AUDIO - COLLECTING AND EDITING

Audio is very important to video production:

• Make sure you always use a headset to hear the quality of your audio, both when shooting and editing.
• Move the camera close to the interview subject so that it can pick up good audio, loud and clear. This goes for collecting wild sound as well.
• Use and external mic if you can for interviews or for when you can't get the camera close enough to the subject. The external mic should be moved in close to the subject too.
• If you're shooting in a noisy location and you are having a hard time discerning (through the headset) the interview audio from the background sound. Move your shoot to another, quieter location.

Wild/Ambient Sound
Wild or ambient sound is the audio that can be found at a shoot location; often it is the white noise in a room such as the hum of an air conditioner that was quietly running during your interview. Sometimes it’s a little more colourful such as the sound of waves splashing or race cars racing past (if that’s your interview location). Collect the wild sound in the same location as the interview.

• Stand quietly in the location and record the audio with the lense cap on for at least 1 minute.

How Sound Helps Tell a Story
Sound FX - Whirring sirens can give a story a sense of urgency, gentle falling rain can project a peaceful feeling, the sound of crickets chirping can suggest silence even though you are using audio, loud footsteps when you don’t see any feet walking can suggest an ominous sense that someone is coming.

Narrator- A well-written voice over can help move a story along and help reinforce the focus of the story.

Ambient/Wild/Background Sound - Collecting the audio from an interview location without anyone talking can help smooth transitions in the story during editing, it can also give the audience a better sense of the location as well as provide a bit of relief from wall to wall voice over or narration.

Sound-ups (SOT) - Using a well placed sound-up can reinforce an interview clip.

Music- Can help give a story context; time, emotion, cultural, genera, etc.