Sound Terms

Film Studies

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**Sound Terms**

- **DUBBING**: Adding dialogue and sound effects after filming is completed, in post-production.

- **SYNCHRONIZATION**: Correctly aligning the visual and audio portions of a film so that the image and sound are heard and seen simultaneously.

- **TALKIES**: The nickname given to the earliest sound films because the actors spoke out loud rather than acting without sound as they had done in the movies of the “silent” era.
DIALOGUE: All the words spoken in a film, offscreen and onscreen, whether by the characters or by a narrator.

NARRATION: A technique for conveying story information that is not part of the dialogue.

POST-PRODUCTION: Any part of the filmmaking process that occurs after filming has been completed.

SOUNDSTAGE: A large, soundproofed room in which a film set is built.

WILD SOUND: Sound recorded on the set but not in synchronization with the camera.

OFFSCREEN: Anything that takes place where the audience cannot see it.
MELODY: A linear sequence of notes that make up the most recognizable part of a piece of music.

PITCH: The relative highness or lowness of a musical note.

RHYTHM: A regular, repeated pattern formed by a series of notes of differing duration and stress which give music its character.

MIXING: The process of setting levels of dialogue, music and sound effects and combining them into one continuous whole.

POINT OF AUDITION: Sound as it might be heard by a character within the film.

SOURCE SOUND: Sound that appears to come from an object seen onscreen, such as a radio or television, animals or actors.
SYNCHRONOUS: refers to “visible” sound; means that the sound and image match

NONSYNCHRONOUS: refers to “invisible” sound; sound is detached from its source

DIEGETIC: sounds the characters can hear

NON-DIEGETIC: sounds the characters cannot hear, for example the musical score

FOLEY: sound effects technique for synchronous effects or live effects in which foley artists match live sound effects with the action of the picture