

SOUND TERMS

DUBBING: Adding dialogue and sound effects after filming is completed, in post-production

SYNCHRONIZATION: Correctly aligning the visual and audio portions of a film so that the image and sound are heard and seen simultaneously.

DIALOGUE: All the words spoken in a film, offscreen and onscreen, whether by the characters or by a narrator

NARRATION: A technique for conveying story information that is not part of the dialogue.

POST-PRODUCTION: Any part of the filmmaking process that occurs after filming has been completed

SOUNDSTAGE: A large, soundproofed room in which a film set is built. ·WILD

SOUND: Sound recorded on the set but not in synchronization with the camera

OFFSCREEN: Anything that takes place where the audience cannot see it

MELODY: A linear sequence of notes that creates the most recognizable part of a music piece

PITCH: The relative highness or lowness of a musical note

RHYTHM: A regular, repeated pattern formed by a series of notes of differing duration and stress which give music its character.

MIXING: The process of setting levels of dialogue, music and sound effects and combining them into one continuous whole

POINT OF AUDITION: Sound as it might be heard by a character within the film

SOURCE SOUND: Sound that appears to come from an object seen onscreen, such as a radio or television, animals or actors

SYNCHRONOUS: refers to “visible” sound; means that the sound and image match

NONSYNCHRONOUS: refers to “invisible” sound; sound is detached from its source ·

DIEGETIC: sounds the characters can hear

NON-DIEGETIC: sounds the characters cannot hear, for example the musical score

FOLEY: sound effects technique for synchronous effects or live effects in which foley artists match live sound effects with the action of the picture