

**SOUND DESIGN PLAN TEMPLATE**

**Names of subgroup:**

**Contextual note: OPTIONAL**

Please add information in this section, if relevant, to support the reader's understanding of your sound design plan.

Please use the template to break down your 10-shot sequence, in order to detail your sound design plan. You can add more rows below as necessary.

Shot no.	Intended Emotions/Moods Happiness, Playfulness, Love, Excitement, Disgust, Sadness, Anger, Uncertainty, Ambiguity, Disorientation, Fear, Terror. etc.	Dialogue/ADR (Spoken Word Elements) Conversation, Self-Reflective Voiceover (VO), Screaming/Shouting, Whisper, Other Voice (animals/insects), No voice	Ambience/Atmosp here Room Tone: existing sounds within interior or exterior locations without voice/other sounds	Hard Sound Effects and Foley Sounds of spaces (forest, room, hall, road), creatures (birds, animals) phenomena (rain, thunder), etc.	Music/ Soundtrack Particular music tracks or important musical elements	Additional Notes What type of sounds are these? (diegetic/non-diegetic, parallel/contrapuntal, onscreen/offscreen, synchronous/non-synchronous)
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