

## Music Technology II

### Film Scoring Definitions

#### **Ambient Sound:**

environmental sound; environment noise); background sounds appropriate to the physical space being depicted, such as crickets, water or birds.

#### **Cinemascope:**

Widescreen system introduced by 20th Century Fox in the 1950's initially required a special screen and magnetic stereo sound; used multitrack sound, with four channels arranged center, right, left and rear (surround).

#### **Compilation Scores:**

In the silent film era, most scores were compiled - that is, not original music written specifically for a film, but mostly pre-existing music.

#### **Diegetic Sound:**

Sound whose source is visible on the screen or whose source is implied to be present by the action of the film: voices of characters. sounds made by objects in the story.

**Non-Diegetic Sound** whose source is neither visible on the screen nor has been implied to be present in the action:

- narrator's commentary
- sound effects which is added for the dramatic effect
- mood music

**Non-diegetic sound** is represented as coming from the a source outside story space. The distinction between diegetic or non-diegetic sound depends on our understanding of the conventions of film viewing and listening. We know of that certain sounds are represented as coming from the story world, while others are represented as coming from outside the space of the story events. A play with diegetic and non-diegetic conventions can be used to create ambiguity (horror), or to surprise the audience (comedy).

**Dolby Digital:** The original 5.1 Dolby digital (1992) carried six channels, and a separate channel for low frequencies.

**Foley:** Sound effects created artificially and added to the sound track

**Leitmotif:** a recurrent theme throughout a film or series of films. Think Star Wars, James Bond

**Mickey-mousing:** close synchronization within a shot or short series of shots, where music closely mimics screen action, cartoon style, blurring the boundary between music and sound effects.

**Point of View Sound:** Sound rendered from the perspective of a character in the film. "Imagined sound" is a special case of POV sound; the sound track presents what a character is hearing in his/her head.