

FILM SOUND CLICHES

Vissa typer av ljud brukar alltid förkomma i vissa typer av scener, lika säkert som amen i kyrkan. Som stressande sirener i kriminalfilmer, eller åskmuller när det hemsökta huset kommer i bild. Denna lista på sådana filmljuds-klichéer hiuttade vi på nätet och kunde inte låta våra hungriga filmbuffs vara utan. Man skrattar när man känner igen vissa/många av exemplen - men kanske kan den fungera som en minilektion i ljudläggning. För det finns ju en anledning till att klicheerna har uppstått- de är ju uppenbarligen så effektiva att de bildat "skola".

Så här är den - utan kortningar eller översättningar.

Enjoy så mycket!

ANIMALS

- Animals are never ever silent - dogs whine/bark/yip, cats meow or purr, cows moo, even in cases where most animals wouldn't be making a sound.
- Red-tailed hawk screeching
- Whenever we see a hawk or a bald eagle, the sound is always that same red-tailed hawk screeching sound that's been around since the 50's!
- Always just before/or after some dramatic part of an adventure flick, you will here the screeching of a red-tailed hawk
- Owls sound like Great Horned Owl. (a bird, that for the most part seems invisible)
- In a horror film when there is a full moon there is either an owl or a wolf howling in the distance.
- The Loone is mostly found in uninhabited lakes in northern Canada. In the movies it seems to be just about anywhere in the world.
- Kookaburras (a type of large Australian kingfisher) are inhabitants of African/South American jungles, not Australian open forest. (laughing bird sound, see most Tarzan films).
- Crickets in winter and peepers in the fall
- Dogs always know who's bad, and bark at them.
- It's the same Cat scream over & over.
Sound effects editor Peter Steinbach once tried to record his own cat scream by stepping on it's tail. His advice: - You only have one take. Step hard! (and dont wear shorts)

BICYCLES

- All bicycles have bells (that sounds)

BOMBS & EXPLOSIONS

- Bombs always have big, blinking, beeping timer displays.
- If something explodes, it takes about a minute for the explosions to stop

- Explosions always happen in slow motion. When an explosion occurs, make certain you are running away from the point of detonation so the blast can send you flying, in slow motion, toward the camera.
- Bombs "whistle" when falling from a plane

CARS

- Car tires "always" screech on dirt roads.
- Car breaks must always squeak
- Car tires must always squeal when the car turns, pulls away or stops

COMPUTERS

- Every button you press on a computer makes some kind of beep

ENVIRONMENT

- Storms start instantaneously: there's a crack of thunder and lightning, then heavy rain starts falling.
- Thunder is always in sync with the lightning, and the explosion sounds are always in sync with the stuff blowing up, no matter how far away. Same for fireworks
- Whistling types of wind are always used
- Non-stop bubbles underwater
- Doors always squeek
- Environmental sound to a shoot with the window open, are always next to a schoolyard or a construction-site.
- When in San Francisco, no matter where you are, you always hear a cable car and or a fog horn.

HELICOPTERS & AIRPLANES

- Helicopters always fly from surround to front-speakers.
- People standing outside a running helicopter can always talk in normal or just slightly louder than normal voices
- Every helicopter shutting down emits the chirp-chirp-chirp sound of the rubber drive belts disengaging, in spite of the fact that only the famous Bell 47G (the Mash chopper) actually makes this sound.
- Piston helicopters always start up with screaming turbine engine sounds.
- An approaching airplane or helicopter will make no noise until it is directly over the characters, at which point it will suddenly become thunderingly loud.
- Characters will never hear an approaching airplane or helicopter, even though in real life you would hear them approaching for at least a minute before they were close enough to see. This also holds true for approaching armies on horseback and tank battallions.
- The tires of any jet screech upon landing
- Any airplane in a dive will make a whining noise that will get louder and higher-pitched the longer the dive lasts.

KNIFE

- When a character pulls out a knife, even from his pants, you hear a sound of metal brushing metal

LANGUAGE & VOICE

- Even when depicted as foreigners (including aliens from outer space) all actors speak and understand a common language (usually English) unless the film's plot depends on a language barrier.
- The same woman's recorded voice is heard in every spaceship, space-station, government building, etc. announcing something to the effect of the main computer has been shut down, this ship will self destruct in one minute.
- Baby crying and bad news
 - The Godfather: when Don Corleone is shot, Sonny barges in to his house and announces this. Followed by baby crying.
 - Snow Falling on Cedars: the sheriff announces to a woman that her fisherman husband is dead. Followed by baby crying
- Kids can always whisper even if their two inches away from a villain, & he won't hear. if they step on a branch however, the villains will immediately know it's not some animal, & catch them.

MARTIAL ART

- Arm and legs of karate-actors always make a funny "swish" sound when they kick, hit or jump, they also tend to scream in a funny way prior to any fighting-action.

MICROPHONES

- Anytime a person speaks into a microphone, their first words will cause the mic to feed back.

MOTORCYCLES

- Motorcycle engines in movies can inexplicably change from 4-stroke Otto cycle to 2-stroke cycle operation.
- Motorcycles usually change from Harley Davidson choppers when engaged in highway operations to Yamaha Dirt bikes when operated off-road (as in "Then Came Bronson").
- Police Harleys will morph into Triumph Bonneville when operating in tight quarters (on the ship in "Magnum Force").

MOVING GRAPHIC

- Any moving graphic on a sports broadcast (esp. NBC) has to use the same "fireball" sound effect.

PEOPLE

- The DJ always turns the music down when actors talk in disco and club-scenes
- Those tiny people far, far away in that long shot on the beach should always sound like they're talking directly into your ear - no matter how far away they are, even though they're whispering . . .
- People in a wide open field or dense forest can make their voice echo if they yell loud enough.
- When you get punched in the face, it sounds like you broke a salami over the back of a chair
- All kisses need to sound sloppy and wet.
- Blood will ALWAYS squish when oozing from a wound.
- Dreams are always drenched in a lot of reverb.
- People never answer the door until the doorbell or knocking has sounded at least three times

SPACE

- It is now the modern era, and thus, sound has been installed in space by the elimination of that nasty vacuum problem.
- Explosions in space make noise
- There's a deep humming in space, no doubt about it
- Sounds in space must have some element of a flanger involved

SPEED OF SOUND

- Applies to absolutely every movie: Some noisy event (crash, shot, explosion) occurs at quite a distance from the camera. Nevertheless, the sound is heard at the same instant. The speed of sound - usually 300 meters per second - here always is the same as the speed of light.

SURROUND

- Almost any huge surround sound explosion. In fact generally the use of surround in any action or action-drama film. Everything is everywhere, with a crystal-clear glistening 20Hz - 20KHz bandwidth.

WEAPONS & GUNS

- Guns (handguns, rifles, machineguns etc) have a really deep "BOOOMMM!!!" sound not

a "CRACK!". Also, there's old cliché about the number of rounds the average magazine holds, the good guys almost never run out of ammo, and they seem to be able to use a handgun accurately to over a 100 meter range (accuracy of weapons over distance is pretty much a factor of barrel length - handguns are for CLOSE distances).

- All sub machine guns sound alike and have the same rate of fire
*Machine guns and their rate of fire ... most users of these weapons can manage to sustain over 10 second continuous rate of fire (in actuality, you are supposed to fire the things in short bursts — after a long burst the barrel will heat up so much the weapon will jam). Also I have never ever seen any protagonist change a MGs *barrel* no matter how long he has used the MG. (the barrels overheat, and also sustain incredible wear requiring these to be changed — often in battle, the gunner's mate will carry spare barrels as well as the inexhaustible ammo supply which weighs next-to-nothing). Esp. WW2 era weapons.*
- Bullets always ricochet, and they must travel pretty slow because the "rico" is 1/2 second later after it moves 50 feet
All bullets make a distinctriccoche sound and when flying past you they make a zip noise when in fact they are moving faster than the speed of sound and in real life would produce a whip lash or bang sound

MISC

- In the M&E-Mix you always have to hear footsteps (and cloth rubbing) that were never heard on the original sound track.