

DESIGN RESEARCH SEMINAR

(SOUNDING THE SCENE AND THE UNSEEN)

Submitted in partial fulfillment of the requirements
of the degree of Master in Design
by

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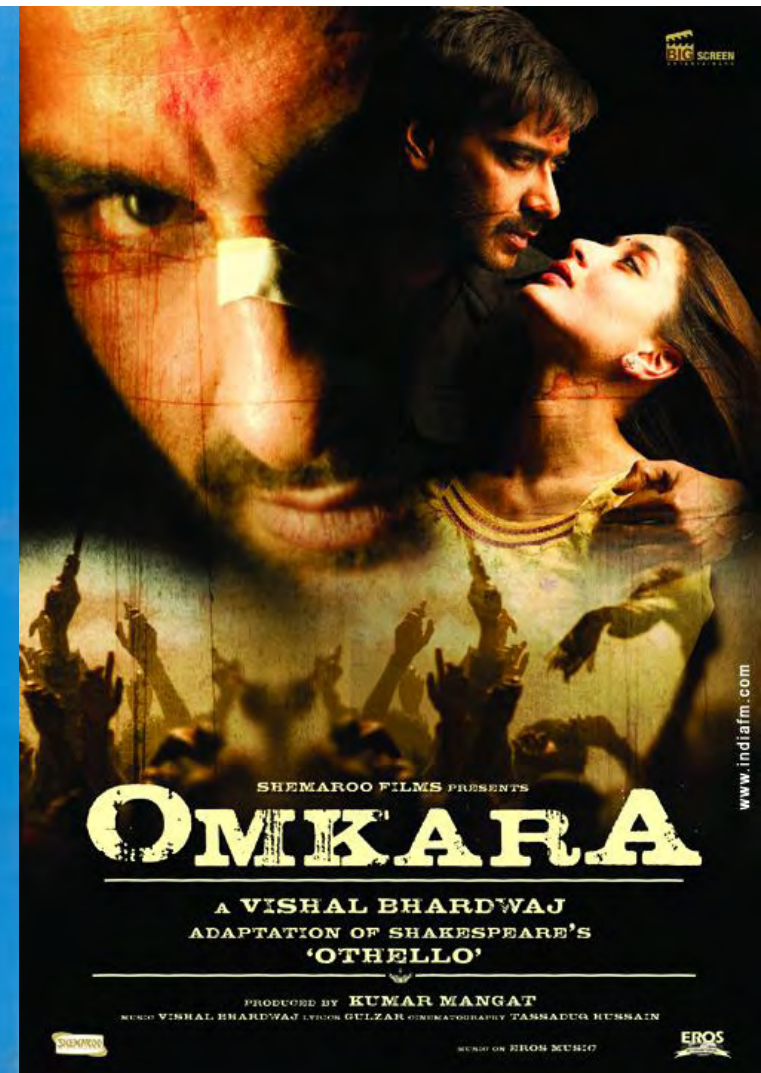
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DESIGN RESEARCH SEMINAR

SOUNDING THE SCENE AND THE UNSEEN



APPROVAL SHEET

The Design Rearch Seminar which has done at by Jenin J Vadakkan (Roll number, 136340006) is approved, in partial fullment of requirements of the Masters of Design degree in Animation in Industrial Design Centre of Indian Institute of Technology, Bombay.


Project Guide 

Date: 08-02-2015

Place: IDC IIT Bombay

DECLARATION

I declare that this written submission represents my ideas in my own words and where others' ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated any idea/data/fact/source in my submission. I understand that any violation of the above will cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

Signature: 

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ABSTRACT

Cinema is a combined effort of a number of art forms. The artistic use of all these art forms for the purpose of storytelling or conveying any abstract idea or merely communicating anything to the viewer, and making it into a single product can be described as film making. Regarding the use of sound in cinema, it also requires a design similar to that of visual designing. It is this sound designing which lifts the audience to an emotional level which the film maker intends. It is this sound design which makes dramatic changes in moods, emotions and feelings for the audience.

My guide suggested three movies made by three legendary film makers. Best example for the study and research in sound design.

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INTRODUCTION

Area of study

Visual aspect of sound, Sound and storytelling

Description

Sound is integral to the visual in any storytelling process. An understanding of the gross and subtle attributes of the soundtrack designed to enhance the story in a scene, would be an aspiration in this study. Sound is not only heard but also seen. Exploring the visual aspect of sound can be a powerful strategy to complete the storytelling in a scene wherein the viewer can seamlessly go beyond what is seen. An intuitive analysis of this would be the other aspect of this study.

WATCHED MOVIES

1, Limelight (1952)

2, Psycho (1960)

3, Omkara (2006)

Limelight



ABOUT MOVIE

The movie Limelight is a comedy drama film directed by Charles Chaplin

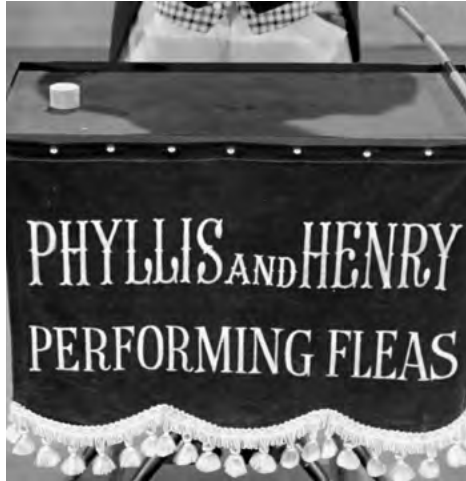
Starring : Charlie Chaplin, Claire Bloom, Nigel Bruce, Buster Keaton, Sydney Earl Chaplin, Wheeler Dryden and Norman Lloyd.

Music: Charlie Chaplin

Sound : Hugh McDowell and Harold E. McGhan

Limelight

Scene 1



In this scene Charlie Chaplin is sleeping, the camera move in to his old picture showing his past life as performer. The music players are playing music in front of Chaplin. This time music and his vocal maintain equal level. Then he sat on the table in front of him. The camera angle change much closer to him. In this shot there was whiplash sound he produced, music level was reduced for that much time. I feel timing was perfect here which grabs attention of his dialogue and acting. Even though music players are not in the frame, we can hear the music playing low volume maintain the feel throughout this scene.

After his performance we can hear laughing and clapping sound of audience providing the feel of large crowd then suddenly revealing it is an empty auditorium. The sudden silence and gloomy face reveals hard experience in the show which he faced before.



Scene 2

The scene which Thereza (Claire Bloom) remember her ex-lover young American who lived in same apartment of her. Once she had to hear playing piano in front of her apartment. Thereza stands in front of her floor and looking upside and the Piano play was coming on that direction. There was nothing else in the visuals. The direction of her looking upside make sense that Neville(Sydney Chaplin) living there. Also it means her habit and passion in music without dialogue and visuals. Camera moves closer towards her. Her facial expression of enjoying music made justification.

Lime light



Scene 3

After Performance from Middlesex venue Calvero(Chaplin) was very disappointed. He reached home with disappointment and lack of confidence. He laid head on table he starts cried. The same time Thereza (Claire Bloom) tries to encourage him. In the movie she stands first time without an any help. When scene happening there was no other Foley sound used because the speech was very important for this scene. Audience actually forgot a moment she can't walk

When this miracle happens, there is a sudden break in silence with the starting of music which has a huge impact on audience like me. In the new beginning of life through the dramatic shot wonderful feeling of hope in future life is created. The music add a lot to this scene.



Lime light

Scene 4



After audition performance of Thereza. Everyone left the room but Calvero was sitting there alone. Then someone says “Switch of those light “.The person was not in the frame but we can hear sound of switch off. Then the room became dark, we can see Calvero’s face. Here sound of switching off and light in face was perfectly synchronize. The collaboration of visual and sound makes his loneliness in our mind. The music used here is having huge impact in the scene.

Scene 5



After first performance of Thereza in theatre. We can here audience clapping and cheering. But in the visual there is no audience. We can find similar scenes like fake audience, he did it cleverly with the use of crowd noise. He is able to avoid some extra shot with use of ambience sound. I feel it’s a wonderful part of movie make audience in an illusionistic ways. In this scene actors looking upwards every direction like looking at the audience. I feel this scenes indicating scope of sound design in the movies. How the meaning is changing with the use of sound design.

Lime light



Scene 6

After party Thereza and Neville (Sydney Chaplin) reach in front of Calvero's house. Neville proposing to Thereza near by the door. But Calvero was behind the door. These are totally two different shot but Calvero try listening their conversation they are behind the door but literally they are not in the frame. Audience feels characters are standing opposite part of door. Thereza not accepting Neville's marriage proposal and she openly tell him love towards Calvero. This is the crucial part of movie. Calvero also wish to hand over her in safe hands. The clubbing with visual and Sound did make sense.

Scene 7



The scene before climax scene Calvero did wonderful performance after his painful experience. This time Thereza was praying for him inside the stage. After Calvero's performance she came for watching audience reaction. Inside the stage room was very silent.while she open the door crowds cheering became audible. She was happy on those moment. Actually there was no audience in the visual. After she close the door noise diminishes. The sound design is perfectly timed for the scene.

PSYCHO



ABOUT MOVIE

The movie Psycho is physiological thriller, crime and detective film directed by Alfred Hitchcock.

Starring : Anthony Perkins, Vera Miles, John Gavin and Janet Leigh.

Screenplay: Joseph Stefano

Based on The Novel by Robert Bloch.

Sound Recording : Waldon O, Watson and William Russell.

Music: Bernard Herrmann.

PSYCHO



Scene 1

The movie Psycho begins with an aerial view of the city. Then the camera goes into the window and reaches inside the room. The music and sound beautifully sync with the visual. For example: We can hear traffic sound while the camera passes the road for its detail, same time which tells us something is going to happen related to the city.

The music has a sense of mystery. At the same time it makes the audience feel a prophecy created in their mind. The music also maintains the same amount of camera speed. Both pointing to the couple in the room, which makes the audience clear the idea of who is the protagonist in the movie. Apart from the visual, music and sound have a very important role in narrating the story.



Scene 2

While Marion is dressing up before leaving the bank, there was money on the bed. Then the camera slowly moves to the money packet, and the sort of music played makes a sense that something wrong is going to happen in relation to the money, which grabs more attention from the audience on this.

This interior scene was going together with sync sound and music. The use of sound makes the audience get a sign of what kind of temptation was going on in Marion's mind. That sound design helps to provide different meaning to an otherwise ordinary visual.

PSYCHO

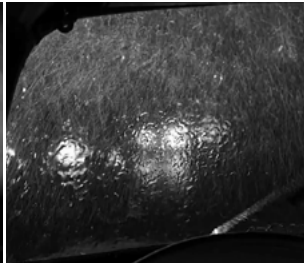


Scene 3

After stealing 40,000 dollar, While Marion drives to Phoenix car stops in traffic light, she saw boss crossing the road. When boss turns at her, the engine sound of car gets diminished and music gets started. The sudden change in the sound scape build up tension in audience in a grammatical way.

These are most tension building scenes by use of silence, sound and music. Through this viewers are able to feel the amount of fear she is suffering. Her fear is reflecting in this music which is used in the driving scenes. . The intensity of fear comes more from sound than the visuals.

Scene 4



The scene which Marion driving night there was rain outside. Just using visuals interior the car, with the use of sound coupled with flash lights of other vehicles, a feel of rash driving is created. Then after the music is slow down the level of car wiper sound increase.

When She turns car in to Motel. While car enter motel road it is with the sound alone we get the idea about geographical nature of the area.

PSYCHO



Scene 5

While Marion looking at the house, the only human voice she can hear is that of Norman Bates and his mom. This unseen character is existing only through sound. Even though the character is not shown, viewers are completely convinced that the mother exists in that house.



Scene 6

Shower scene of Marion which is one of the best scenes in the movie played with sound design. It can be seen that more than merely playing with the soundscape, it is the use of music which makes the scene intense. It can be seen that anything which can be heard till the arrival of the murderer was normal. From the very first shot of the murderer the music starts and builds up the requisite amount of tension. After the murder, music suddenly stops and anything which is audible is the ambient sounds. This silence makes sense of confirming her death.

After while the camera moves on to the Norman Bates house only we can hear him shouting his mother regarding the murder of Marion. Suddenly Norman Bates rushes from the house which makes the audience no doubt against Norman Bates for Marion's assassin. The director really played with sound to deviate any doubt rising against Norman.



PSYCHO

Scene 7



Detective Milton Arbogast searching inside the room. This time the viewer's already knows about the monster in house, but no clue is there regarding when it appears. The music which is used here same level of frequency in this time. Tension is build up with the use of strings When the door were open no folly sound is used for the reason to avoid Arbogast finding Norman bates. In this scene the top angle camera shot of Arbogast's search scene suddenly Norman Bates mother entering stabbing him.

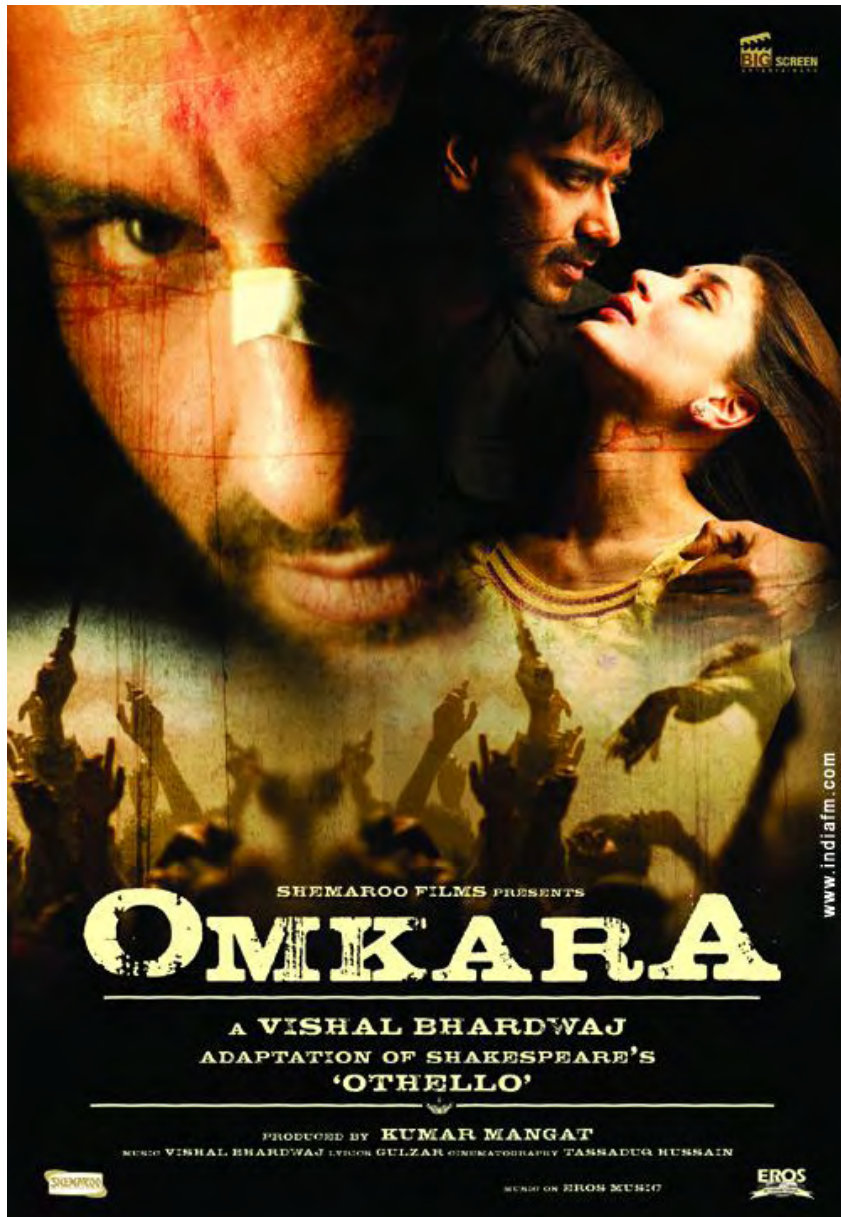
Scene 8



The scene which Lila Crane enter Norman bite's godown. She found Norman Bate's mother sitting in the chair. The chair rotate towards her to reveal that it was stuffed body the slight amount of music turn in to her screaming. She took a bit of time recognize it was dead body. The scream was delayed in first reaction for perfect timing.

ABOUT MOVIE

Omkaara



Omkara is a 2006 Indian crime drama film adapted from Shakespeare's Othello, co-written and directed by Vishal Bhardwaj.

Starring : Ajay Devgn, Saif Ali Khan, Vivek Oberoi, Kareena Kapoor, Konkona Sen Sharma, Bipasha Basu and Naseeruddin Shah.

Music: Vishal Bhardwaj

Sound : Shajith Koyeri

Style

The style of sound design followed by movie is overlapping sound scene to scene. Which means, if any scene starts the sound appear first then next scene. First I feel that sound are sync out. While movie progressing patterns of sound design used by this. If we compare to previous western movies, we can find songs, dance and our cultural themes in the movie. There are more elements to add on in sound design in Indian movies. The songs which used in movie related to some function such as theme, mood, culture, characteristics of people, time transition e.tc.....

The potential of sound design is in the beginning they used ambience noise to establish environment then later while movie is progressing they cut the ambience noise and gave importance to dialogues. Which is one of the reason to sit the audience grab the attention.

OMKARA



Scene 1

While Langda' Tyagi (Saif ali khan) and Kesu Firangi (Vivek Oberoi) is playing marbles we can here sound of some vehicle coming and parking on the side of their cottage. The vehicles sound makes strange people reach there. Breaking sound of car seems unusual. There is nothing in the visual but will get a feel of rush, threat and enmity. Feel of some ones entry in the audience. Then the appearance of Advocate Ragunath Mishra (Kamal Tiwari) reveals the matter. The fun part is we get the idea a bit in advance. Director avoided one shot by the use of well treated sound design. Some-time sound is better than visuals to narrate the movie.



Scene 2

The difference between western movies and Indian movies is the songs. In most of the Indian movies long story compile in to the format of songs. It is a wonder full part of the film to narrate the story. The vocal depends on who is dominating, like a hero or heroine. Which always bring nice sort of feel in the movie.

The song which starts with Naina Thag Lenge lyrics is a wonderful part of the movie and compiles the story of Omkara's and Dolly Mishra's old relationships and backstory. In this song both of them had equal part so director used both female and male voice on this song.

OMKARA



Scene 3

The song Omkara in this scene makes audience full characteristics of protagonist's bravery. Usually in films while fight happens they mostly depends Foley or Sync sound. But in this case make meaning of how the protagonist easily facing. The voice of songs means domination of Omkara (Ajaya Devagon) Same time other sound also clubed. Attitude, braveness and power of handling those kind of people on that situation. The song makes audience fight is a usual part of Omakara's life and overview of his life.



Scene 4



When Rajoh Tiwari(Deepak Dobriyal) is waking up Langada(Saif Ali Khan) . In this scene Rajoh fire gun shot into the sky. Only sound used here is the shot and then after echo the sound of dove flying away create an idea of space. Doves are really unseen characters but it makes sense of the life in atmosphere in this scene. The sound was used in realistic perspective.

OMKARA

Scene 5



The scene of birthday celebration of boy. After cutting the cake Dolly Mishra (Kareena Kapoor) is giving the cake to Omi and Kesu. Langada has taken photographs there. The particular shot which Dolly giving cake to Kesu here Langada looking them. The music is used here to project the high intensity jealousy and revenge. Many kind of sound track comes in this scene. Firstly people's clapping sound transition in to slow and then silence for a time, then music rise after this slow-motion sound of clapping. This is alternately changed like grammatical expression of tension.

Scene 6



The scene in which two person following Bhaisaab 's(Naseerrudin Shah) car. When car is approaching towards the camera we can here sound of drums playing on right side and behind the camera. It signifies the mood of festival. Before shooting Bhaisaab, they already created two different space in the front of camera and the background of camera. But the back-ground was unseen area but creates the illusion of the non-living space.

OMKARA



Scene 7

The scene in which Omi questions about the ornaments to Dolly. The misbehaviour of him makes Dolly upset and painful. Elaborating the pain, female vocal song was absolutely convenient for the shot. This is the main difference between western movies and Indian movies. Which is the aesthetic beauty of sound in the format of song making it much more blended with the feelings of pain.



Scene 8

Interior scene in train. Omi and langada is shooting inside the train. There was no passengers in the visual. But we can hear the sound of ladies and babies are crying. While Omi is looking inside the cabin the ladies are crying loudly because of the strange person carrying a gun. After Omi walks away they stops screaming. The mode of crying exactly feared in the attacks in the train. Without any visuals, sound designer created another group of innocent people inside the train alive. The sound creates illusionistic space in the train and that is the magical power of sound design in movies.

Poster design



CONCLUSION

Each movies has a different potential and different style in sound design, which helps in narrating story as well. For music design each movie has its own style which is more appropriate for the story. The perfect clubbing and mixing of sound brings in dramatic changes in our moods. The movie Limelight director also same time a musician which will reflects in the movie. In the thriller movie Psycho, we can see a lot of experiments in music and sound which conveys the elements of thrilling storyline much strongly. Keeping aside the western movies, Omkara is totally different. The songs in the middle of the movie are surprising. It came from the aspect of the pattern followed by the Indian film. Cultural inputs are also part of the movie. An aspect of sound design in this movie is showing diversity and at the same time is also narrating the story.

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