

## MUSIC AND SOUND PRODUCTION – GATE 724 – 2013/2

### (Review of Taxi Movie)

**Happy Version** – <http://www.youtube.com/watch?v=GkAbGtxzABk>

**Sad Version** – [http://www.youtube.com/watch?v=La\\_EPIPMCfU](http://www.youtube.com/watch?v=La_EPIPMCfU)

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#### Definitions:

- **Melody:** Succession of musical tones that the listener perceives as a single entity.
- **Pitch:** Ordering of sounds on a frequency related scale. Higher/Lower in the sense associated with musical melodies. (in TR : Sesin tizliği-baslığı)
- **Rhythm :** It's concepts are tempo and meter.
- **Dynamics :** It is related to changes in volume.
- **Timbre :** It is the colors which the harmonics makes the instruments sounds different.
- **Texture and Form :** It's the structures in musical composition.

#### *Nature in Music*

- **Scales :** The system of series of notes, which are arranged in an order.
- **Tonality :** The system of the scales which are related to each other in a specific order around a key note.(major-minor)
- **Harmony :** It's a beautiful combination of multiple notes.

#### *Type of Sounds*

- **Natural Sound:** Sounds which directly connected to the source.(car horn)
- **Unnatural Sound :** Sounds which are not directly connected to a source.(bouncing ball)
  - A sound can be both natural and unnatural.(howling wolf - loneliness)

#### *Effects of Sound Usage*

- **Sense of Reality**
- **Visual Perception and Ability to Visualize**
- **Support Concept**

#### *Roles of Sound*

- **Realistic Usage**
- **Dramatic Impact**
- **Background Support**

#### *Relations with Visual*

- **Diegetic sounds:** Any sound presented as originated from source within the media's(like film) world. (can be either on screen or off screen depending on whatever its source is within the frame or outside the frame)

- **Non-diegetic sounds:** Sounds whose source is neither visible on the screen nor has been implied to be present in the action. It is represented as coming from a source outside story space.(character can't hear)
- **Synchronization:** The combination of sound with it's source.
- **De-Synchronization :** The separation of sound and visual.(character visualize and we just hear)
- **Sound Bridge:** The sound that continues while changing to another plan, or sometimes hearing the new sound which is heard before the new scene uppers.

*Value of Sound for Visual*

- **Delivery and adding information easier**
- **Delivering the feeling of the moment easier**
- **Creating the Rhythmic structure**

Sound Feature	Happy Version	Sad Version	Occurrence Time
<b>Scales, pitches, texture and form</b>	Sound textures and forms are selected to make feel like enjoyed. Sound pitches and the scale remind us cartoons	The fade in effect is convenient with the sad mood of the video. The music is composed of orchestral sound and not wordy which is convenient with the sad mood too.	<b>00:14</b>
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound (ADDITIONAL)</b>	While flying, there can be added some wind or bird sounds to feel like camera is flowing through air. The sound of plane played almost at the end of flying and so the feeling of fly is not so effectively represented.		<b>00:00 – 00:38</b>
<b>Non-diegetic sound, natural sound, tonality, pitch</b>	Commentator's narration. It is natural that a male human speaks and the tonality of the voice is around middle tones.(not	The speech sound of the commentator is reflects the mood with low tonality.	<b>00:38-</b>

	<p>too bass,too treble or not high pitched, not low pitch)</p> <p>Moreover, the voice texture/form of narrator is suitable for a taxi driver style.</p>		
<b>Sound Bridge, Diegetic Sound</b>	<p>The plane motor/flying sound continuous and changes to the car engine sound.</p> <p>Meanwhile the scene changes from sky to ground. But at first we can not see the cars but hears the sound of engines. In this case it is diegetic sound.</p>		<b>00:58-01:02</b>
<b>Natural sound, Diegetic sound, Synchronization, Support Concept</b>	<p>All the car engine sounds are like originated from and connected to its source(cars themselves)</p>		<b>01:05-</b>
<b>Synchronization</b>	<p>But in terms of narrators story(meaning of sound) and visual synchronization.</p>		<b>01:16-01:30</b>
<b>Synchronization, Diegetic Sound, Texture, Scale, Rhythm, Support Concept</b>	<p>Footsteps and car break sound is synchronized with and originated from their sources (men and car). The texture, scale and rhythms of footsteps ensure sense of reality. Similarly the break sound and speed-up</p>		<b>01:23-01:30</b>

	sound of car is realistic and correspondence with the type of car.		
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound (ADDITIONAL)</b>	When the man lights his cigarette, there can be additional lighting sound to support concept.		<b>01:36-01:38</b>
<b>Sound Bridge</b>	When the general background sound of music continuously changes to radio music. Also the outer to inner scene change feeling added by this way.	While the scene changing the story of the commentator is supported.	<b>01:42-01:47</b>
<b>Support Concept, Dramatic Impact, Diegetic Sound, Dynamics</b>	The mood of the voice of dj in the radio correspondence with the general mood of the story, so it has an dramatic effect on the movie. We hear the sound but not see the radio so this speech sound is off screen diegetic. But the dynamics of the speech and music are not changing while we go through the house.(The volume of radio sound neither increase or decrease in terms of distance to the source, the radio itself) The voice	The sound tones and context of speech of the commentator supports the mood in movie. Also same words used in both character's speech and the commentator. Should be we careful about that?	<b>01:49-01:58</b>

	sound the comment of the main character after hearing the dj is enjoyable and represents his mood in a realistic way with laughing effects.		
<b>Natural Sound, Realistic Usage, Texture</b>	The color of footstep sound is different in terms of which types of ground the character walking on. Because the ground consists of carpet and hardwood, the sound is different from walking on street ground surface. It increases realism.	The tonality change in the sound of the character's speech and the change in the pitch and tonality of the background music is synchronized.(lower to high)	<b>02:14-02:18</b>
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound (ADDITIONAL)</b>	The door opening sound can be added to support flow. Visually seeing the door opening and not to hear the sound affects immersion.		<b>02:18-02:20</b>
<b>Sense of Reality, Dynamics, Pitch</b>	The volume of the sound of the radio decrease when the character goes out the room. And its sound has low pitches.		<b>02:19-02:20</b>
<b>Sense of Reality, Natural Sound, Diegetic Sound, Synchronization, Rhythm,</b>	While jumping down at the stairs, the muscular contraction sound of the character to	The pitches in the sound overlapping with the movement of the characters body.	<b>02:20-02:24</b>

<b>Dynamics</b>	store power and fall sound - time correspondence is good and these sounds are realistic. The movement tempo and footsteps/jumping sound rhythms/dynamics overlap.		
<b>Sense of Reality, Natural Sound, Diegetic Sound, Support Concept</b>	The transition from indoor to outdoor is supported by the low pitches street talks sound and air flow sound and car engines of course		<b>02:23-02:33</b>
<b>Sense of Reality, Natural Sound, Diegetic Sound, Stereophonic Sound</b>	The voice of the seller in the street is realistic and convincing about the characteristic of that kind of man. The stereo makes us hear the sound is coming from right, because the location of the source is on the right.	The seller in the street is not vocalized. Because the mood may be not support the interaction of the character with others too much.	<b>02:28-02:31</b>
<b>Diegetic Sound, Dynamics, Pitch</b>	When the camera target axis reverses, the sound color and direction changes and because we approach to the character the street sound pitches differ. It enables the sense of being at different spaces		<b>02:35-02:37</b>

<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound (ADDITIONAL)</b>	The sign with broken light at the right top of the scene can be given life with sound like sparking.		<b>02:28-02:34</b>
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound (ADDITIONAL)</b>	The sound of eating can be improved with the sound of biting bread kind of thing.		<b>02:44-02:48</b>
<b>Natural Sound, Diegetic Sound, Sense of Reality, Dynamics,Pitch</b>	The sound of the shouting of men can easily be distinguished from the sound of street, cars and each other. The volume and pitch differences in their sound increase our sense of distance and differentiation of volume level.	At 03:02 the sound pitch of the character's speech changes from outdoor to indoor like.	<b>02:56-03:02</b>
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<b>Sound Bridge, Diegetic Sound, Pitch</b>	While the sound of the radio in the car continues, the scenes are changing, and it has low pitch	The music genre and tonality is suitable with the mood.	<b>03:04-03:16</b>
<b>Dynamics, Pitch, Sound Bridge(?)</b>	While scene turns from street view to the inside of the car, the sound of radio increase in terms of pitch and volume.		<b>03:20-03:23, 03:26-03:28, 03:30-03:33, ..</b>
<b>Natural Sound, Diegetic Sound, De-synchronization, Sense of Reality</b>	The sound of people in the street is added to the scene. We cannot see	NA	<b>03:23-03:26</b>

	them but the character turns his head and looks like seeing them.		
<b>Natural Sound, Diegetic Sound, Pitch, Dynamics</b>	The sound of speaking girl has high pitch and the sound of the radio of the car has low pitch like a background sound. But do we hear the caller or callee?		<b>03:30-03:33</b>
<b>Sound Bridge</b>	While the whistling continues, the scene is changing		<b>03:40-03:43</b>
<b>Synchronization (ADDITIONAL)</b>	When the client whistle, the body movement of him is a little bit late.(non-synchronization(not de-synchronization))		<b>03:55-03:57</b>
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound (ADDITIONAL)</b>	When the client close the door of the car, there should be a sound added to the scene, or if exists, it should have high dynamics.		<b>04:00-04:03</b>
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound, Synchronization</b>	When the customer speaking, the sound and body(source) language are synchronized.		<b>04:03-04:10</b>
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound, Pitch, Synchronization (ADDITIONAL)</b>	There should be break, collision, straching sound to support the crash incident at the scene. There is a synchronization		<b>04:10-04:13</b>



	with visual action and the horn sounds.		
<b>Diegetic Sound,Pitch</b>	The difference in closing the front(distant) and back(near) door in terms of low-high pitch		<b>04:18-04:19</b>
<b>Sound Bridge</b>	The sound starts earlier and the scene is changing.	The music is convenient with mood.	<b>04:28-04:33</b>
<b>Support Concept, Dramatic Effect</b>	When the camera positions changing quickly, the story of the commentary is supported	Much more here. Additional echo effect added to ensure the dramatic effect.(04:58-05:00)	<b>04:45-04:57</b>
<b>Support Concept, De-synchronization</b>	The sound of helicopter is heard but not seen later.		<b>04:55-05:05</b>
<b>Sense of Reality, Support Concept, Natural Sound, Diegetic Sound,Pitch (ADDITIONAL)</b>	Footstep sound can be added.		<b>05:10-05:13</b>
<b>Support Concept, Diegetic Sound, De-synchronization</b>	To support the ocean scene the sound of seagulls is added but we cannot see them.		<b>05:13-05:25, 05:43-05:50</b>
<b>De-synchronization</b>	We hear the sound of peeing but we cannot see the man while doing it.		<b>05:26-05:34</b>
<b>Support Concept, De-synchronization, Dramatic Effect</b>		The echo and fade out effect added to the speech sound. We cannot see but the splash sound of diving to the see let us imagine that the	<b>05:45-05:48</b>

		character jumps down from the bridge and suicide.	
<b>Sound Bridge,Pitch, Dynamics</b>	While seeing the ocean, the scene changing to casting part. Moreover the music sound volume increase and the wordy part is used here, not the melodic part.		<b>05:48-05:53</b>

### References:

- GATE724-Music and Sound Production For Games – Slide 1
- [http://en.wikipedia.org/wiki/Pitch\\_\(music\)](http://en.wikipedia.org/wiki/Pitch_(music))
- <http://filmsound.org/terminology/diegetic.htm>
- <http://www.youtube.com/user/tolgatem>

### Pajaros (from *My Blueberry Nights*)

Music by Gustavo Santaolalla

PAJAROS  
Moderato ♩ = 92

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