



The Final Cut

Adding sound to video

The fantastic thing about being an editor is that you have two sides to everything, you have the visual and your audio side of everything. I mean for example if you ever watch a horror film with the sound turned off, it's not scary. So you can either make them work with each other, you can have very slow gentle sounds, very slow long shots which really emphasises, hopefully, a calm feeling, or you can make them work against each other. So you can have very fast music and very long shots which would probably give a slight sense of confusion, or a sense of waiting for something.

In feature films it's quite common to remove natural sound and just have music, which again creates a very unnatural yet quite powerful kind of feeling, which again I think, if you think about how you see things in everyday life, then how you can treat them within a film, it allows you to do things. Again walking down the road if you see a car driving down the road then you will hear that car driving past. To not have that connection between sound and picture allows you to create a whole other emotion, another feeling, and again the pace of that music allows you to completely change how somebody views something.

To show that, if we use the same picture but put three very different pieces of music underneath it, it's just very simple to see. So if you start with a very slow piece of music it immediately makes all her movements feel very graceful and slow.

To then put a much faster piece of music underneath it will make her movements feel faster even though they're exactly the same. It also has the effect of immediately removing that kind of graceful feeling that the slower music had on it.

The third example, which is interesting in putting sound and picture that you might not normally expect together. So something with a more of a break beat you would be used more to what you'd see in a hip hop music video. You'd expect much faster dancing but it instantly makes what she doing seem interesting because it's not what you'd expect with the sound. Just because it's not what you'd expect doesn't mean that it doesn't always make it interesting. I think you're very reliant on having strong interesting images. If you're going to contradict your images with the music it's always very important to remember that you know everything.