

SYLLABUS

5th SEMESTER

SOUND RECORDING AND SOUND DESIGNING

SP.PAPER-1

FILM SOUND

Credits-3

L	T	P
3	0	10

1. Introduction

Definition of sound, Production of sound, Nature and properties of sound: wave length, amplitude / loudness, Pitch / frequency, time period and velocity or speed, Reflection of sound, Timbre; Echo and Reverberation.

How sound works? Sounds create visual imagery, mental images and automatic Projections

Auditory perception: What is perception, Different type of perception, Imagination vs. perception, Importance of auditory perception

2. Silent era and the early talkies

The classical scoring technique, Introduction of Pop culture and Jazz music, Western and other dissonant scores

Commercialization and introduction of songs

Return of classical scoring, Current scenario.

3. Film Sound

Sources of sound: Natural and Man-made sound, Synchronous and Asynchronous sound in film and television

Elements of Film Sound:: Dialogues, Natural ambience or background sound, ADR, SFX, Narration and Score, Foley sound

Importance of sound: How sound supports the story, Sound in Film and TV,

4. Stages of Sound in movies

Pre-production: Understanding the factors to be taken care of during the pre-production stage

Production: synchronization of sound with picture, understanding the role of a Sound person, equipment and basic recording chain, techniques and synchronization among recording devices

Post-production: Understanding the different stages of post-production of sound, Different specialized field within the department

5. Sound design

Immersive experience of film, Sound delivers information

Sound design in narrative, documentary and animation films

Projection and the reproduction methods. the formats of reproduction, married print or digital cinema package (DCP)
