LENGTH: 60-90 MIN.

OBJECTIVES

Students will…
- *Explore the impact of sound in storytelling*
- *Learn to layer music, narration, ambient audio, and effects to enhance their films*
- *Assess their current edit for audio opportunities*
- *Begin integrating key sound elements*

MATERIALS NEEDED

- MY HERO Journalism & Filmmaking Workbook (119)
- Student notebooks or paper (to take notes)
- Writing utensils
- Computers (to edit on)
- Video Editing Software - ex. iMovie, DaVinci Resolve, etc.
- **Accompanying Slide Deck**

ADD'L RESOURCES & LINKS

- ***Should I Use AI?***

OVERVIEW

- Watch and Learn: Editing
- Reassess, Regather, Rewrite
- Continue Editing

OPENING DISCUSSION

Watch and Learn

Sound design is one of the most underrated aspects of making a film. Think sound design isn't exciting or important? Here is a video called <u>The Beautiful Lies of Sound</u> that shows just how fun and valuable it can be. Total run time for the video is 17 minutes.

DIFFERENT PARTS OF SOUND DESIGN

On pages 121-124, read about the different parts of Sound Design:
- *Music*
- *Narration*
- *Interview Audio*
- *B-roll Audio*
- *Audio Effects and Stock Sounds*

CREW MEETING

Meet with your film crew to discuss how you're using these elements in your film and how you can enhance your storytelling with them.

Music | Narration | Interview Audio | B-roll Audio | Audio Effects and Stock Sounds

HOMEWORK

Continue working on edit to meet deadline