

LET'S GET LOUD

FOLEY

What is Foley?

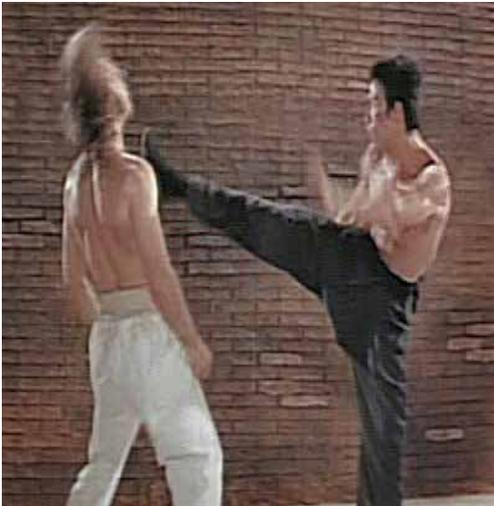
Foley effects are sound effects added to a film or show in post-production. So after a scene has been filmed, many of the sounds recorded do not register as they 'should.' So an artist takes materials he or she can control in a studio and re-creates the sound with those materials.

This process was created by Jack Foley, who was working in film right around the transition began from silent film to the 'talking pictures.' He noticed that when filming and audio recording a scene, and then re-watching it later, some sounds seemed correct, but others were way off.

Everything you hear in a movie can be re-produced in a studio.

Here's a fun exercise!

Think of your favorite Kung-Fu movie moment... I like Bruce Lee kicking Chuck Norris:



Now, think of a stack of books. Maybe some books are hard cover, some soft cover. Take your favorite Kung-Fu moment from any movie and put the movie on silent.

1. Take a book from the stack
2. Find a strong desk
3. Slam the book into the desk

Did it sound like a kick? Maybe you need to try a softcover instead of a hardcover. Or maybe try slamming the book at the edge of the desk and not at the middle of the desk.

Try making all your favorite punch and kick sounds just with the stuff you are using for homework.

You can even record your own fake Shaw Bros Kung Fu movie! Add the punches and kicks later!

One final exercise... some sounds are created purely with imagination. If you see a movie like Pacific Rim or Transformers, I'm pretty sure there is no reference audio for "Autobot, transform!"

So find these three things:

- 1.) A piece of paper
- 2.) A whistle
- 3.) A small house fan

Play with adding and subtracting sounds:

What happens if you blow a whistle through the fan?

What if you make a cylinder with the paper, then blow the whistle through it towards the fan?

What if you move the cylinder around as you blow in it at the fan?

Do any of these sounds seem like something a robot could make? Maybe when its gears move? Try recording the sound (place the mic 12" away) and play it back. Futuristic?