Sound

- we tend to ignore it, or be marginally aware of it
- news reports
- TV, film, games, web:
  - visual media--Story, actors, performances, images first
  - but sound can be the defining factor
Its importance

- segment(s) w/out sound
  - lifeless
  - not understandable
- Soundscape
- Usually weakest link in student film/video
Kill Bill --no sound
Kill Bill w/sound
To use sound properly, and fully realize its power, we need to do the following:

- (1) listen
- (2) understand basics of sound and hearing
- (3) understand sound's fundamental effects on human communication
- (4) understand the recording/playback process
- (5) know what is good sound
I. LISTENING

◆ For most people, sound is background only.
◆ To the sound designer/producer, sound is everything.
What is good listening

- a. paying attention to all sounds
- b. perceiving the sounds
  - source
  - location
  - characteristics
  - importance
Pay Attention To

- Foreground
- Background
- characteristics
  - pitch, loudness, timbre, attack, decay, duration, tempo, rhythm.
  - location
- source
- https://www.msu.edu/course/tc/243/Listening%20exercise.html
Frequency/Pitch--high and low

- hertz (Hz)
- Kilohertz
- 20-20,000 hertz human range
- 20-16,000 hertz for most people
Timbre

- most sound is not pure
- harmonic structure is combination of sounds which produces timbre.
- no objective scale--subjective
- created by overtones
- We describe with non-technical terms
  - Sound metaphors
    - metallic, sweet, wood-like, buzzing, rushing
Sound Envelope

- changes in loudness over time
  - attack
  - internal dynamics
  - decay
Tempo and Rhythm

◆ Tempo
  ● how fast or slow the sound(s) move
  ● not the same as rhythm

◆ Rhythm
  ● how the sound are grouped
  ● accents create the groups
  ● 4/4 or 3/4