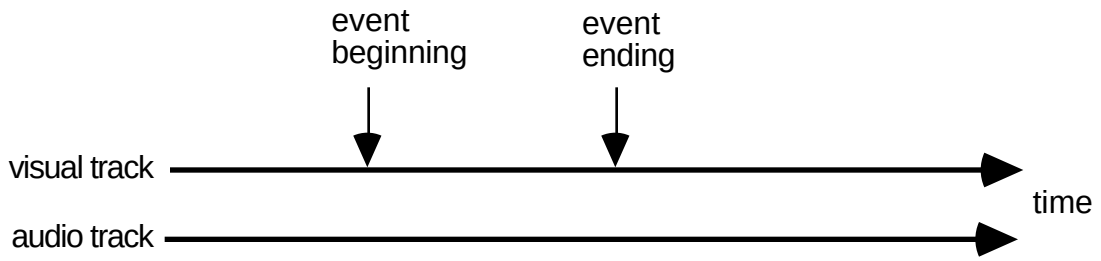
excerpt from the book: e's for artists: a Handbook for New Media Creators, by Don Ritter

RELATIONSHIPS BETWEEN SOUND AND IMAGE



COMPOSITIONAL DECISIONS FOR COMBINING SOUND WITH IMAGE

1. will sound or music be added to create an ambiance or mood, although the source of the sound is not in the environment(Non-Diegetic sound)?
2. will the sound be created by an object or person in the environment(Diegetic sound)?
3. what type of relationship will be used between the sound and image?
4. how will the volume and channels of the sound be presented?

SOUND SOURCE:	SOUND-IMAGE RELATIONSHIPS:	PRESENTATION METHODS:
Non-Diegetic: (source of sound is not in the environment)	background tempo background mood narration/voice over allusion silence	channel presentation volume dynamics
Diegetic: (source of sound is in the environment)	sync selective sync object movement silence forewarning off screen dialogue off screen dialogue selective dialogue allusion	channel presentation channel association volume dynamics proximity

SOUND SOURCES

1. Diegetic: sound is being created by an object or person within the on-screen or off-screen environment of the shot (example: a window is broken and a shattering sound is heard)

2. Non-diegetic: sound is not being created by any object or person in the environment of the shot (cello playing Bach is heard as person runs along a beach)

Diegesis is a greek word for "recounted story"
reference: hem.passagen.se/filmljud/diegetic.htm

SOUND-IMAGE RELATIONSHIPS

1. Background Tempo: overall movement of imagery and sound are at similar tempo
example: fast moving train with high tempo music

2. Background Mood: image and sound have similar mood
example: image of person crying with sad music(the sounds of the person crying are not heard)

3. Sync: object and images appears to produce sound (start of movement of object corresponds with start of sound, end of object movement corresponds with end of sound)
example: image of car door closing with sound of car door closing; image of woman speaking and sound of her voice

4. Selective Sync: sync sound is provided only for some objects; provide emphasis
example: imagery of two people speaking; only one voice is heard

5. Narration/Voice Over: human voice is heard which may or may not speak of imagery; the image of the speaker is not presented
example: imagery of a waterfall and a voice reading poetry; imagery of a city and a voice describing the city

6. Object Movement: movement of object in shot is emphasized with an exaggerated sound; object would not normally produce sound.
example: whoosh sound heard when person quickly turns head

7. Allusion: sounds not directly associated with object is presented; sound alludes to another interpretation of the object. example: image of child playing peacefully in garden is accompanied with sounds of soldiers marching

8. Silence: no sound with imagery. example: image of person speaking with no sound

9. Forewarning: hear sound of an object before seeing object
example: hear sound of car and imagery of person's face for 4 seconds, then see image of car with car sound

10. Off screen: sound heard but associated image which made the sound is not seen
example: sound of a car approaching is heard but not seen

11. Dialogue: a visible character in the shot speaks. example: person is shown speaking in shots

12. Off screen dialogue: an off screen character in the shot speaks
example: two voices are heard whispering behind a closed door

PRESENTATION METHODS

1. channel presentation: in a stereo system, sound is presented in left channel, right channel or both channels

2. channel association: spatial association between location of image on screen and location of source for sound(this approach can only be used with a properly configured multi-channel audio system) example: image of two people talking, one person on right other on left; voice of person on left heard through left speaker, voice of person on right heard through right speaker

3. volume dynamics: sound is presented at a lower or higher volume level relative to other sounds in the scene

4. proximity: loudness of a sound is associated with its visual distance from the viewer
example: sound of car becomes louder as the image of car becomes closer