

**Everything Obsolete  
Group Hug Productions  
Sound Design Document**

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## **About Group Hug Productions:**

Group Hug Productions (GHP) is a digital animation production company with a social conscience. They create original programming and co-produce projects with other distributors and producers. Group Hug Productions was founded in August 2000 under the guiding principles of Creativity, Technology and Community.

GHP's mission is to create original and unique programming for Urban Families. They can do this more cost effectively than their competition due to an original and streamlined business model.

## **Everything Obsolete:**

Group Hug Productions is partnering with the National Black Programming Consortium (a division of PBS) to produce Everything Obsolete (EO). EO promotes community service and is about finding purpose in oneself and in others.



The story is told through the eyes of a Typewriter who wants to write another great novel, a Record player who wants to sing again, a Pinball Machine who wants a friend, and a Grandfather Clock who is running out of time.

## **Sound Design Elements:**

For "Everything Obsolete" the sound design elements will focus upon hard or synced effects as well as smooth and appropriate ambient or background sounds. The goal of the sound design for this project is to have clean and audible dialogue and Foley effects that fit with the style of animation that Group Hug Productions has created. Filling the dead audio spaces with generated room tone and setting sounds that are in line with the scene will allow the viewer to become fully engaged with the story. The intended age range of the viewer will play a major roll in choosing and recording background sounds, synced sounds, and the various musical elements that will be in the animated film.

The list of sound design elements can be found below and are based upon the characters, setting and visual elements found with in the animated work.

### **Characters:**

Below is a list of the main characters and a brief description about each of them as well as possible sound design ideas and concepts:



Man: Older owner of the holding facility  
Man2: Original owner of the clock  
Woman: Original owner of the clock  
Pinball Machine: A big texas attitude  
Record Player: Female singer and star  
Typewriter: Older female novelist  
Grandfather Clock: Older wise male  
Crash Test Dummy: Not quite right

### **Settings and Visual Elements:**

The various setting and visual elements within "Everything Obsolete" allows for creative background sounds and synced effects that will help to create the overall feeling of the film and draw the viewer deeper into the story.

Below is a comprehensive list of the settings and visual elements that will require audio design assets. These audio design concepts will be utilized for this sound elements within this project.



### **Settings:**

INTRO TYPEWRITER  
EXT. CLAMIS OFFICE DAY  
INT. HALLWAY  
INT. STORAGE ROOM DAY  
INT. STORAGE ROOM NIGHT  
INT. PARK FALL  
INT. PARK WINTER  
INT. PARK SPRING  
INT. PARK SUMMER

**Visual Elements:**

Typewriter  
Warehouse Doors  
Foot Falls  
Dolly  
Object Falls/Placement  
Birds/Nature

**Dialogue Editing:**

The dialogue and voice overs for "Everything Obsolete" will require some editing. The goal of the dialogue editing is to provide clean and noise free audio that is easily understood and with out unwanted mouth sounds. The various characters within the animated work will need to be inspected at the macro level. After scrubbing the dialogue tracks and cleaning out all unwanted noise within these tracks they will then need to be processed. The processing chain that is desirable will be subtle but allow the dialogue to fit into the film. The processing chain may be as follows: equalization, compression, possible reverb dependent on setting, and other noise reduction tools if necessary.

**Musical Score and Sound Track:**

The musical score and sound track for the project will comprise of various recorded material as well as original works that will be composed for scenes. Musical elements will need to be approved by the animation director so that there will be assurance that the elements chosen or composed will be fully inline with the concepts of the film. Composed music will be created by myself and recorded within Roland's Sonar digital audio workstation. For more organic works sample based compositions will be composed utilizing various professional Native Instruments Kontakt Libraries. This should provide a nice blend of symphonic sounds and contemporary instruments which will work well for the animated piece. We are also lucky to have Latoya London (voice of the record player and American Idol Bay Area Finalist) supplying original music. Below is a list of supplied audio tracks that have been requested to be included in the animated short.

**Supplied Music:**

On Golden Pond by Dave Grusin  
Practice Make Perfect by Latoya London  
U turn by Joe Sample  
Sicilian by Gabriel Faure

**Composed Music:**

Hallway interlude  
End Credits interlude

**Timetable:**

The time table for completion is approximately nine to twelve weeks for each version. This extended timetable will allow enough time to revise the two versions given feedback from the production company. Also the timetable will allow for detailed dialogue editing and music composition that the short and long version requires.