Foley (SFX Recording)

This page will talk about using the Iso booth or field equipment for recording sound effects, be it for whatever project you require sound assets for.

If you are unfamiliar with any of the mentioned equipment, visit the EQUIPMENT PAGE to learn more about tools available from the lab.

Sound effects for movies, TV, video games, and other visual media commonly are acquired through Foley.

"What is *Foley*?"

Foley is a term derived from film, and it stands for the recreation of everyday sound effects you hear in your life. Upon recording sound effects, your assets would get implemented into a project post-production. However, this is something you can do in advanced, in anticipation of a project being finished. We're going to talk about using items around the lab to record either in the iso booth or on the field.

To learn more about editing your sound effects post production, visit the Adobe Audition Introduction page.

Iso Booth

At your disposal are two condenser mics: the AT2020 and the WA45. The mic outside the booth is a dynamic mic that you should not consider, as it is less sensitive and the environment in the lab is muddled with background noise and A/C (hopefully that will change when we move into the HIVE)

The sautering station has tools in the lockers and drawers that can be accessed, with permission from faculty. These tools are capable of creating sounds that can be edited and used for immersive experiences. An example of a VR experience that uses Foley is the French75 project.

Be sure to put the keys to the lockers and the booth back after borrowing them, as well as make sure to put the items used in their respective places.

Field Equipment

Should you want to record interactions outside the lab, you can always use the field mic and handy recorder. Depending on how long you'll be out of the lab, consider taking some batteries from the charging station to swap out.