

ANIM 20065 - Lecture 2

- **The Language of Sound**
- **The Soundscape**
 - Soundscape Assignment

REVIEW

- **THREE ELEMENTS OF A SOUNDTRACK:**
 - DIALOG
 - MUSIC
 - SOUND EFFECTS

- **HISTORY OF THE FILM SOUNDTRACK** has been defined by way of the most advanced recording technology available at the time. The four periods are:
 - 1900-1930 – Silent Era
 - 1930-1950 - Optical Soundtrack Era
 - 1950-1980 - Magnetic Soundtrack Era
 - 1980-present - Digital Soundtrack Era

The Language of Sound

- Action
- Onomatopoeia
- Texture/Sensation

The Language of Sound – Action Words

- **VERBS**

- **SOUND = MOTION = SOUND**

RING (as in *ring the bell*): Synonyms from *ROGET'S THESAURUS.COM*

bang, beat, bong, buzz, clang, clap, jangle, jingle, knell, peal, play, pull, punch, resonate, resound, reverberate, sound, strike, tinkle, tintinnabulate, toll, vibrate

SHATTER (as in *The window shattered*):

blast, blight, burst, crack, crash, crunch, crush, dash, demolish, destroy, disable, exhaust, explode, fracture, fragment, fragmentalize, fragmentize, impair, implode, overturn, pulverize, rend, rive, ruin, scrunch, shiver, smash, smatter, snap, splinterize, split, torpedo, total, wrack up, wreck

The Language of Sound – Action Words

SLAM (as in *he slammed the door*):

bang, bat, batter, beat, belt, blast, clobber, close, crash, cudgel, dash, fling, hammer, hit, hurl, knock, pound, shut, slap, slug, smash, strike, swat, throw hard, thump, thwack, wallop

EXPLODE:

backfire, blast, blaze, blooey, blow out, break out, burst, collapse, convulse, detonate, discharge, erupt, flame up, flare up, fracture, go blooey, go off, jet, kablooey, let go, mushroom, rupture, set off, shatter, shiver, split, thunder, va-voom

The Language of Sound – Action Words

- *babble* of a brook
- *blare* of a trumpet
- *bubbling* of water
- *call* of a bugle
- *chug* of an engine
- *clanking* of chains
- *crackling* of wood
- *crinkle* of paper
- *grinding* of brakes
- *hoot*, or *toot* of a horn
- *jingle* of coins
- *murmur* of a stream
- *pealing* of bells
- *popping* of corks
- ring of metal
- roar of an engine
- rumble of a train
- rustling of leaves
- screeching of brakes
- shuffling of feet
- singing of the kettle
- slam of a door
- splutter of an engine
- *bang* of a door
- *blast* of an explosion
- *buzz* of a saw
- *chime* of a bell (large)
- *clang* of an anvil
- *clatter* of plates
- *crack* of a whip
- *dripping* of water
- *gurgle* of a stream
- *howling* of the wind
- *lapping* of water
- *patter* of feet
- *ping* of a bullet
- *purr* of an engine
- ringing of bells
- roar of a torrent
- rustle of silk
- scrape of a bow
- shriek of a whistle
- sighing of the wind
- skirl of the bagpipes
- *beat* of a drum
- *booming* of a gun
- *ring* of a telephone
- *chime* of a clock
- *clang* of a bell
- *clink* of a coin
- *creak* of a hinge
- *flapping* of wings
- *hissing* of steam
- *jangling* of chains
- *lash* of a whip
- *patter* of rain
- *plop* of a poop
- *rattling* of dishes
- report of a rifle

The Language of Sound - Onomatopoeia

- Onomatopoeia

- *a figure of speech that employs a word, or occasionally, a grouping of words, that imitates, echoes, or suggests the object it is describing, such as bang , click , fizz , hush or buzz , or animal noises such as moo , quack or meow .*

(Wikipedia)

The Language of Sound - Onomatopoeia

- **Everyday sounds**

- bam bang beep boing bonk boom burp
- clap crackle hiccup
- ping pong plop poof
- thud tick-tock
- swoosh
- zap



Roy Lichtenstein,
Blam and Whaam! (1963)



The Language of Sound - Onomatopoeia

- **Machine sounds**
 - **automobile** -
 - *honk* for the horn,
 - *vroom* for the engine
 - *screech* for the tires
 - **train**
 - *clickety-clack* crossing a junction
 - *choo-choo* for the pistons
 - *woo-woo* for the whistle.
 - **cash register**
 - *kaching*
 - **Jet Plane**
 - *Whoosh*

The Language of Sound - Onomatopoeia

- **Animal sounds**

- bee - *buzz*
- cat - *meow* (U.S.), *purr*
- bird - *chirp* , *tweet*
- chickadee - *chickadee*
- chicken - *cluck* , *cackle* , *bawk*,
- crow - *caw*
- dove - *coo*
- duck - *quack*
- owl - *hoo* or *hoot*
- rooster - *cockadoodledoo*
- turkey - *gobble*
- cow - *moo*
- dog - *woof* , *arf* , *grrr*
- dolphin - *click*
- insects - *buzz*
- frog - *ribbit* , *croak*
- lion - *roar*
- horse - *neigh* , *whinny* , *snort*
- human - *prattle* , *blab* , *blah blah* , *murmur* , *brouhaha* , *bar bar* , *yadda yadda* , *ra ra ra*
- mouse - *squeak*
- snake - *hiss*
- pig - *oink* , *wee-wee-wee*
- sheep - *baa*
- wolf - *howl* , *aroo*

The Language of Sound – TEXTURE (SENSATION)

- **Texture & Sensation words**
 - **because sound is a form of *touch***
 - **ROUGH:**
 - asperous, bearded, brambly, bristly, broken, bumpy, bushy, chapped, choppy, coarse, cragged, craggy, cross-grained, dishevelled, fuzzy, hairy, hardrock, harsh, hellish, jagged, knobby, knotty, nappy, nodular, not smooth, ridged, rocky, ruffled, rugged, scabrous, scraggy, shaggy, sharp, stony, tangled, tousled, tufted, unequal, uneven, unfinished, unlevel, unshaven, unshorn, woolly, wrinkled, wrinkly
 - **SMOOTH**
 - bland, continuous, creamy, easy, effortless, equable, even, flat, flowing, fluent, fluid, flush, frictionless, gentle, glassy, glossy, hairless, horizontal, invariable, lustrous, mild, mirrorlike, monotonous, peaceful, plain, plane, polished, quiet, regular, rhythmic, rippleless, serene, shaven, shiny, silky, sleek, soft, soothing, stable, steady, still, suant, tranquil, unbroken, undeviating, undisturbed, uneventful, uniform, uninterrupted, unruffled, untroubled, unvarying, unwrinkled, velvety

Listening Quiz

- Footsteps on ...?

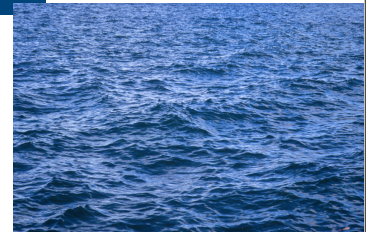
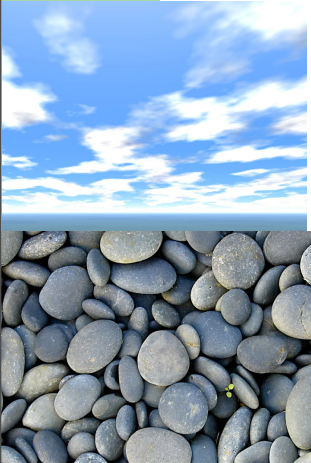
THE SOUNDSCAPE

- The *soundscape* is a sonic picture of the sound ENVIRONMENT.
- The term was coined by Canadian R. Murray Schafer in his book, *The Tuning of the World*. He established the *World Soundscape Project (1970)* at Simon Fraser University, Vancouver, to document the the world's changing soundscapes.
- Many sounds recall a specific place, time, or mood. These are all the more effective since they work unconsciously in many people.

In this lecture we will listen to many different sounds, organized according to the Four Natural Elements, and the Human World:

● THE NATURAL WORLD

- Water
- Air
- Earth
- Fire
- LIFE



● THE HUMAN WORLD

- Crowds
- Vehicles
- Aircraft
- Weapons
- Industry



THE NATURAL SOUNDSCAPE

- The Four Elements - WATER

- Light Surf with Gulls

- Ocean Waves



THE NATURAL SOUNDSCAPE

- The Four Elements - AIR

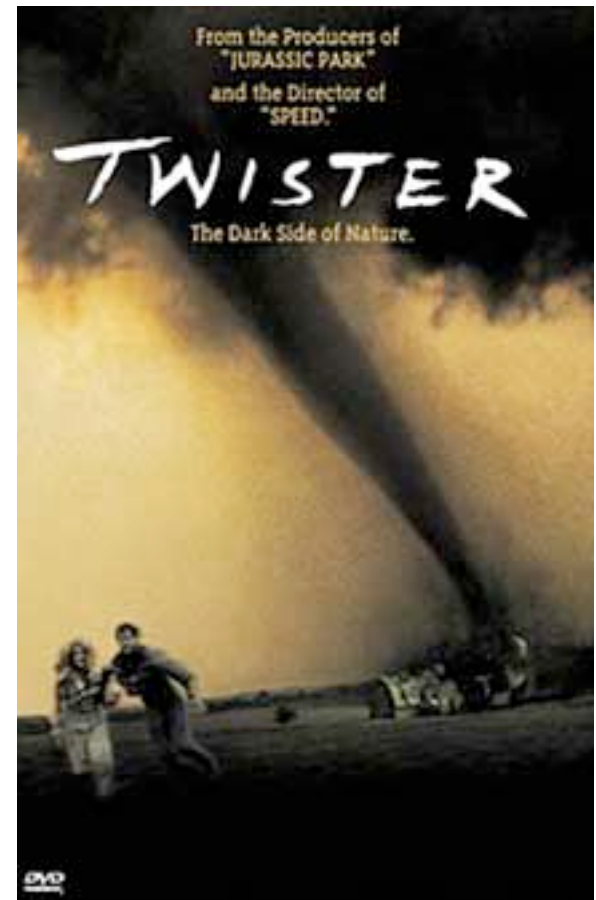
- Desert Wind
- Wind Storm
- Windmill Blade



THE NATURAL SOUNDSCAPE

- The Four Elements - AIR

Scene from *Twister* ch. 13
(dir. Jan de Bont, 1996)



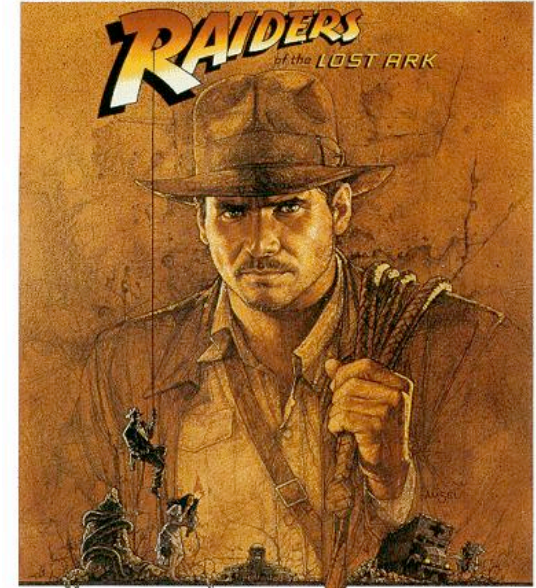
THE NATURAL SOUNDSCAPE

The Four Elements - EARTH

- scene from *Raiders of the Lost Ark* (Steven Spielberg, 1981) ch. 3, 9:19



Indiana Jones—the new hero
from the creators of **JAWS** and **STAR WARS**.



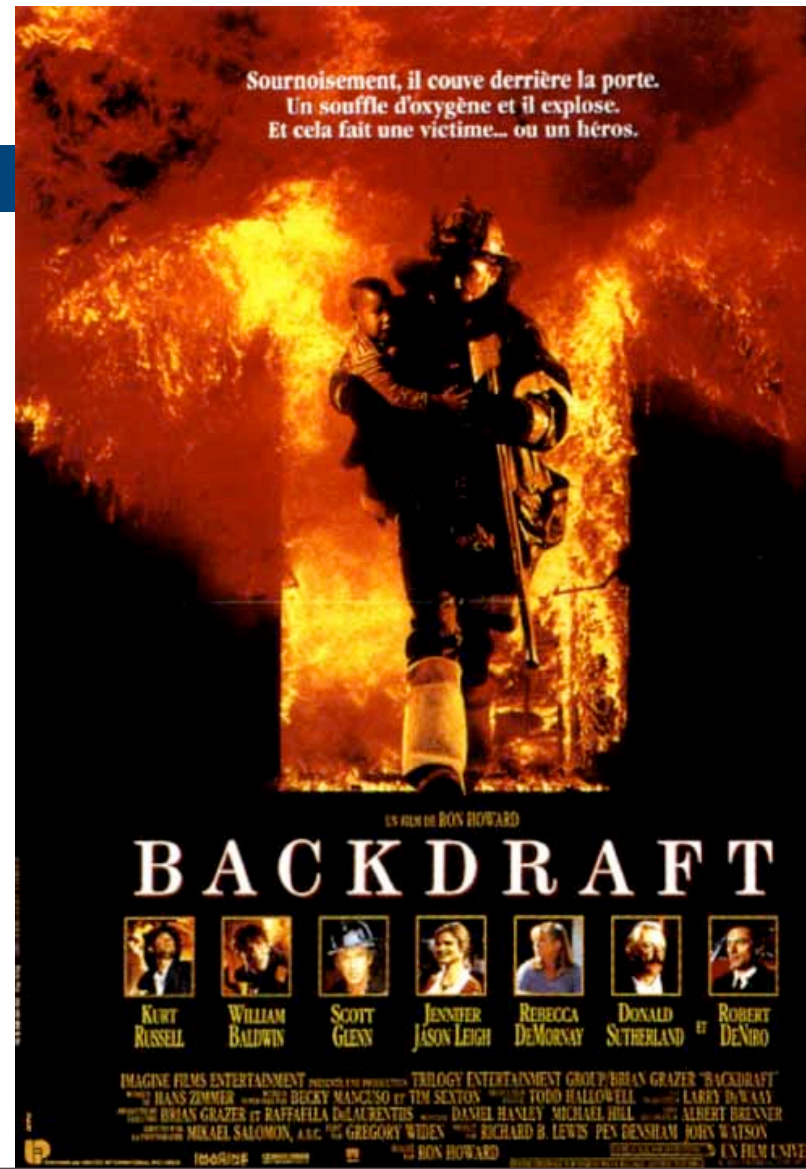
Produced by Steven Spielberg
A Steven Spielberg Film
—HARRISON FORD
KAREN ALLEN PAUL FREEMAN RONALD LACEY JOHN RHYNE-DAVIES DENHOLM ELLIOTT
Music by JOHN WILLIAMS Executive Producer GEORGE LUCAS by HOWARD KAZANIAN Produced by LAWRENCE KASDAN Directed by GEORGE LUCAS with PHILIP KALFFMAN
Produced by FRANK MARSHALL Screenplay by STEVEN SPIELBERG Story by STEVEN SPIELBERG and GEORGE LUCAS
© 1981 PHEASANT BLOOD PRODUCTIONS INC. All Rights Reserved. A Paramount Picture

THE NATURAL SOUNDSCAPE

- FIRE

- Scene from *BackDraft*

- (dir. Ron Howard, 1991)
ch.07, 14*



THE NATURAL SOUNDSCAPE



- The Life of Nature

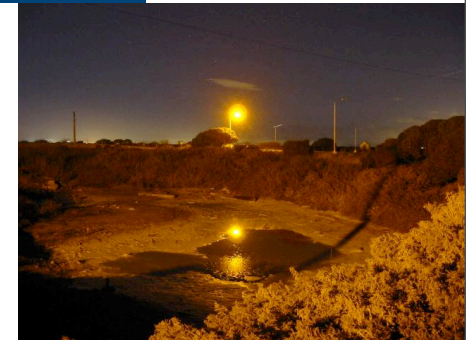
- 1) Day Insects

- 2) Night Insects

- 3) Birds – American Robin

- 4) Birds - Morning Forest Atmosphere with Loons

- 5) Animals - Springtime Frog Chorus



American Robin



THE NATURAL SOUNDSCAPE

- opening Scene from *Jurassic Park*
 - - (dir. Steven Spielberg, 1991)



THE SOUNDSCAPE

- **The Human World**

- **Crowds**

- Pedestrian Main Street (voices, feet, movement)
- Large Hockey Crowd, Cheering
- Small Crowd, Laughing, Applause (short)

- **Vehicles**

- Busy City Traffic



THE SOUNDSCAPE

- **The Human World**

- **Aircraft**

- Cessna passby
- Aircraft – C141 Military Cargo Jet, double passby



- **Weapons**

- .44 Magnum shot
- Howitzer Shots
- Explosions



- **Industry**

- Oil Pump
- Electrical Generator



The Human Soundscape



- scene from *BlackHawk Down* (dir. Ridley Scott, 2001)
 - Oscar for Sound Design



Three Components of the Soundscape (Murray Schafer, *The Tuning of the World*)

- **Keynote Sounds:** - are created by nature (geography and climate): wind, water, forests, plains, birds, insects, animals. In many urban areas, traffic has become the keynote sound. The keynote sounds may not always be heard consciously, but they outline the character of the people living there (Schafer).
- **Sound Signals:** These are foreground sounds, which are listened to consciously. Ex: warning devices, bells, whistles, horns, sirens, etc.
- **Soundmark:** This is derived from the term landmark. A soundmark is a sound which is unique to an area. Once a Soundmark has been identified, it deserves to be protected, for soundmarks make the acoustic life of a community unique ([Schafer](#)).

DESIGNING A SOUNDSCAPE - Background and Foreground

- **FILM POST-PRODUCTION USAGE**

- **Background Sounds** aka Atmosphere, Ambience
 - long duration
 - highly spatial
 - distant
 - large

- **Foreground Sounds** aka Specifics, Foley

- brief duration
- no sense of space
- close
- small

- **EXAMPLE SOUNDSCAPE** : Big City, Busy Street

- Background - traffic rumble, distant sirens, jet overhead
- Foreground - car passbys, pedestrian footsteps, voices

Listening Quiz

- Where am I...?