

□□□ T206 INTRODUCTION TO DESIGN AND PRODUCTION □□□

Case Study: Sound Designer Nick Peck Questions (8 points)

Reading can be found here...

http://www.digitalprosound.com/2001/03_mar/features/sound_design/sound_design1.htm

Please type up your answers...

- 1) What is Sound Design and what does it accomplish?
- 2) What is the process or key steps involved?
- 3) Aside from sound effects, what are two other key sound elements in TV, film and other media?
- 4) What is a spotting session?
- 5) What is Foley and how is it different from sound design?
- 6) What are Principal SFX or Hard SFX and Editorial SFX?
- 7) Production sound- What is a Production Recordist and what do they do?
- 8) What are Background Sounds or Atmospheres and what is a Stinger?
- 9) Define Room Tone...
- 10) Production Process: What are some of the elements you need to help you in the production process?
- 11) What is a field recording? What are some drawbacks to field recording and what are the solutions?
- 12) Why is a shotgun microphone used in production?
- 13) What can you accomplish with the human voice?
- 14) What does he use props for?
- 15) Why is organization important and how does he accomplish this?
- 16) What are the basic components of sound designing for Nick Peck?
- 17) What is most important in the process of synchronizing sound to picture? What does he suggest to help in this process?
- 18) What is the most important sound element in a narrative piece?
- 19) In a surround mix, where is the dialog usually located?

20) How do game designers mix sound?

21) What is the basic sample rate for a game?

22) What are some other problems in game environments?

23) What are the limitations for Web Audio?

24) What is good sound design based on?

25) What is Sound Design and what does it accomplish?

OPTIONAL BONUS ROUND QUESTION (not in the Nick Peck reading):

26) What is a bookend and what does it accomplish?