

UNIT 2: “Silence is NOT Golden” CINEMATIC SOUND

STUDENT NAME: _____

TEACHER: _____

YEAR 11 FILM, TELEVISION AND NEW MEDIA

DRAFT DATE: _____ DATE DUE: _____



CONTEXT:

The importance of sound in film is, perplexingly, often overlooked. Though film is considered a visual medium, all it takes is one click of the mute button to tell exactly how much movies depend on audio to convey emotion, the story and even the voice of a particular filmmaker. Good sound design, editing and scores can make a decent film phenomenal, just as bad sound can detract from its success. (Brooks Institute. 2015. Importance of Sound in Film: Why Sound Editing and Design Are Key to Successful Filmmaking . [ONLINE] Available at: <http://www.brooks.edu/student-life/brooks-blog/january-2015/importance-of-sound-in-film>. [Accessed 05 August 15].).

Key concepts: Institutions and Languages

F6 CRITIQUE TASK:

You have studied sound design and film conventions in class. You know the old adage, “sound is 70% of any film” is true for the success of any film to explore a narrative successfully. You have watched a scene from a film in class. You must analyse and evaluate how successful the sound design is in the scene. You should consider all aspects of sound, both diegetic and non-diegetic, including the world of sound that exists beyond what you can see on the screen.

YOU MUST ADDRESS THE FOLLOWING:

- Analyse and evaluate the techniques of sound design used to construct the reality (institution).
- Provide substantiated judgments of how the sound design creates reality through the analysis and evaluation of diegetic and non-diegetic sound (languages).

CONDITIONS:

- Individual
- Extended writing task
- 600–800 words
- Reference list and/or bibliography

Time: 4 weeks class time and own time

Key Concepts:

Institutions – analyse and evaluate the role of sound design in constructing versions of reality.

Languages – analyse and evaluate the effectiveness of language codes, and generic and narrative conventions of sound design in moving-image.

