

Sound1 bbc_07004227

Aim

My aim was to continue with a mix of material world objects and textures with hand drawn animated shapes and film effects to explore my interpretation of Korean drama methods derived from webtoons treatments. The K-drama is an eclectic style and is well suited for non conventional points of view especially when driven by obscure sound.

Method

With a mix of an architectural mesh texture, drawing in Clip Paint studio and editing in Da Vinci Resolve I went back and forth several times to achieve the unconventional visual rendition of the sound.

Result

I found I could no longer identify the origin of the given sweeping sound and found it fitted smoothly with the interpretation I gave it.

Reflection

Animation lends itself to a broad acceptance of 'anything-goes' and that is how I wish to push the style I am developing for my proposed studio3 project (yet not fully decided). I had not previously given much thought to a non-diegetic sound driven vision and found this a very interesting avenue for further experimentation

Video link: <https://drive.google.com/file/d/1i8ae6bbmx2TNkeXVySckSIWVvmCwqsjz/view?usp=sharing>

Sound2 bbc_07011023

Aim

My aim with this sound was to use a live action clip of comedian Peter Kay and distort his dialogue so as to not be distracted by it and overlay it with the given sound to add depth to his movement.

Method

I imported the video into Clip Studio and added a line filter to be less distracted by the reality of the situation and then imported each frame in DaVinci Resolve for editing the timing of the sound.

Result

I found the timing of the actors movements altered my perception of the tempo of the sound.

Reflection

The sound made next to no sense in a live context but I found its application here was quite effective and used the altered gibberish dialogue to support the non-sense of the given sound.



Video link: https://drive.google.com/file/d/1VFpOdtOVSZNVMeAUXFOwOJq_4Muablod/view?usp=sharing

Sound3 bbc_0501502

Aim

My aim was to turn a non-diegetic sound into a seemingly diegetic one to add an element of curiosity to the otherwise boring, expected treatment of the animation.

Method

I listened to the sound and then looked around my home for what could possibly generate a similar timing sound. I drew my hand saw in Clip Studio in four frames of action and then took them into Davince Resolve and edited both the sound bite and the clip to align with each other. I then added a few glitches of transition effects in the edit suite.

Result

The natural sound transferred seamlessly to be used as a mechanical sound and the glitch transitions added the harsh edginess the given audio has.

Reflection

This exercise widened my ability to create Foley sounds differently as I often find a sound that is obviously made by the vision is somewhat Dada.

Video link: https://drive.google.com/file/d/1j3kIV_M0gTYqtaccMr-tlyxoK-GNKJmT/view?usp=sharing