Foley is to do with post-sync sound fx

There are three core types of foley fx:

* Steps
* Cloths
* Props
* Additionally – foliage, wets, omnis (record multiple sounds as once)

Use of foley:

* Some genres don’t have sound such as games, animation, and natural history
* Avoids repetitive use of fx library
* Enables control over individual fx levels

Why do Foley:

* Microphones are positioned and meant for recording dialogue; this means many sets/props are false such as paper rustling is typically a type of rigid cloth
* Long lenses make the sound recording difficult as it gets the wrong perspective

Foley microphones:

* Typically, foley stages use a shotgun mic for a harmonious effect with the dialogue which has also been recorded with a shotgun mic
* For special effects a lays mic inside, under or attached to things may be better
* Have the mic positioned about a foot above the sound, helps avoid the ‘proximity effect’. Also avoid pointing the mic down to the sound – avoids a bounce back.

Foley is a performance:

* It adds characterisation, mood and expression to the scene

Props:

* Choosing the correct materials – what is in the scene?
* Have you achieved the intended sound – do you have the correct quality (mic distance, sound level)

What is field recording:

* Recording outside the studio – generally in an uncontrolled environment
* Recording a natural or human-made sound source in its environment

Types of field recording – Virostek 2013:

* Controlled – isolated location (closed to the public)
* Investigative – focused in on a topic/object/environment
* Stealth – hidden microphones, authenticity of recording
* Guerrilla – flexible, spontaneous, moving, little preparation

Rekkies (recon)/scouting/research:

* Pre-production
* Investigate a location before committing time, effort and money into recording there
* Planning the record – noise (wind noise, handling noise, environmental noise, equipment noise), time of day, weather, acoustic, access, people
* Always check equipment

Omni A-B:

* Spaced omnidirectional array (good for recording a hall or far-distance)
* Very poor mono fold-down (if you were to put both left and right tracks on the same layer it wouldn’t sync)

Diagram, engineering drawing

Description automatically generated

ORTF:

Top tips (Virostek 2013):

* Don’t ride levels
* Get comfortable
* Walk away
* Give yourself time
* Be aware
* Take notes

Slating/Logging:

* Verbal description of recording
* Clap sync multiple recorders
* Tap each mic and identify verbally
* Tone – print 1kHz line up tone

The law:

* Public space – free to record video and sound
* Private property – you will need written permission of land/business owner (e.g., film permit)
* Some situations and locations where it is illegal to record

Getting permission:

* Email is usually enough