Foley

Definition of a Foley Artist: a person who recreates non-computerized sound effects for film, television and radio

Foley Stage/Sound Stage: the stage with a special floor where sounds are created

Sound Motif: a specific sound associated to a character

Sound Perspective: determines if the sound is close or distant and whether it is bounced off something (like a wall) and then heard or is heard directly from its source

Sound Effects: the sounds a Foley artist does not create such as buildings blowing up or dogs barking. These sounds can be done on computers and other technical equipment.

Three Elements of Foley:

- Clothing Moves: creates the sound of clothing moving when actors walk, run and move. Very subtle sounds.

- Feet: one of the most important sounds a Foley artist makes. Creates feet walking, running, etc. The Foley artist must be in sync with the film and use the proper shoes and floor to create a believable sound.

- Specifics: any sound that is not a clothing sound or a footstep is a specific sound. If an actor crumples a piece of paper and then tosses it into the garbage the Foley artist has to recreate the sound of the paper being crumpled and then the sound of it hitting the garbage can.

Some examples of how to create sounds:
1. Cornstarch in a leather pouch will make the sound of snow crunching.
2. A pair of gloves will make the sound of a birds' wings flapping.
3. A wet balloon will make a funny noise when rubbed.
4. Cellophane can make the sound of a crackling fire.
5. A heavy rolled and taped telephone book can make the sound of body punches.

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