

Sound Design: Have a good day, honey, I love you! REVISED

(An Adaptation of Mr. Visca's screenplay)

Screenplay	Type of Sound	Recording and Mixing Notes
Outdoor sounds *Fade sound in*	Field recording	Record many sounds and blend in the mix
(Car approaching)	Field recording	Use windscreen - make sound get louder in mix
(Car door opens)	Sound library	
Woman's/Man's voice: "Have a good day, honey/buddy. I love you"	Recorded dialogue	Say lines in a loud voice, but your mouth should be a away from the microphone
Student (responds): " _____ "	Recorded dialogue	Clean recording
(Car door slams)	Sound library	
(Car drives away)	Field recording	Use windscreen - make sound get louder in mix
(Footsteps on pavement walking towards entrance)	Field recording or Foley Studio	With each footstep you should hear 2 quick sounds, one after the other - heal/toe, heel/toe
(Door opens)	Field recording	While door open you should still hear footsteps pause and then resume
(Student enters the building)	Field recording	Record more than one sound and blend in mix
(Student walks in the hall)	Field recording or Foley Studio	Record many sound and blend in mix - Should hear hall sounds and footsteps at the same time
(School bell rings)	Sound library	Lower the sound in the mix, but still make loud
(Hallway suddenly busy with students moving about)	Field recording and recorded dialogue	Record many, many sounds and overlap in mix, or record a very busy hallway Include dialogue of student talking from a distance (mic away from mouth)
(Student bumps into another student; knapsack/books/lunch/pencil case drops on floor; possibly include sound of something breaking)	Field recording or Foley Studio	Record each sound separately Watch timing in editing **Bump, Drop, "Hey Buddy"*** to make it feel real
"Hey buddy, watch where you're going!"	Recorded dialogue	Use similar dialogue - Clear sound
Student responds:, " _____ "	Recorded dialogue	Clear sound
(Cell phone rings)	Field recording	
Student answers, "Hello"	Recorded dialogue	Clear sound
Voice on the phone says, " _____ "	Recorded dialogue	Be creative Apply a distortion filter to make it sound like a phone
<p>Pointers: Make it believable - Intensify all sounds - Do not edit sound in real time - Condense time where possible - Overlap sound where you can</p>		