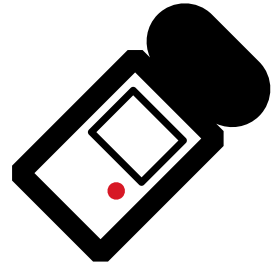


LIBRARY *of*
INSPIRATION

Foley Recipes



Overview

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What is a Library of Inspiration Kit?

Text Text

Whats in the pack?

Here is a brief List of what is included in the Kit! Please use this list to double check if everything is in the Kit, before and after you work with this Kit! If anything is missing/ or damaged, please let the person you borrowed the kit from know as soon as possible.

List of Material in the Kit

- 1x Set of 48 cards (inc. 25 foley recipes)
- 1x Zoom H1n Microphone
- 2x Sets of rechargeable AAA Batteries
- 1x AAA Batterie Charger
- And a series of props to be used when recording

Online resources for this kit include:

- A library of recordings on Soundcloud that can be downloaded and used for free when editing.
- A series of YouTube videos showing someone performing the sound effects listed here.

Downloads:

- **Audacity** if you want to edit your sounds
<https://www.audacityteam.org/>

What is Foley?

Foley is the art of creating sounds for films, games, TV shows, and more.

The people who do this as a job are called 'Foley artists', and it's an important role. When filming scenes, a production sound mixer will likely focus on the dialogue from an actor – what they're saying.

All the other sounds in a scene probably won't be picked up by the microphones, and it's the Foley artist's job to go over the footage afterwards and add in a lot of the sounds, from footsteps to explosions.

This means they have to get creative when recording – for a twig snapping in half, just use a twig, but what about something more extreme? You can't go breaking an actor's bones, but if you can't see where the sound is coming from, cracking a carrot in half sounds really similar.

Before you Start!

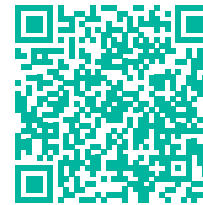
Before you can get started with creating your own Graphic Novel, you need a little bit of work to get you started! But don't worry, it is super easy, fast, and fun!

How to use the microphone:

This kit comes with a Zoom H1n, a professional quality microphone you can use to record all your sound effects with.

Information for how to use the microphone can be found by scanning this QR code.

After using the microphone, please make sure to re-charge the batteries before returning it to school.




Help! Something broke... :(

Don't Panic! Parts may break after sometime! Try to find the broken part if possible and keep them in the set. Tell the person you borrowed the Kit from that a part broke and they should know what to do with it! *Easy as that!*

Content Creator:

Marshall McGee

 youtube.com/@MarshallMcGee

Marshall McGee is a professional sound designer for film and video games, such as Roblox. Since 2016 he's been documenting his journey as a sound designer on his personal YouTube channel in a series called Waveform, where he talks about what makes good sound design, how to re-create famous sound effects, and his advice on how to get into the industry as a professional.

Check out his channel using this QR code if you want to learn more about how to make the sounds of horror games, magic spells, and more.



Inspirational People

Joanna Fang

Joanna Fang is a senior Foley artist at Sony, and has worked on a range of video games, as well as film and television shows. At University she studied film, with a specialty in music, and brings her training as a classical musician into the realm of Foley to influence her art. At the time of writing, Joanna has worked on over 330 projects, using her skills to define how a game should sound.

Some of Joanna's best-known work is in the games Spider-Man 2, Helldivers 2, and Horizon Forbidden West, as well as the films In the Heights and Blonde. Joanna has worked in both fiction and non-fiction and became the first transgender woman to win a Primetime Emmy for her work on the documentary Cartel Land.



Getting started:

Recording Techniques

When recording, it's best to have one person performing the foley, and one person holding the microphone. This allows you to position the microphone wherever you would like, and they can even follow the artist around. The person holding the microphone should be wearing headphones so they can check the volume of the recording.

Someone recording alone could also place the microphone on a flat surface, such as a table or the floor, as long as it's not going to be shaken around. This can create crackling or booms if the mic is touched.

When choosing where to record, try and find somewhere without a lot of echo. If you can hang a blanket up in a cupboard, they make excellent recording spaces. Make sure windows and doors are closed so that no external sounds are picked up by the microphone.

Recording Techniques / Getting Started

Foley Performance Guide

When recording foley, it's important to remember that it's an art, not a science. There's no exact way something should be done, and all the advice these cards give are more of a guideline. That being said, here's some advice for what to do when you're recording:

- Record your takes multiple times – it's good to get some variety, and you might find that you prefer recording the sound slightly differently than you'd originally intended.
- Think about the personality of the sound effect – Is a person walking confidently, or stomping about angrily? If a robot is moving, how old is it? Do its gears grind? How is it powered?
- Sometimes you won't be happy with a sound until you edit it – don't give up if something doesn't sound perfect right away.

What can i use to edit my recordings?

Once you've recorded some sounds, what should you do with them? Try editing them, and see what you can make!

If you only want to edit the sounds, the free software Audacity is brilliant for beginners – it's easy to use, and there's lots of tutorials online for how to use it. If you have access to an Apple computer, Garageband will also come pre-installed on it for free. When you're comfortable using either of those, try Reaper – it has a free trial. If you want to edit video along with your sounds, try DaVinci Resolve, a free editing program.

You can also check if your school has access to any paid editing programs, such as Pro Tools, Adobe Premiere Pro, Adobe Audition, or Final Cut.

Recording Techniques / Getting Started

A guide to editing audio terms.

These are all qualities of a sound that you can change when editing.

Reverb – Short for ‘reverberation’. This effect is caused by a sound bouncing off the surfaces around it, like walls, and can make something sound bigger. With reverb, a sound takes a longer time to disappear.

Echo – You might be familiar with an echo in a cave – an echo is like reverb, but the sound takes much longer to travel back, so it sounds like it’s repeating the sound back to you a second time.

Pitch – A very high-pitched sound is squeaky, and a low-pitched sound is deep.

EQ – Short for ‘equalization’. You can adjust the frequency range of a sound. For example, if something making a sound is far away, you might give the recording a ‘low pass EQ’, only letting in the low frequencies, as when sounds travel they lose their high frequencies. You can use this to mimic the sound of a phone call too.

How to mix audio

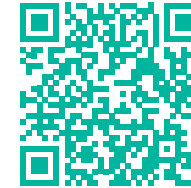
When mixing audio, there’s a saying that goes around:

Dialogue is most prominent, then **music**, then **sound fx**.

What this means, is that most of the time, the dialogue should be the loudest part of a scene – they audience shouldn’t struggle to hear what’s going on. The music adds emotion, and should be the next loudest, and only after that should the sound effects be heard, adding realism to a scene. Often the job of sound effects is to make the world more believable. If you can tell they’ve been added in artificially, then they’re not doing their job, as you should believe these are sounds the microphone has picked up accidentally – when really, they’re very deliberate.

QR Codes / Getting Started

QR Codes



<https://youtube.com/@libraryofinspirationfoley?feature=shared>

This QR Code will lead you to our Soundcloud page, where you can listen to recordings of all the sounds in this kit, and download them for your own projects!



<https://soundcloud.com/library-of-inspiration>

This QR Code will lead you to our Soundcloud page, where you can listen to recordings of all the sounds in this kit, and download them for your own projects!

What is a foley stage?

A Foley stage, also called a Foley studio, is the place where a Foley artist might work. This will be a space designated for the artist to record in, and every Foley stage is different. However, all of them share three key things:

- **Soundproofing:** These spaces will be incredibly well insulated against sound from the outside world getting in.
- **Props:** At first glance, they can almost be mistaken for junkyards, but a good Foley artist is like a librarian, and knows how to get exactly the prop they want from their rows of shelves and boxes.
- **A mixing desk:** This is where the Foley mixer sits, listening to the microphones and adjusting the mix of the recording.

Some foley stages might even include 'pits' full of floorboards, carpet, concrete, water, or sand, so that different materials can be recorded.

Photograph from 'Foley walkers' studio in Ukraine



Other LOI Kits:



VR Kit

Ever heard of Virtual Reality? The future is yours to explore!



Sphero Robot

Learn more about robotics and coding with this fun kit



IBI Kit (PACT)

Your playful way into the world of User Research



Graphic Novel Kit

Create your own Story and Graphic Novel!



Foley Kit

Create sounds straight out of your favourite movies and games!



EMO Robot

Your social companion. A kit worth exploring!



Stop Motion Kit

Explore the art of stop motion with your own animation puppet!



Mini Arcade Kit

Build and play games on this handheld console!



3D Printing Lab

Ever wondered about 3D Printing? Find out more with this amazing kit!



3D Scanning Kit

Explore the possibilities of 3D scanning!



Library of Inspiration is a project of **Edinburgh Napier University** to inspire and inform the youth of possible careers in the Tech and Creative Industries.
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