

21M.380 MUSIC AND TECHNOLOGY

SOUND DESIGN

READING ASSIGNMENT 2 (RD2)

THE ART OF FOLEY AND PRODUCT SOUND DESIGN

DUE: WEDNESDAY, FEBRUARY 10, 2016, NOON

SUBMIT TO: MIT LEARNING MODULES ▶ ASSIGNMENTS

0.5% OF TOTAL GRADE

1 Materials to study

Ament, Vanessa Theme (2009). "What we use for Performing the props." In: *The Foley Grail. The Art of Performing Sound for Film, Games, and Animation*. 1st ed. Focal Press. Chap. 8, pp. 89–101. ISBN: 978-0-240-81125-3. MIT LIBRARY: [002181600](#). Available at: MIT Learning Modules ▶ Materials.

Mars, Roman (2011). *99% Invisible. The Sound of the Artificial World*. Episode 15. 4'54". URL: <https://soundcloud.com/roman-mars/99-invisible-15-sounds-of-the/> (visited on 01/11/2015).

2 Questions to respond to

1. What does the term 'Foley' refer to in the context of film sound design? Do some research online if you are unfamiliar with the concept.
2. Describe your favorite Foley technique (for mimicking a specific sound) from the ones that Ament describes.
3. Ament claims that the foley artist's first question when – for example – trying to recreate the sound of snow must be "What kind of snow?". Why is this important? Can this concept be generalized to other sound design problems?

3 Guidelines

- Your answers need not be very extensive (a short paragraph per question is enough), but they should demonstrate that you have actually read the article and understood its main points.
- Try to be concise and pay attention to form, grammar, spelling, etc.

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