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