Sound Designer Production Journal

NAME______PERIOD 1 2 3 4 5 6 **NAME PERIOD** 1 2 3 4 5 6 Title blog post: FILM NAME Sound Designer Production Journal Title blog post: FILM NAME Sound Designer Production Journal Use Section Headings in blog post Use Section Headings in blog post Summary Summary Describe your involvement in production process Describe your involvement in production process **Captured Sound Captured Sound** *Include* evidence of captured sound on set from film shoot *Include* evidence of captured sound on set from film shoot Sound _____ Sound _____ Sound _____ Sound _____ Sound Sound _____ **Foley Sounds Foley Sounds** *Include* evidence of how you *created* the Foley sounds *Include* evidence of how you *created* the Foley sounds *Include* evidence how this was *captured* (microphones, etc.) *Include* evidence how this was *captured* (microphones, etc.) Foley sound effects _____ Foley sound effects _____ Foley sound effects Collating Sound For Editing Include evidence of collating sound material **Collating Sound For Editing Hating Sound For Editing** *Include* evidence of collating sound material ☐ Labeling ☐ Labeling ☐ Storing ☐ Storing **Sound Choices Sound Choices** Describe choices you made (what) Describe choices you made (what) Justify choices you made (why) Justify choices you made (why) **Composition Consideration Composition Consideration** Explain consideration of how music was composed/created Explain consideration of how music was composed/created with the composer with the composer with the director with the director **Musical Score Influences Musical Score Influences** Explain what influenced the musical score Explain what influenced the musical score What I Learned and Problems I Solved What I Learned and Problems I Solved Explain what you learned & problems you solved Explain what you learned & problems you solved Use proper grammar; (i.e. 'i', complete sentences) Use proper grammar; (i.e. 'i', complete sentences) 20 POINTS TOTAL 20 POINTS TOTAL REVIEW'S NAME REVIEW'S NAME _____

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