PRODUCTION SOUND LIST

Sound Design Goals

- My film has a literal narrative but the symbolic, slightly experimental and surreal qualities are very important. Music associated with each space more or less contributes to some of those qualities and gives life to each space.

- Specifically the music in the neon hallway, where it may seem non-diegetic at first turns out to be diegetic. In the Room of Judgment, the line between non-diegetic and diegetic are blurry sometimes. Otherwise, in other spaces the music are non-diegetic.

- The music is reflective of the spaces the characters are in instead of the character's emotions, and sometimes it deliberately goes against the character's emotions. In those situations, it emphasizes Trinity's anxiety by turning the space into something she has to fight with.

- Overall I hope to go with classical, organ and choir but perhaps not in the most traditional ways. At this point of development, I would be interested in a (electro?) remix of classical music for the neon hallway. The cathedral scenes will go with choir, the room of Judgement has quiet organ ambience, and the interactions between Trinity and Nadia will have more mellow and 'easy going' classical music.

- A glitchy, 'noisy' track that falls in between music and sound effects will be introduced when Trinity becomes overwhelmed. To create the sense that the world that is both real and Trinity's perception/imagination and the looming anxiety, the track will be playing at the same time as the background music, instead of changing the background music to fit the mood of the moment.

- Glitch sound effects are also going to be important. They are links of the real and the unreal and show the world as something unstable.

- There is a significant amount of dialogue in the film that are hints to some of the symbolism. Some vocals will need modifications (i.e. distortion) for the purpose of the narrative.

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FILM PROJECT: Garden of Bliss

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Scene	Sound description	Category	Obtain	Priority	Scratch /
1	Ghostly voices calling Trinity's name, close	V	va	1	S
	Solemn choir, open, non-diegetic, continuous	M/A	cmp	1	S
	Grass rustles	SFX	lib/fol	1	S
	Luciel's exposition, close	V	va	1	S
	Trinity questions him, a little far	V	va	1	S
	Luciel gives an 'objective' to Trinity, close	V	va	1	S
	Trinity, clearly anxious, a little far	V	va	1	S
	Luciel flies down, off screen	SFX	lib/fol	2	S
	Luciel replies, subtly pressuring, close	V	va	1	S
	Light clothes rustle	SFX	fol	3	S
	Signal sound when the two join hands	SFX	lib	1	S
	Light clothes rustle	SFX	fol	1	S
	Luciel, "look," mid range	V	va	1	S
	Transition sound, zoom in Trinity's eye	SFX	lib	1	S
2	Cheerful party music, crowded, diegetic, continuous	M/A	comp	1	S
	Crowd noise	SFX/B	lib	2	S
	Trinity lightly gasps	V	va	2	S
	Luciel asks Trinity about the place, a little far	V	va	1	S
	Trinity slowly replies, mid range	V	va	1	S
	Luciel shows content but still pressuring, a little far	V	va	1	S
	Luciel flies forward	SFX	lib/fol	2	S
	Trinity follows	SFX	lib/fol	2	S
	Footsteps, leather shoes on stone	SFX	lib/fol	1	S
	Trinity's remark of the Garden, dead toned, close	V	va	1	S
	Luciel sounding proud of the Garden, close	V	va	1	S
	Luciel, cheerful, a little far	V	va	1	S
	Clothes and hair rustle	SFX	fol	2	S
	Crowd noise (closer)	SFX	lib	2	S

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Scene	Sound description	Category	Obtain	Priority	Scratch /
	Trinity panics and shouts "wait!" mid range	V	va	1	S
	Luciel tells her she'll be fine, far	V	va	1	S
	Crowd chatting and laughing	SFX	lib	1	S
	Anxiety-induced low frequency noise track	SFX/A	comp	1	S
	Trinity whispers to self in a loathing tone, mid range	V	va	1	S
	Trinity sighs, a little far	V	va	1	S
	Clothes and hair rustle as she turns	SFX	fol	3	S
3	Door opens	SFX	lib/fol	1	S
	Footsteps, leather shoes on dull glass	SFX	lib/fol	1	S
	Music and crowd from s.2 fade as Trinity walks away	SFX/M	c/lib	1	S
	Solemn, low organ music, non-diegetic, continuous	M/A	comp	1	S
	Clothes rustle	SFX	fol	3	S
	Nadia, greeting, close	V	va	1	S
	Trinity gets scared and screams, close	V	va	1	S
	Nadia, feels sorry, close	V	va	1	S
	Trinity awkwardly greets Nadia, close	V	va	1	S
	Nadia introduces herself, energetic, close	V	va	1	S
	Clothes rustle	SFX	fol	2	S
	Signal sound when the two join hands	SFX	lib	1	S
	Trinity introduces herself and smiles, close	V	va	1	S
	Nadia proposes a tour around the garden, close	V	va	1	S
	Trinity happily agrees, close	V	va	1	S
	Nadia cheerful and excited, mid range	V	va	1	S
	Trinity gasps	V	va	1	S
	Transition sound like sped up video	SFX	lib	1	S
4	Cheerful party music, crowded, diegetic, continuous	M/A	comp	1	S
	Crowd noise	SFX/B	lib	2	S
	Nadia, "look," mid range	V	va	1	S

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Scene	Sound description	Category	Obtain	Priority	Scratch /
	Footsteps, leather shoes on stone	SFX	lib/fol	1	S
	Clothes rustle	SFX	fol	3	S
	Mellow, light classical music, non-diegetic, continuous	M	comp	1	S
	Nadia comments, joyful, mid range	V	va	1	S
	Trinity comments, dead-toned, mid range	V	va	1	S
	Trinity, anxious and defeated, mid range	V	va	1	S
	Ominous, wispy sounds fill the space	SFX/A	c/lib	2	S
	Dreamy, soft sounds	SFX/A	c/lib	2	S
	Nadia reassures Trinity, hopeful, a little far – mid range	V	va	1	S
	Clothes rustle	SFX	fol	3	S
	Trinity quietly asks Nadia about doubts, close	V	va	1	S
	Leaves rustle (off screen)	SFX	fol	1	S
	Nadia replies optimistically, close	V	va	1	S
	Trinity, questioning, close	V	va	1	S
	Nadia's, more serious and self- aware, close	V	va	1	S
	Nadia screams, close	V	va	1	S
	Stool hitting ground	SFX	lib/fol	1	S
	Body hitting ground	SFX	lib/fol	1	S
	Trinity shouts Nadia's name, concerned, close	V	va	1	S
	An apple is sliced in two	SFX	lib/fol	1	S
	Nadia sighs, close	V	va	1	S
	Trinity, unleashes emotions, mid range - close	V	va	1	S
	Gooey sounds of blood dripping	SFX	lib/fol	2	S
	Footsteps, boots on stone (off screen)	SFX	lib/fol	1	S
	Nadia, calmly and supportive, mid range	V	va	1	S
5	Cheerful party music, crowded, diegetic, continuous	M/A	comp	1	S
	Crowd noise	SFX/B	lib	2	S
	Indistinct conversation between Trinity and someone	V	va	1	S

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Scene	Sound description	Category	Obtain	Priority	Scratch /
	Footsteps, leather shoes on stone	SFX	lib/fol	1	S
	Clothes and hair rustle	SFX	fol	3	S
	Glitch	SFX	lib	1	S
	Clothes and hair rustle	SFX	fol	1	S
	Body hitting the painting	SFX	lib/fol	1	S
	Noisy disintegration sound	SFX	lib	1	S
	Sharp security alarm	SFX	lib	1	S
	Body hitting the ground	SFX	lib	1	S
	Crowd gasping and whispering	SFX/A	lib/fol	1	S
	Nadia shouts Trinity's name, concerned, close	V	va	1	S
	Angel quickly flies in	SFX	lib/fol	1	S
	Glitch	SFX	lib	1	S
	Quick footsteps	SFX	lib/fol	2	S
	Clothes rustle	SFX	lib/fol	1	S
	Trinity sees angel and timidly apologizes, mid range	V	va	1	S
	Angel explains seriously, mid rang	V	va	1	S
	Nadia is delighted to hear the painting is ok, mid range	V	va	1	S
	Trinity more anxiously apologizes again, mid range	V	va	1	S
	Nadia tells her everything will be ok, mid range	V	va	1	S
	Glitch	SFX	lib	1	S
	Anxiety-induced low frequency noise track	SFX/A	comp	1	S
	Quick footsteps, leather shoes on stone (off screen)	SFX	lib/fol	1	S
	Nadia calls out to Trinity, concerned, mid range	V	va	1	S
	Quick footsteps, leather shoes on stone	SFX	lib/fol	1	S
	Heavy breathing, mid range	V/SFX	va	1	S
	Luciel's eerie voice surrounding Trinity, close	V	va	1	S
6	Solemn, low organ music, non-diegetic, continuous	M	comp	1	S
	Footsteps, boot on dull glass (off screen)	SFX	lib/fol	1	S

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Scene	Sound description	Category	Obtain	Priority	Scratch /
	Sitting on ground	SFX	lib/fol	1	S
	Trinity tears up a little and apologizes, close	V	va	1	S
	Nadia gives solace, close	V	va	1	S
	Trinity gets more anxious, close	V	va	1	S
	Nadia reassures Trinity, close	V	va	1	S
	Trinity is still scared and frustrated, close	V	va	1	S
	Luciel asks what happened, a bit sharply, mid range	V	va	1	S
	Clothes rustle	SFX	lib/fol	2	S
	Nadia explains, calmly, a little far	V	va	1	S
	Luciel, a bit pointedly and sarcastic, mid range	V	va	1	S
	Loud, ear-piercing noise track	SFX/A	lib	1	S
	Heavy breathing, close	V	va	1	S
	Nadia worriedly calls out to Trinity, close (altered)	V	va	1	S
	Luciel, sharp toned, close	V	va	1	S
	Nadia still unsure and confused, close	V	va	1	S
	Luciel tells her there's nothing she can do, far (altered)	V	va	1	S
	Body hitting the ground	SFX	lib	1	S
	Nadia comes to believe Trinity will be fine, far (altered)	V	va	1	S
	Ghostly voices calling Trinity's name, close	V	va	1	S
7	Solemn choir open, non-diegetic, continuous	M/A	cmp	1	S
	Grass rustles	SFX	lib/fol	1	S
	Luciel's exposition, close	V	va	1	S
	Trinity questions him, a little far	V	va	1	S
	Luciel gives an 'objective' to Trinity, close	V	va	1	S
	Ringing bells	SFX	lib	1	S
	Trinity presents a rhetorical question, close (altered)	V	va	1	S
	Wispy transition sound	SFX	lib	2	S