

SOUND DESIGN

Course syllabus

Based on “*Sound Design: The Expressive Power of Music, Voice, and Sound Effects in Cinema*”
by David Sonnenschein, pub. Michael Wiese Productions, 2001

INTRODUCTION TO FILM SOUND

How class will provide benefits for students (xx)
Defining Sound Design (xix)
Career development of a sound designer (xvii)
Relationship of sound design to other filmic elements (151, 175)

AUDIO AWARENESS

Notational systems (xxi)
Sound energy transformation (xxii)
Psychoacoustic principles (72, 79), sensitivity, critical band (74), masking (75)
TRY THIS: Sensitizing to sound quality, frequencies and directionality (73)
Fundamental qualities of sound and music theory (65)
Bipolarities and contrasts (9)
Voice meaning vs. feeling (137)
TRY THIS: Voice overtones and formants (133)
TRY THIS: Prosody, the melody of the voice (143)
TRY THIS: Sensitizing to sound quality and Gestalt principles (69)
TRY THIS: Sensitizing to sound quality, frequencies and voice (71)

CREATING THE SOUND DESIGN STEP-BY-STEP

Work flow (1-52)
Working with the director and music composer (15, 43)
Sound production elements – Dialogue, FX, ambience, music (18)
Sources of sound, quality vs. time vs. cost (32,35)

MUSICAL CONCEPTS IN SOUND DESIGN

Tone, loudness, recognition, habituation, beat phenomena (91-96)
Acoustic expression of emotional states (table 108)
Physical, mental and emotional impact of musical genres (table 108)
Musical battles and chases (112)

SOUND, IMAGE AND SILENCE

TRY THIS: Forced marriage and divorce (171)
TRY THIS: A listening meditation (22)
Types of silence (124)
TRY THIS: Discovering the potential of silence (127)

SPACE, TIME AND ENVIRONMENT

Space and time (83, 89)
Listening modes – reduced, causal, semantic, referential (77)

TRY THIS: Listening modes and perception (79)
Sound references – universal, cultural, historical, film specific (205)
Environments and soundscapes (182)
Categories of sound effects (219)
TRY THIS: 1) Listening to character in the environment (195)

SOUND EFFECTS

TRY THIS: Synching sound and image (168)
Sound sculpting, concepts of filtering, plug-ins, layering
Language of Sound Imagery - simile, hyperbole, metaphor, allegory, irony, paradox, vivification
(55)
TRY THIS: Free association and dream imagery (190)

AUDIO IN STORYTELLING

Rhythm and anticipation (115)
Fusion and fission (119)
Harmony and dissonance (120)
Tonal center (123)
Intro to Sound Mapping, designing for story, characters, emotional arcs (10)
Analysis of script and image for effective sound design (2, 26)
TRY THIS: Sound-image polarities (202)