

## **Project Four ADR & Foley**

Project four revolves around a short action film that requires additional Foley effects added that were not complete at the stage it was handed over as well as a remake of the ADR (automated Dialogue Replacement) due to noise issues on the original vocals that have rendered them unusable.

What is required for this project will involve Foley sessions to create and record the missing sounds. So far it has been identified that sounds missing cover things such as footsteps and button presses with other areas also needing added in. This will be handled by the use of the portable recorder and the Stereo Shotgun Mic so that location recordings can be made. There would also be the option of setting up a foley pit within one of the studios to do static location recordings. These can either be done with the portable recorder or onto a Pro tools session.

The ADR work will require voice actors to fill the roles. From the list given there are Three male characters with spoken dialogue and one female part. There is also additional sound for fight scenes with henchmen. For this I am looking to reach out to the performing arts students to see if they would be able to voice the parts for the film.

Before the Voice Actors come into record their lines there is a need to transcribe the script based upon what can be heard within the video with time markers listed linked to when they happen on screen and also adding a director's comment on how to convey emotion to the scene.

With all the recording work collected these need to be added into the Pro Tools session, using the recorded sound to match what is seen on screen, such as footsteps onto a helicopter and then using processing effects to make the sound appropriate to what can be heard.

The ADR work requires matching to what is seen on screen and then processed with effects to match what is on screen. Big areas for this are how vocals sound through a headset, making sure it has a low quality effect added while scenes such as those in the emergency exit area of a hotel requiring processing that gives an appropriate level of echo.

Following this up appropriate mixing has to be completed, using the right levels of volume automation to keep a consistent volume over the course of the film. This covers the vocals, sound effects and the musical score.

Once the mix is complete then this will be exported into Quicktime .mov format before being uploaded onto YouTube which will be linked into my Wix Portfolio page.