

Assignment: Scene Sound Analysis and Sound Map - DESN 275 Example

Movie: The Two Towers 2002 Academy award for Best Sound Editing

Sound Editors: Mike Hopkins and Ethan Van der Ryn

Hopkins was a New Zealand sound editor. Hopkins and American Ethan Van der Ryn shared two Academy Awards for best sound editing on the films The Lord of the Rings: The Two Towers and King Kong. The pair were also nominated for their work on the 2007 film Transformers.

Ethan Van der Ryn earned further Academy Awards nominations for Transformers (2007), Transformers: Dark of the Moon (2011), Argo (2012), and A Quiet Place (2018).

Scene Setup: Frodo Baggins and his friend Samwise Gamgee, have taken on the almost impossible task of returning the powerful Ring to Mordor, and destroying the Ring in the lava of Mt Doom. They find themselves lost in the Emyn Muil near Mordor and soon become aware that they are being stalked by Gollum, the former owner of the Ring. After capturing him, a sympathetic Frodo decides to use Gollum as a guide to Mordor, despite Sam's objections.

Scene: The first scene after the credits.

To the end of the fight with Gollum

* **O**bject or **A**ction or **F**oley or **B**ackground Ambience or **M**usic (A often created by F)

** **D**iegetic (source is on-screen) or **N**on-**D**iegetic (source is not in the scene)

Time	O A F BA M*	D, ND**	Effect	Reason for Sound	Music Description or Sound Description
4:06	M	ND	Music	Set the scene feeling - troubled	Brooding and unresolved - (Tympany&Bassoon - then Oboe)
4:20	O	ND	Wind	It is cold, unpleasant	
	BA	ND	Thunder	There is trouble out there	A designed sound - probably includes filtered pink noise
4:22	M	ND	Music	Announcing Sauron's eye is looking for them	A minor chord swells
4:22	BA	ND	Designed Sound	Power and Danger in the eye	A designed "zoom" sound
4:22	BA	ND	Low Rumble	Power and Danger in the eye	Filtered low noise swirling
4:22	BA	?	Lava	Eye is in a dangerous place	Lava bubbling and flowing
5:00	M	ND	Music	Tension builds	Holds a pensive interval and builds
5:15	O	D?	Wind	Not where they want to be	
5:15	M	ND	Music	Continues the themes	Levels drop under the lines of dialog - never in the way
5:20	A or F	D	Water	They drink	
5:20	A or F	D	Klink	They are trekking	
5:28	F	D	Crinkling	They are unwrapping	
5:33	F	D	Clinks	Digging in back pack	

5:33	F	D	Rustle	Digging in pack	
5:36	BA	ND	Rumble	Danger is always waiting	A designed sound - low Hz noise
5:36	M	ND	Music	Remembering their home	Changes from minor key to the happier Shire leitmotif
5:37	A	D	Snap	Bread broken and shared	
5:39	A or F	D	Noise	Bread catch	(What does catching bread sound like? Foley is best.)
5:41	F	D	Clothes rustle	Matches action	
5:48	F	D	Breathing	They have been struggling	Heavier breathing than eating requires - recent effort
5:59	BA	ND	Thunder	Relaxing is abruptly over	Happy home thoughts end as Sam says '...Sam"
6:05	M	ND	Music	Back to unpleasant reality	Shire theme ends - Minor chord forms ominously
6:10	F	D	Feet on rocks	Matches action	
6:14	F	D	Footfalls	Matches action	
6:15	M	ND	Music	Back to difficult quest	A brooding "quest theme" plays - Leitmotif
6:17	BA	ND	Wind	Back to difficult quest	
6:18				Echo used on dialog	"...going in circles." Dialog become a lonely sound.
6:37	M	ND	Music	Losing hope	Changes to a minor key - Gollom theme?- Leitmotif
6:38	M	ND	Music	Apprehension	Rising tones signal change approaching
6:38	BA	ND	Low Noise	Trouble approaching	The rumble-y background noise swells
6:42	M	ND	Music	A "beat" in story arc	Music stops abruptly on " we are not alone"
6:42	O	ND	Wind	Reestablish troubled feeling	
6:44	A	D	Snoring	It is later & they are asleep	
6:50	M	ND	Music	Something sinister approaches	Strings with dissonant notes swell and pulse
6:50	BA	ND	Wind		Sound keeps up at a low level
6:57	A	D	Snore??	A new character is announced	What seems to be Frodo's snore turns into Gollum's wheeze!
6:58	M	ND	Music	A new character is introduced	We hear one of Gollum's unhappy themes - Leitmotif
7:05	M	ND	Music	Tension holds - approaching danger	Dissonant notes are holding
7:18	F	D	Hands on Rock	Matches action of Gollum climbing down	Interesting little details of soft hands on rock
7:28	A	D	Yell	Gollum attacks	An anonymous "aahh" signals the beginning of attack
8:00	A	D	Mouth sound	Gollum fights with his teeth	Intimate mouth sounds - a disgusting fighter
8:03	A	D	Head hits ground	Matches action	Frodo is thrown back
8:06	A	D	Punches land	Yells are used instead of hits	Indication that punches are landing and hurting
8:10	M	ND	Music	The fight - the action	Woodwinds with tympani and snare pulses
8:10	F	D	Fight sounds	Matches the action loosely	

8:10	A	D	Yells	Anonymous aahs	
8:10	M	ND	Music	Hero gaining upper hand	Tympany pulses
8:14	A	D	Mouth noise	Sam is being bitten	(Along with his yell)
8:14	M	ND	Music	Gollum begins to lose	Tympany rolls - strings pensively pulse - not resolved
8:15	A	D	Yell	Anonymous yells or terror signals the fight could go either way	Not loud and close but anonymous and in background
8:15	M	ND	Music	Building action promises a climax	Becomes more agitated and level builds
8:17	A	D	Metal scrape	We don't see Frodo but suspect he is arming himself	Sound comes from off-screen right - in the area where Frodo fell earlier
8:18	M	ND	Music	A sudden change in action	Music stabs and then holds as Frodo points sword
8:23	M	ND	Music	Important "beat" in story arc	Wagnerian strings hold a complex chord
8:24	A	D	Action slows	Makes room for the music	Music with military pulses reminding of a cavalry charge
8:33	A	D	Choking	Sam is still choking	
8:45	A	D	Crying	Gollum gives up in anguish	(yes this might be described as dialog)
8:48	A	D	Cry	Anguished cry continues	The cry fades slowly into distance as the reverb percentage rises and a new mountain scene appears