Sound Design: The Expressive Power Of Music, Voice And Sound Effects In Cinema

The book was found
One of the least understood fields of expertise in either low-budget or big-budget filmmaking is the area of sound design. Because it is equally overlooked on both the high end and the low end, we on the ultra low end can gain the most benefit and even make our production quality superior to that of current Hollywood by mastering it. What is sound design, you may ask? Sound design, to put it in a nutshell, is orchestrating all the sound elements that are not dialogue in your film. Often this doesn’t even include music, but focuses, rather, on sound effects, ambience, and other forms of sound texture. Because audio quality has been so limited for so long in theaters, many producers simply wouldn’t budget much money for the art of sound design, figuring that it had to overlap with the dialogue recorder or score composers roles. THX and Dolby 7.1 and other high end sound options
are now available, but most films never come close to taking advantage of their abilities because of how under-utilized sound design is. Mr. Sonnenschein points out that if sound design were given the same time as designing the lighting and cinematographical look, huge amounts of money would be saved in the making of films and the films themselves would be much more psychological. As I read that, I thought of two excellent examples of that: the gunshot in American Beauty and the rape sequence in A Time to Kill. Both sequences would have been costly to shoot and would have lost much of their psychological impact if they had been shown rather than heard!

Sound Design is foremost written to people who are looking to get into it as a career or are the types of directors that want to be responsible for all of the signature essences of their film (known as 'auteurs').

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