

FILM/MEDIA 160

Interviewing and Working with Sound
Lec 06 - Oct 17, 2012

Radio Drama



Mercury Playhouse "The War of the Worlds"
Orson Welles • 1938

Audio programming -- AKA podcasts

BBC African Perspectives

This American Life

http://www.thisamericanlife.org/play_full.php?play=62&act=1

NPR Radio Lab

What Did You Hear?

FILMP/MEDP 160

FALL 2012

Interview Assignment

Assignment 2: Audio Portrait of a Person

Your second assignment for the semester is based on an interview with one of your classmates. To begin with, you will pre-interview a classmate in order to define a theme for your piece. As you listen to your classmate, try to identify something unique about their story that “grabs” you. The following week, you will interview the person using questions you have written up before the interview, recording the interview with the Zoom recorder. Finally, you will create an audio piece in Final Cut Express based on the interview.

When you do your recording, record ample material, but try not to go overboard. 15 minutes each should work. The final piece should be 4 to 6 minutes. The mix should use elements including the voice of the interviewee, ambient background sound, music, and other sounds as you see fit.

Remember to identify a theme that will make your piece say something special about the world, or the “human condition.” A story becomes compelling when it communicates something unique that others can relate to.

The Interview



**PRE-
INTERVIEW :**

If you are interviewing someone about a specific topic, it is **MUCH** better to have good questions. A pre-interview can help.



Isfahan or
Anatolian?



IT'S NOT JUST ASKING QUESTIONS

Interviewing is an opportunity to engage with another human being.

An art-form in itself

Needs to be prepared and totally present

Give listeners a window onto another person's experience

Interview Tips

Write down your questions

Work backwards from what you hope to get

Start with less challenging questions

Try and get a beginning middle and end (whatever that means to you)

Personal experience, the story of what happened, is usually more resonant than an opinion.

Ask questions that require more than a 'yes/no' answer; for example, use phrases like “How did you feel when...” or “Tell me about the time...”

LOCATION, LOCATION



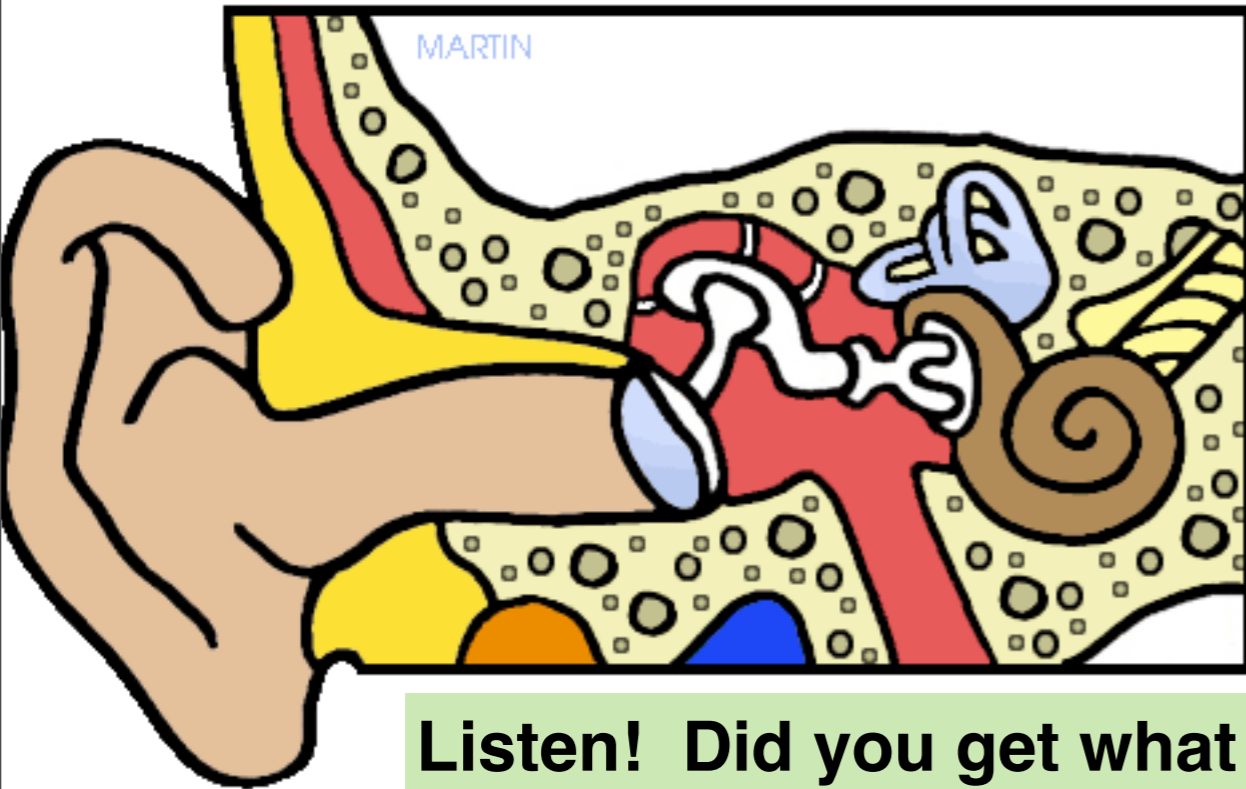
Are your questions part of the interview?



It's YOUR interview. Keep control...



FLOW: There is always a tension between **breaking flow** vs. getting something you'll need. Be ready to both interrupt and not interrupt. Don't be afraid to ask someone to rephrase for either an incomplete answer, or condensing an answer that is too convoluted. But stay calm and your subject probably will too.



Listen! Did you get what you wanted?

Follow up questions are often the most important. Listen for “keys” that will unlock deeper content.

Be prepared to ask the same question a couple of different ways.

Sometimes a simple “why do you feel that way?” will work

Eye contact and other non-verbal cues can be important...

Turn On Your Story Radar



<http://tejadamedia160.blogspot.com/>



File name and type

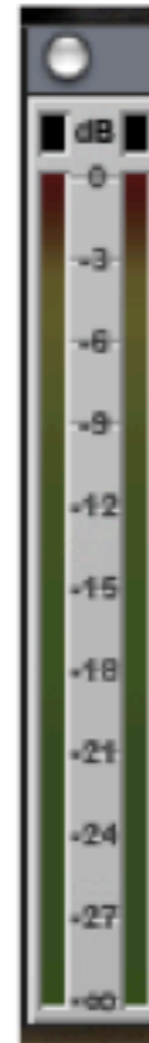
Record level

Record level controls



Record Levels

- The core of sound recording is 'riding gain' making sure your record levels are close to the max, but not over. In analog equipment this means a meter setting of 0dB. In digital it varies.



On this digital Meter, 0dB is The maximum, and recording should 'peak' at about -12dB. ←

The key is to prevent **over-modulation** and distortion

Pickup Pattern



- Pickup pattern tells you **WHERE** a mic is sound sensitive.
- An **omni-directional** mic is equally sensitive to sound from any direction.

AUDIO RECORDING TIPS

Do a test record before you set out. Record something and play it back. Listen. Everything okay?

Get close. The closer you are to the sound source, the better it will be. Even sophisticated shotgun mics are best at less than 4 feet.

Monitor your sound! If it is worth recording, it is worth listening to carefully, ie. Through (good headphones). If you don't like what you hear, whether it is hand noise on the recorder, or a bus going by, record it again.

Layering Sounds

- Talk Tracks (dialog, voice over, narration, etc.)
- Effects (actuality, ambience, SFX)
- Music

What are your sound ELEMENTS?

- Actuality
- SFX
- music
- dialog
- voice over

| | | | | | | | | | |
|---------------------------------------|--|--------------------------------------|---------------------------------------|--------------------------------------|---------------------------------------|---------------------------------------|---------------------------------------|--|-------------------------------------|
| 1 H Hydrogen 1.00794 | 2 He Helium 4.002602 | 3 Li Lithium 6.941 | 4 Be Beryllium 9.0122 | 5 B Boron 10.811 | 6 C Carbon 12.0107 | 7 N Nitrogen 14.0067 | 8 O Oxygen 15.9994 | 9 F Fluorine 18.9984 | 10 Ne Neon 20.1797 |
| 11 Na Sodium 22.98976928 | 12 Mg Magnesium 24.304 | 13 Al Aluminium 26.9815386 | 14 Si Silicon 28.0855 | 15 P Phosphorus 30.973762 | 16 S Sulfur 32.065 | 17 Cl Chlorine 35.453 | 18 Ar Argon 39.948 | 19 K Potassium 39.0983 | 20 Ca Calcium 40.078 |
| 21 Sc Scandium 44.955912 | 22 Ti Titanium 47.88 | 23 V Vanadium 50.9415 | 24 Cr Chromium 51.9961 | 25 Mn Manganese 54.938045 | 26 Fe Iron 55.845 | 27 Co Cobalt 58.933195 | 28 Ni Nickel 58.6934 | 29 Cu Copper 63.546 | 30 Zn Zinc 65.38 |
| 31 Ga Gallium 69.723 | 32 Ge Germanium 72.64 | 33 As Arsenic 74.92160 | 34 Se Selenium 78.96 | 35 Br Bromine 79.904 | 36 Kr Krypton 83.80 | 37 Rb Rubidium 85.4678 | 38 Sr Strontium 87.62 | 39 Y Yttrium 88.905848 | 40 Zr Zirconium 91.224 |
| 41 Nb Niobium 92.90638 | 42 Mo Molybdenum 95.94 | 43 Tc Technetium 97.9072 | 44 Ru Ruthenium 101.07 | 45 Rh Rhodium 102.9055 | 46 Pd Palladium 106.36 | 47 Ag Silver 107.8682 | 48 Cd Cadmium 112.411 | 49 In Indium 114.818 | 50 Sn Tin 118.710 |
| 51 Sb Antimony 121.760 | 52 Te Tellurium 127.60 | 53 I Iodine 126.90547 | 54 Xe Xenon 131.29 | 55 Ba Barium 137.327 | 56 La Lanthanum 138.90547 | 57 Ce Cerium 140.12 | 58 Pr Praseodymium 140.90765 | 59 Nd Neodymium 144.242 | 60 Pm Promethium 144.91262 |
| 61 Sm Samarium 150.35 | 62 Eu Europium 151.964 | 63 Gd Gadolinium 157.25 | 64 Tb Terbium 158.92532 | 65 Dy Dysprosium 162.50015 | 66 Ho Holmium 164.93032 | 67 Er Erbium 167.259 | 68 Tm Thulium 168.93032 | 69 Yb Ytterbium 173.05446 | 70 Lu Lutetium 174.967 |
| 71 Hf Hafnium 178.49 | 72 Ta Tantalum 180.94788 | 73 W Tungsten 183.84 | 74 Re Rhenium 186.207 | 75 Os Osmium 190.23 | 76 Ir Iridium 192.222 | 77 Pt Platinum 195.084 | 78 Au Gold 196.966569 | 79 Hg Mercury 200.59 | 80 Tl Thallium 204.3833 |
| 81 Pb Lead 207.2 | 82 Bi Bismuth 208.98040 | 83 Po Polonium (208.9824) | 84 At Astatine (208.9824) | 85 Fr Francium (223.0185) | 86 Ra Radium (226.0254) | 87 Ac Actinium (227.0337) | 88 Th Thorium (232.0377) | 89 Pa Protactinium (231.0362) | 90 U Uranium (238.02891) |
| 91 Np Neptunium (237.04817) | 92 Pu Plutonium (244.06422) | 93 Am Americium (243.06138) | 94 Cm Curium (247.07035) | 95 Bk Berkelium (247.07035) | 96 Cf Californium (251.0832) | 97 Es Einsteinium (252.0832) | 98 Fm Fermium (257.1035) | 99 Md Mendelevium (258.1035) | 100 No Nobelium (259.1035) |
| 101 Lr Lawrencium (262.1035) | 102 Rf Rutherfordium (261.1035) | 103 Db Dubnium (262.1035) | 104 Sg Seaborgium (263.1035) | 105 Bh Bohrium (264.1035) | 106 Hs Hassium (265.1035) | 107 Mt Meitnerium (266.1035) | 108 Ds Darmstadtium (271) | 109 Rg Roentgenium (272) | 110 Uub Ununbium (285) |
| 111 Uut Ununtrium (284) | 112 Uuq Ununquadium (289) | 113 Uup Ununpentium (288) | 114 Uuh Ununhexium (292) | 115 Uuq Ununseptium (288) | 116 Uuh Ununhexium (292) | 117 Uus Ununseptium (288) | 118 Uuo Ununoctium (294) | 119 Uue Ununennium (288) | 120 Uuo Ununoctium (294) |

Pitfalls in Sound Design

Too much music

Use music as an accent or a background.

Control levels to keep it from competing with voice and **mix it down.**

Don't fake it! (Use music and SFX to *enhance* what is there, not to try to instill some emotion that isn't.

**The best sounds are
often the ones you
record yourself...**

But sometimes you need some SFX....

- sounddogs.com (commercial SFX)
- archive.org (public domain material)
- freesounds.org (sound sharing)
- mobygratis.com (royalty free film music)

I'm an audio-ophile...

.wav file **Waveform Audio File Format (uncompressed format developed by Microsoft.
filetype used by Zoom recorder**

.aiff file **Audio Interchange File Format (uncompressed Mac format.)
filetype used by Final Cut Pro**

.mp3 file **MPEG-1 or MPEG-2 Audio Layer 3 (compressed file developed by
the Motion Picture Experts Group.
filetype used for digital playback, NOT for recording**

Track layout for typical edit with 6 picture and 12 sound tracks...

