



Holey Foley: Adding Sound in Post Production

Description

Audio can make or break a production. Much of what the audience hears in a feature film or television program is enhanced or added during postproduction. For this project you will to remove the production audio from a short scene, and replace it with synchronized dialogue, sound effects, and ambient background noise.

Directions (Abbreviated)

1. Develop idea, script and storyboard a **simple** dialogue scene.
2. Get Storyboard approved/ initialed by teacher
3. Record the video – for audio only use the camera’s internal microphone.
4. Create new Premiere Pro Project and Edit the video with production sound from camera.
5. Record dialogue, sound effects, and ambient track with external microphone.
6. Replace the production sound.
7. Export final project.

Preproduction – Script AND Storyboard

1. Write a **SCRIPT** for your scene on a Google Doc that includes your dialogue (D) Foley Effects (FX)
 - a. 6 lines of dialogue – Designate each line D1, D2, D3, etc.
 - b. 6 REALISTIC Foley FX - Tell what they are - F1 (door closes), F2(keyboard typing), etc.
 - c. 3 Bonus sound fx – These do not have to sound realistic but you must create them (Tell what they are - B1 (cracks knuckles)
2. Create a **STORYBOARD**- Your scene **must include**
 - a. **at least 6** MS or CU shots suitable for synchronized dialogue replacement. *The person speaking must say more than 5 words for a dialogue shot to count and the shot must be from **in front of** the actor – **no** profile shots.*
****Indicate the line of dialogue (D1. D2, D3, etc.) from the script****
 - b. shots that clearly show the actions that are in obvious need of REALISTIC **Foley** sound effects (doors shutting, water fountain, etc) *footsteps are not a good idea*
**** Indicate the sound fx (F1. F2, F3, etc.) from the script ****
 - c. **at least 3** Bonus sound effects – these can be unrealistic but must have an obvious source (swish of a karate chop, crunch of someone popping their fingers, etc.) but you will create them.
**** Indicate the Bonus sound fx (B1. B2, B3, etc.) from the script ****

Production

1. No external microphone is used when recording the video.
2. You must use MS or CU for those scenes that contain dialogue, so that the audience can see how well the dialogue replacement is synchronized.
3. Actions planned for sound effects should also be clearly visible in the video as the apparent source of the sound.
4. Re-record all audio including dialogue, environmental noise (ambient) and sound effects with the external microphone.

Postproduction

1. Follow class procedure for uploading video and creating a new project in Premiere Pro-Name it HOLEY FOLEY
2. Edit and trim the clips as necessary, and arrange them on the timeline. Replay and rehearse the dialogue to mimic the timing and delivery of the original. Record the dialogue, synchronize it with the original.
*Students **cannot** rerecord their own dialogue, and for a humorous approach, males and females may switch roles.
3. When the dialogue is finished, delete the production sound. Use the Foley method to create and record sound effects. Synchronize each sound effect with its specific action.
4. Insert ambient/environmental noise and music.
5. Mix the audio so that the dialogue and sound effects are clearly audible. The ambient/environmental noise should be just loud enough to offset the unnatural effect created by deleting the production sound.