

Keywords: Sound Creation

Topic Title: Sound Creation

Introduction to the topic: Students explore ways of creating and manipulating sounds

What lessons will you cover during the topic? Forms of media, types of sound creation, methods of sound creation, arranging sounds, exporting sound creation

Keyword	Definition
Forms of media	For example: video games, TV shows, radio broadcasts, films...
Foley	The art of recording and matching sound effects to moving picture. For example, footstep sound effects need to be synchronised to the actors' movements
Ambience	The overall sounds connected with a specific location, time period or time of day. For example, a thunderstorm
Voice-over	Actor or presenter dialogue recorded and edited not at the same time as filming. For example, in a documentary.
Underscore	The music designed to enhance the purpose of a scene. For example to help entice you to buy a product in a TV advert
Spot-effects	Specific sound effects needed for a production to coincide with visuals. E.g. guns being fired
Samples	Short audio parts taken from a longer section of sound or music
Environmental sounds	Sounds captured from a specific place or location e.g. at the beach
Synthesis	Sound creation that has been artificially produced
Effects libraries/sound banks	Sources of large amounts of sound effects, ambient or environmental sounds
Triggering	Using a device to place or release sample or sound effects
Trimming	Editing out unwanted parts of a piece of audio
Diegetic	Sound or music that the characters are meant to be able to hear and respond to (e.g. radio playing music in the background of a café)
Non-diegetic	Any sound or music that only the audience would hear e.g. The theme music