

I have chosen the short film 'Destiny' for my multimedia project. A focus of this short film is the clocks that are spread all over the house with more than 5 shown on screen at times, for these I will only need 2 or 3 clock sounds then using pitch and time shifting I can make these sound like different clocks. In this short film the only non-diegetic sound will be the music playing in the background. I plan to use music to match the mood of the scenes as well as the sounds. In the beginning I will use an upbeat song mixed with harmonious sounds to create a joyful and safe feeling atmosphere before suddenly cutting the music and using dissonant sounds as the main character is struck by the car for the first time. I will then use horror music to create tension with dissonant sounds almost right to the end. The only offscreen sounds I have planned are active car sounds as the car approaches offscreen, other than that the FX will be on screen. There will be very little DX with only grunts, gasps and similar sounds heard from the main character.

<https://www.youtube.com/watch?v=hgJFegAwBPc> - accessed 18/02/25, I want to set tones and moods in a similar way to this film by using music and only focusing on the important sounds. <https://www.youtube.com/watch?v=IRJ7K3fd6Mg> accessed 18/02/25, I plan to use music to create a comedic effect such as when the robot is driving in this short film.

I would like to record as many sounds myself as possible, however for the car sounds such as the tyres screeching and the crashes I will need to use sound libraries, I plan to use the platform Splice for these sounds. For the majority of the sounds heard inside the house I will create my own recordings such as those in the kitchen.

When it comes to health and safety, I need to be aware of my surroundings in the kitchen and ensure I keep liquids away from electricals. Recording the door sounds I will need to make sure that no one is trying to use them and I will also need to operate my headphones at a safe level.

I plan to keep my files organised in FX, MX and DX. Within these I will create subfolders to keep things organised such as a kitchen folder in FX and a male sounds folder within DX.

For recording FX I will use a field recorder which records onto an SD card, I can then use an adapter to connect the SD card to my laptop. For the DX sounds I plan to use my SM57 which goes into a Mackie mix with preamps and the outputs of this run into my Focusrite interface and then laptop.

My Protools session file will be configured at 48KHz and 24bit as this is the standard used in the Eastlake studios at Perth UHI which will allow me to open my project in these studios. The session will also be interleaved so that it is mixed down into one stereo file rather than multiple mono files.\

Once I have all of my audio files they will need to be topped and tailed to remove any unwanted noises and fades will need to be added so that they smoothly blend in and so there are no pops.

I will use reverbs and delays to create a sense of space and when time is slowed in the film to create an unnatural feeling. Panning will be used to put sounds in the correct locations and panning automation will be used when the car moves left and right on screen. I will be using EQ to make things sound like they are through a wall or coming from a radio.