Animation Sound Design – As you watch the video, answer the following questions.

1. What is Ben Burtt’s job?

2. What famous movie did he start his work on?

3. What makes the sound of Eve’s laser gun?

4. People at Disney didn’t use computers to make their sounds. They didn’t go out to record the actual object making the sound either, because the recording equipment was too heavy and bulky back then. What did they do instead to make the sounds?

5. Describe the instrument used to make rain:

6. How do they make the sound of the frog croaking?

7. How do they make thunder?

8. What is the benefit to making an instrument that can make the sound as opposed to recording the actual object’s sound?
Go to this website. http://www.footstepsstudios.com

Click on the link: “What is Foley?” on the top navigation menu. It is colored purple.

Complete this sentence:
Foley is a part of the post-production sound process…

How do Foley artists create “real” sound effects?

Are sound effects recorded on the set of the film? Why or why not?

Why do Foley sounds need to “come to the dramatic rescue” of a film?

Foley tracks must cover the entire film, especially when a foreign version (a version of a movie in another language) is created. Why is this?

Who is this technique named after?

Which studio did he work at?
PART 2 – Sound Effects in Wall-E

1. How does Ben Burtt change the sound effects to bring out the different personality of the characters?

Wall-E: old-fashioned mechanical/robotic sounds to show Wall-E’s “old” character

Eve: __________________________________________________________

AutoPilot: ____________________________________________________

Mo: __________________________________________________________

2. What does the Army Generator (from eBay) make a sound for?

3. What makes the sound for when Wall-E is moving at high speed?

4. Voices are the hardest to create as a sound designer. They often start with a real voice and then change it. What instrument was used to change Donald Duck’s voice in the cartoon?

5. To make the talking train sound, what did the actor hold up to their vocal chords?

6. How is the VoCoder used? What does the pen do?

7. How many decisions had to be made regarding the sounds used in Wall-E?