

DA Assignment 2

Sound for QUICKTIME Video

Due Friday May 1 Value 100 points

(note: final exam for this class will be on the last day of class, W. May 6)

Objectives:

- Use video within ProTools
- Create foley and other sound effects
- Create music supporting video
- Write copy for video
- Create EDL

Create a script/copy for a VO talent to read. The copy must tell a story or be related somehow to the video. It must be in English. It is a major part of the assignment and should run through the entire video. The example of the format used for copy that is handed out must be followed **exactly**.

You must have 'talent' (of your choice) record the voiceover for the vid. You *must* use someone in the class as your talent. The VO must be done in Studio B (reserve time). Practices demonstrated by Amanda of Creative should be followed (remove clicks, pops, use X fades, etc.)

Create an EDL of each sound spot.

You must foley sound effects to go with the action. You may record foley sounds collectively and share the resulting audio files.

You may NOT use canned effects (downloaded sounds, CDs, etc.).

Create sounds, ambients, efx, scuffles, etc that relate to the action on the screen.

The sounds must be in synch with the action.

Efx, dialog, and music should run through the whole video. Don't just have clips of songs running during various parts.

We will allow at least class for you to work in B on foley effects.

- You must create original music for the movie using ProTools with any technology covered so far (MIDI, etc).
- It *must* be original. If using music from CDs, etc., the parts of the music must **not** be identifiable.
- THIS IS NOT AN MTV VIDEO. MUSIC MUST SUPPORT THE VIDEO!
- The music is in a supporting role and should *enhance* the video and script, not distract from it.
- The video ends before the credit at the end of the movie, so be sure nothing is on top of the credits.
- Bounce all sound (stereo) to a new Quicktime movie (bounce to Quicktime instead of bounce to audio) to be turned in and played in class.

All previous PT requirements apply:

- Log
- Save session to hard drive
- Etc.

You will turn in:

- The PT folder (including the original QT vid)
- Bounced QT in same folder
- Script
- EDL

For class, you will play the QT vid from a flashdrive.