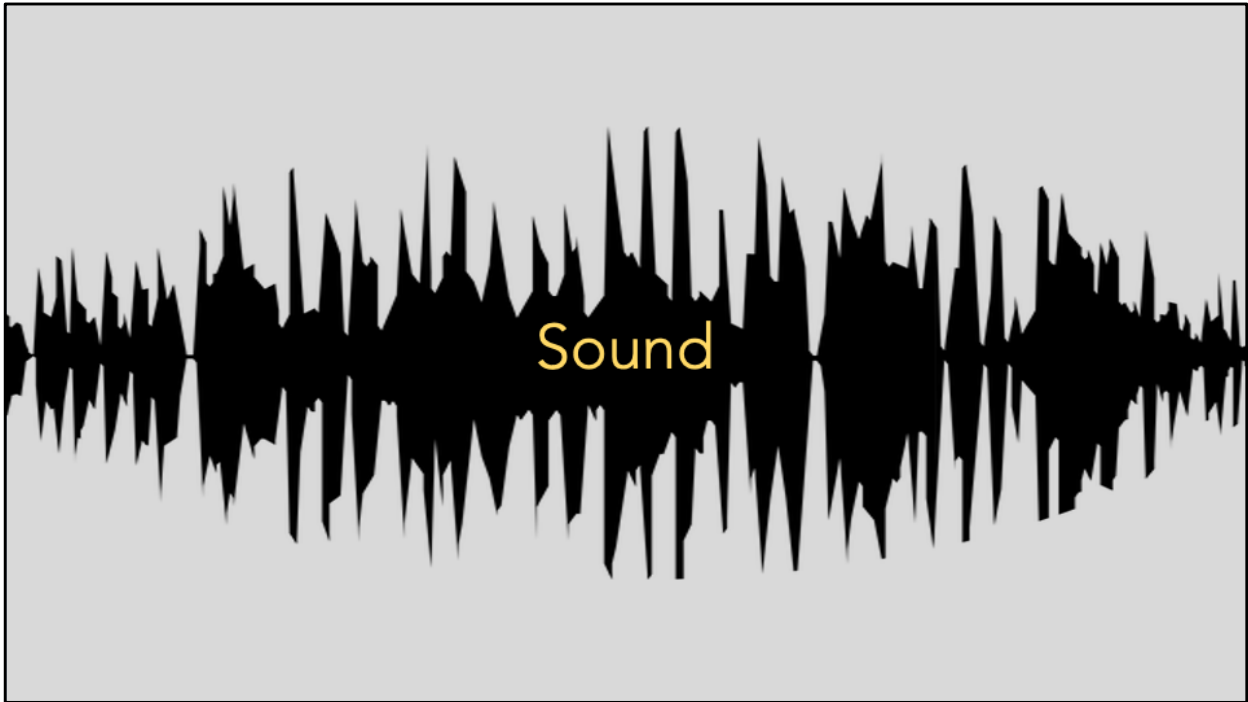


Sounds In The Air!

Sound Design: How Sound Can Help To Construct The World In Film

Attention: Requires the latest free version of Acrobat Reader to play audio audio correctly ([click here to download](#))

Sounds In The Air: How Sound Can Help To Construct The World In Film



Sound and even silence is important in film because it delivers information, it evokes an emotional response, it emphasizes what is happening on the screen and can be used to indicate mood.

Background and Atmospheric Sounds

Background and atmospheric sounds are sounds that tells us what kind of space in the film we are occupying and can give the audience as much information as the visual parts of a film.



In the filmmaking process much of the sound is recorded and edited into the film after the visual part of the film has already been shot. This gives the sound designers the opportunity to record or find just the right sounds needed to complete the construction of a scene.

Birds chirping

Insects buzzing

A gentle breeze blowing

Footsteps walking over leaves



The sounds a sound designer selects for a scene can tell the audience what is happening and where it is taking place. Without seeing an image and only hearing sounds of birds chirping, insects buzzing, a gentle breeze blowing, and footsteps walking over leaves, I get an image of someone walking through the woods out in nature.

Traffic noise

Birds chirping

Insects buzzing

A gentle breeze blowing

Footsteps walking over leaves



If traffic sounds are added to this group of sounds, I would imagine someone walking through a city park, the image in my imagination changes



A sound designer can construct elaborate and very specific spaces using just sound.
When I think of big cities what sounds would I think of?



Cities are busy places, so I would include lots of sounds. I think of traffic noise, cars, trucks and buses,



and music or radio noise coming from some of those cars.



I think of construction sounds jack hammers, generators droning and clanking tools.



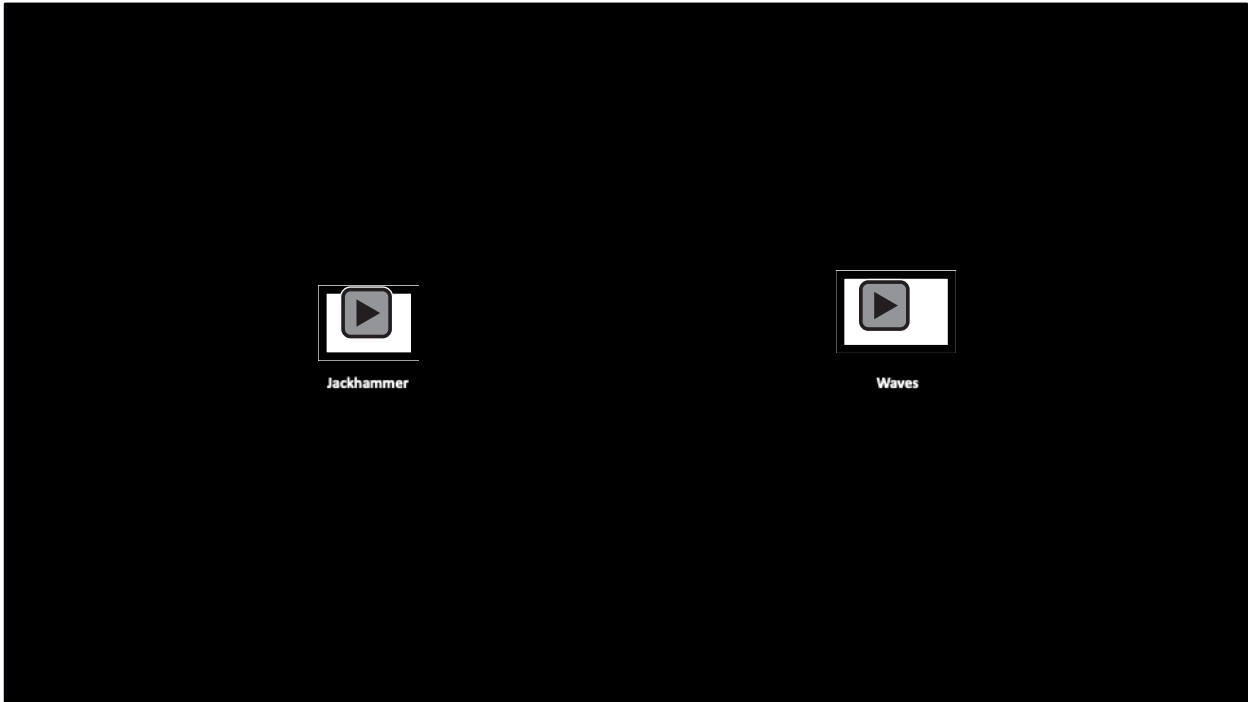
I think of sounds of people's footsteps walking or running some alone and some in groups from all directions.



People talking, laughing, arguing or whistling for taxis



These sounds are like building blocks that create the image of a big city and with the visual element of a film makes the space in the movie more believable.



Sound can affect how viewer should be feeling while watching a scene. Good sound design can leave audiences feeling happy, sad, angry, tense, safe, uneasy, relaxed or rushed, among other emotions.

Listen to these two sounds, and tune into your feelings. The constant sound of a hammer can make you feel tense, the sounds of gentle waves on the shore can make you feel relaxed.



Baby

How about this one? The sound of a baby crying can make you feel either worried or irritated.



Sound can complete an environment even when the visual shot is only showing the face of a person – Listen to these sounds and imagine where the person is. Are they standing on the sidewalk of a busy city or at the edge of a forest? The sounds of all those things happening all around him completes the environment of the scene.



Sound, like visuals can emphasize what's on the screen or what to pay attention to. With visual images you can shoot a close up of the thing you want your viewers to pay attention to.



With sound you can increase the volume of what you want your viewers to pay attention to or you can take out all other sounds and leave only the sound of the thing you want your audience to focus their attention to.



The next time you are watching a TV show or movie, pay attention to the background sounds, what emotions are they wanting you to feel with the sounds they have chosen for you to hear? I challenge you to tune into your environment, stop and listen to your surroundings and to how those sounds make you feel.

