

Your story comes alive also with sound!

By now you should be well on track with your animation.

So far we have seen how to tell a story in stop-motion, the tools of the trade, i.e. all the equipment and technical tricks needed to make a short film, we have also seen how to build a character, how it moves in relation to photography, and the various materials that can be used to enrich your story.

One last essential element to complete your stop-motion story is sound.

Unlike a film with real-life actors where the sound is natural and is recorded directly during shooting while people are talking, in an animated film, just like in your stop-motion short, all the dialogue and the whole environment and sound effects have to be created from scratch. It may seem very complex and difficult, but it will certainly be one of the most fun aspects of this process.

Let's see how it goes!

The first thing to keep in mind, as Claude Barras also says, is that sound is as important as image. Using dialogue but also background sounds you can tell a lot of things that are not present in the frame at that moment. Here are three examples:

- **Dialogue:** the dialogue should remain very simple and essential. The image already creates a kind of story and the dialogue should not repeat what the image is already telling, otherwise you risk boring the viewer. The sound must therefore complete and enrich the image by saying something more. If your character is walking in the woods, you don't need to say: "I'm going for a walk in the woods today!" he might instead add something like: "What a beautiful day, this morning the air is so fresh!".
- **Sound environment:** the sound environment is everything that surrounds the characters in the story. This is also very important to convey the message you want to communicate. Always thinking of the example of a person walking in the woods, you might decide at some point to get a close-up of the person smiling while walking. In this case the forest won't be in the frame,

but it could still be present through the sound of birds singing, or the rustling of the leaves as the wind passes.

- **The off-sound:** a very useful tip and fun to use is also the off-screen sound. You can also think of characters that are never presented on stage but that the viewer will know only through their voice. This is a very clever way to activate the viewer's imagination. During the walk in the woods we can suddenly hear a female voice shouting: "This place is full of surprises!". If the person screaming is not inside the scene, the viewer might imagine that it is the character's mother or grandmother, or a fantastic creature living in the woods.

But how can you put this into practice?

If you use the Stop Motion Studio application to make your animated short film, it will be very easy to add all the sound elements you like: dialogue, ambient sounds, voice-overs, but also songs or any other kind of noise.

Once you've done the shooting, just follow the steps below:

- choose the right frame, i.e. the image in which the sound will happen;
- touch the icon with the microphone that will start the countdown;
- at this point you can record the sound;
- you can then rewatch the scene and make sure that sound and image match;
- if the sound and image are not synchronized, simply select again the frame where you recorded the sound, press the "Audio" icon with the musical note and change the start or end of the recording.

Even when it comes to sound, you can indulge your imagination in the creation of the various noises. With rice you could for instance reproduce falling rain, by wrinkling paper you could recreate the sound of footsteps or with your mouth you could reproduce any kind of sound that may serve your story!

Have fun!



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