

Episode 4 Outline (audio)

Intro sequence

Still of opening of Breaking Band metal sequence, with super chrome shiny version of logo on top, audio on top

Alan: So another iteration of the menu, what do we have cued up?

Brian: You suggested that we have the band record something, do you remember what we did Monday night when D'Arcy Norman was here?

Alan: Not exactly,. It was rather... loud.

Brian: Check this

(video rolls)

Alan: Hmmmm, let's think this one over.

Opening Sequence

Alan and Brian on couch set?

It's week / unit 4 on the You Show where we get into creating audio (actually 2 weeks).

Alan says something about Brian attending TRU Sound Camp

We will use that and some activities from DS106 as well.

First week is focused on activities of listening to what works in audio, practicing recording sounds, foley finding sounds. We have Jon Fulton Tues doing a hands on session with equipment

Second week we will introduce you to audio editing.

Audio as content like words, can cut and paste and apply styles and formatting if you will.

Role of audio to create sense of place, let the listeners mind fill in gaps.

The thing about sound, if we were making a movie where we were having a life serious conversation in a park, if we just recorded our voices, there would be an unnatural dead silence around us (play through a few lines of this conversation)

So what makes it give a setting, are layers of background sounds, like dogs barking, kids playing, traffic noise.

Yes! If you just stop and listen at some point this week, try to tune in to all the ambient sound that make a place... feel like a place.

Break to Tech Guys

tech guys barely looking at screen, playing cards, bored.

They seem to have it covered this week.

Sure makes our jobs easier.

Heck, I'm seeing them respond to the tech questions in twitter before I see them.

And those projects Brian did at TRU Soundcamp? I'm not sure I did that well on my audio projects at _____ Tech.

(Yawns) Throw down cards.

Read them and weep, three kings.

Other cards thrown.

Not so fast cowboy. Full House.

Back to Front Stage

There's a lot to learn by listening to classic audio.

Hey, let's see what we can do in just audio.

(screen goes black)

This could be a scary place *(insert sounds)*

But why not a sunny beach, we can change the ambience in sounds *(insert sounds)*

So let's try this. How about we go for walk and record some audio that might make a sense of where we are? (*sounds of scuffling chairs*)

Record bits of conversation walking down stairs as well as just the sounds (*sounds of foots echos*)

Conversation with footsteps (*sounds of walking*)

Traffic (sounds)

Out in nature (sounds)

return to video

We can now use these sounds in a few ways. We might make a story just from sounds. (insert clip)

Or we can use these sounds as maybe a backdrop to our audio (use previously recorded conversation with sounds of backgrounds)

There's a lot you can do with sound!