Sound FX in Film and TV

**DME** – Dialogue, Music, Effects (stems – each one is all on their own track layer)

**Localization** also known as dub

Types of FX:

* **Hard FX** – common/literal
* **Foley FX** – performed and character specific
* **Background/atmos/soft FX –** atmosphere, ambience
* **Dialogue FX** – wallah, loop groups, tannoy announcements
* **Sweeteners** – whooshes, zips, synthesised sounds and non-literal
* **Sound design** – manipulated sound, custom fx

**If something is on screen it must have a sound**

**Dynamic range –** range of sound level from quite to loud