

AUDIOVIDEO

Mini-Project: Sound Effects

Description

In this mini project, you will be comparing the recording of audio as captured by the on-camera microphone to the audio captured by an audio recorder.

Objective

To show the benefits and limitations of on-camera audio.

Materials

- a camera
- an audio recorder

Preproduction

With a partner or small group, plan a brief **1-shot scene** in which there are at least three distinct sounds. You may choose from the list below or create your own.

- walk into a room, close the door, and pull your chair up to your desk
- close the car door, start the car, drive away.
- turn on the water, stir your drink, sip your iced tea
- type a letter, print it, retrieve it from the printer

Production

Record the 1-shot scene. Then, using the sound recorder, record realistic, appropriate sounds in isolation (free from background noise) that match the action of your scene.

Post-Production

Using editing software, import the shot and lay it down **twice**. Keep the first version of the shot as-is with on-camera audio. Remove the production audio from the second version of the shot and lay in the sound effects to synchronize with the visuals.

Discussion

After playing back the edited program, discuss the following questions.

How do the two productions differ? Which production sounds more realistic? Why? What seems to be missing from the sound effect version? How could you add it?