

Foley & Sound Design

What is foley?

Named after Jack Foley, the sound effects artist who shaped the technique
Help to replace sounds recorded on set which are known as field recordings
Most scenes use a combination of foley and field recordings

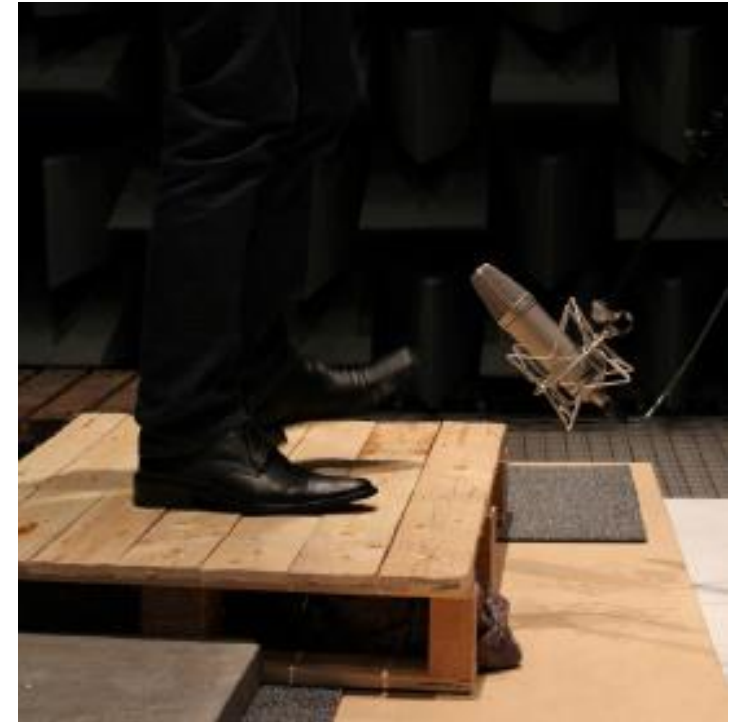
Began in the 1920s with radio plays

Some techniques go as far back as Renaissance and Baroque theater



3 main categories of foley sounds

1. Feet: The most common production sound a foley artist creates is the sound of footsteps, since those are more difficult to accurately capture while shooting a scene. Foley recording studios have a variety of different types of shoes and floor surfaces so artists can recreate steps from nearly any shoe on any surface.
2. Movement: The sound of movement, like the sound of two people brushing past each other, is a subtle sound effect that enhances a scene.
3. Specifics: Specifics are any sounds that are not movement or footsteps, like a phone ringing or a door creaking.



Some Examples

Wooden creaks: can be made with a piano bench or an old chair.

Bird wings: can be created by a pair of gloves

Fire: can be done by crumpling up cellophane, steel wool, or a bag of potato chips.

Thunder: large and thin metal plates can be bent to create this sound.

Rain: Frying bacon

In Jurassic Park: To create the sound of the velociraptor hatching, they used an ice-cream cone.

In Star Wars: The lightsaber sound from Star Wars was created by legendary sound designer Ben Burtt. He combined the sounds of a 35mm projector and a 70s tube TV.

Some Videos



https://youtu.be/UO3N_PRIgX0



<https://youtu.be/0GPGfDCZ1EE>

Game Sound FX

1985 Super Mario Bros. <https://youtu.be/rLI9XBg7wSs>

1995 Hover! (Windows 95) <https://youtu.be/oVeFEBcWxy0>

1980 Pac-Man <https://youtu.be/7O1OYQRqUag>

1978 Space Invaders <https://youtu.be/MU4psw3ccUI>

