

# CMT11 • Halifax West High School

Semester 2: February - June 20116

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## Assignment- Foley/Soundtrack Project

*GCO 1: Demonstrate basic technical abilities with camera, sound, lighting and editing*

*GCO 2: Demonstrate a working knowledge of the responsibilities of the producer, director, camera operator, sound/music technician, editor and production designer.*

*GCO 2: Explore a range of roles within the production team*

## Assignment Overview

**Foley** is the reproduction of everyday **sound** effects that are added to film, video, and other media in post-production to enhance audio quality. These reproduced **sounds** can be anything from the swishing of clothing and footsteps to squeaky doors and breaking glass.

**Think like a Foley/Sound Designer/music composer. Your task is to dub/add ambient audio and a music soundtrack to your selected film.**

This is an **individual** assignment that will take place over the next week (from Monday 9th May 2016)). **All** work must be **completed** and **submitted** by the end of Monday 16th May.

Each student will be given access to a series of short, **silent** home movie clips. This unique archive (8mm/super 8 cine film) material, dating from the 1940's to the 1970's, has never before been viewed beyond the intimate confines of the originators home environment.

**Follow the steps below:**

1. Access and review the archive material from the teacher **Google Drive**. *Have you set-up a Google education account yet?*
2. Select a suitable film clip. Consider material that has the potential for the addition of a **variety of sounds**.
3. Download into your project Folder (on Thawspace) and then import the film into **Adobe Premiere Pro**.
4. Perform minor editing by trimming a section to 30 seconds. Change the **scale/format** or **adjust brightness/contrast/saturation** to whole or parts of clip if appropriate.
5. Add title at beginning of sequence. **Student name/course and assignment**
6. **Add audio/sound effects**. **You must** record and add some of your own audio (footsteps, birdsong, traffic noise, etc) using available microphones/devices. Additional sound may be downloaded from the internet via sound archive sites

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(<http://www.freesound.org/>) or 'ripped' from youtube clips  
(<http://www.videograbby.com/>)

7. Import the sound files into Adobe Premiere Pro and add to the project timeline making use of the multiple audio tracks available.

9. **Produce (copy) a 2nd version** of your completed first task but this time **add a suitable music soundtrack** to enhance or create a mood, etc. The student may prefer to add his or her own original composition.

10. **Produce a 3<sup>rd</sup> 'experimental version'**. This part is completely open! Manipulate the video/audio material in the creation of new narratives, etc. Add other source material if necessary.

11. Submit/present the results (all 3 versions)

## Assessment

The success of the work will depend on how **realistically** the ambient sounds **match/compliment** the visual material. The success of the second version will depend on the **mix** and the **suitability/tone** of the additional music soundtrack.

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## Submit for Assessment

1. 30 sec film clip with ambient sound (value= 45pts)
2. 30 sec film clip (as above) with added music soundtrack. (value= 20pts)
3. An 'experimental' variation on the above. (value= 35pts)

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## Total Value= 100 points

*Deadline for submission Monday 16 May 2016*

M. Barker May 2016