



## SOUND DESIGN

For me, sound is best depicted when it focuses on an action or object with a very specific purpose – like a hand running along a porous brick wall, or the sound of a front door scraping against its frame in a rickety house. These sounds not only add character to an object but also facilitate an emotional link to a location for the viewer. It's best when these sounds work symbiotically with the film's score to create a coherent soundscape and striking this balance will be done in editorial.

# MUSIC

I'm drawn to music that has a strong, driving beat. This can come in the form of a nostalgic bluesy song with strong percussive groove or a more modern orchestral piece that has vibrant staccato strings that keep up the pace. For these films, I'd like to explore options that give each film it's own distinct feel yet still maintain the same rhythm and energy that will unify them as part of one creative campaign.

