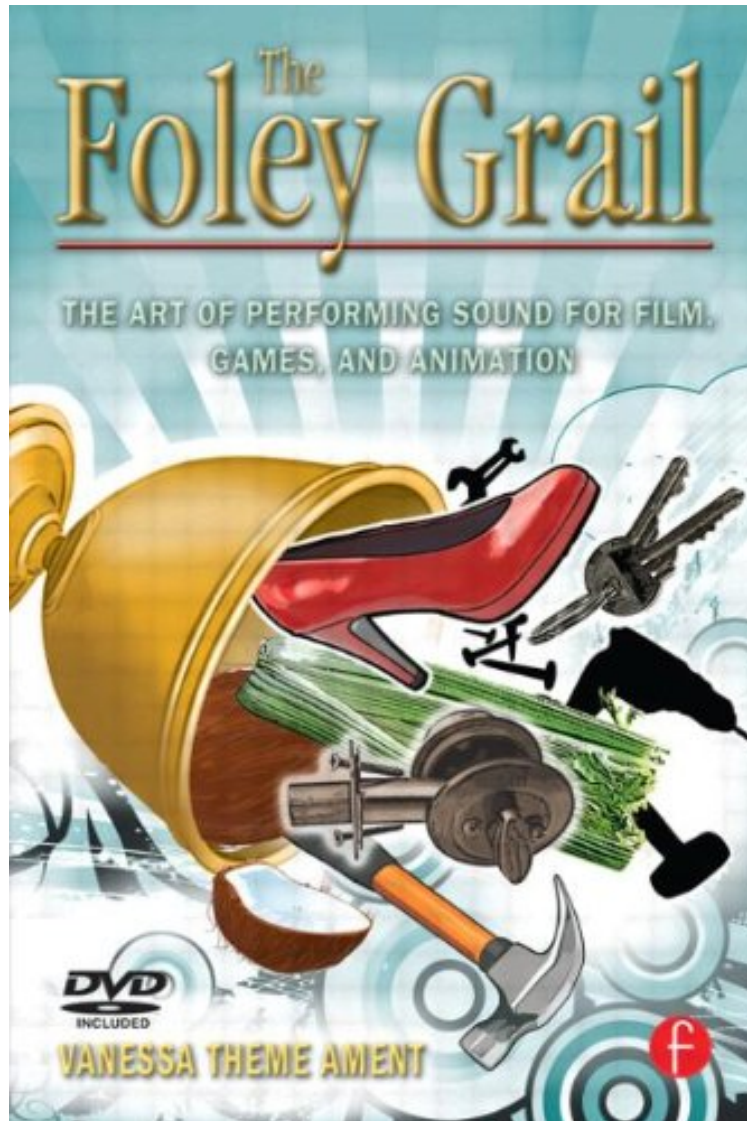


[Download free pdf] The Foley Grail: The Art of Performing Sound for Film, Games, and Animation

## The Foley Grail: The Art of Performing Sound for Film, Games, and Animation

Vanessa Theme Ament  
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**Vanessa Theme Ament : The Foley Grail: The Art of Performing Sound for Film, Games, and Animation** before purchasing it in order to gage whether or not it would be worth my time, and all praised The Foley Grail: The Art of Performing Sound for Film, Games, and Animation:

3 of 3 people found the following review helpful. It is what it is, folks ...By The SarcasticynicSome reviewers choose to rate a book according to how it extends their prior knowledge of a subject. I choose to rate if a book if it meets its

stated purpose, is well written, has suitable graphics, etc. If it doesn't teach me anything I already know, I don't take that out on the book. I'll admit, I was looking for a book that delves more into the specific props used to make the sounds we hear on TV or the movies. A recipe book, if you will. What I got instead was a book that takes the reader into the fascinating world of sound from the engineering AND the business sides. From that perspective, Vanessa Ament deserves a 5 star rating. I do take exception to a statement on the back cover of the book. "Build your own Foley stage with detailed instructions and illustrations provided." That's a recipe for disaster if you're looking in the book for a step-by-step procedure to build a working stage. Ament does indeed discuss the making of a Foley stage in a round-about way, but if you're looking for blueprints, you won't find them in the book. All that said, I liked the book and learned a lot about the sound business from the point of view of a Foley artist. 8 of 8 people found the following review helpful. Worthy of its Title By mike\_proximity This is the first and only book, to my knowledge, written exclusively on the art of Foley. Written by someone who has well over one hundred film and television shows to her credit and a background in teaching, The Foley Grail lives up to its given title. This is not, however, a how-to book. It's not page after page of recipes for getting the best "face-punch or arm-break" sound. One can easily go online for that content. To be sure, Vanessa writes at length about things such as "walking" a character correctly or choosing props based on sonic characteristics over appearance (which can be a typical mistake). This book is much more about the collaborative process of foley as well as the things that have driven men and women to this profession over the years. Ament gives us insight into the world of foley that only one with her experience can provide. From the foley artist, mixer and recordist to the editor and final dub mixer, the reader is taken through the very interesting, creative and challenging process of producing sound for film. 0 of 0 people found the following review helpful. Great History By Burnedtrees Fun history of the art of Foley.

Create custom sound effects that are the mainstay of soundtracks for films, broadcast, animation and games. Learn how Foley is designed, crafted and edited for any project- right down to the nuts and bolts of spotting, cueing, and performing sounds. An array of techniques is illustrated with artists presenting their own methods for selecting and handling props, "walking" various characters, and other tricks of the trade. Various renowned artists, editors and mixers contribute stories and perspectives on what is necessary for a film or media project, and how technology has changed the craft over the years. The Foley stage is discussed in detail, with illustrations to assist you in designing your own stage, whatever the size. The companion DVD includes video demonstrations of Foley Artists at work, along with illustrated techniques for the novice.

"Ament's book is valuable in putting the spotlight on this aspect of sound postproduction, in establishing a 'classical' baseline against which the variations of animation and game Foley performance can be judged, and, occasionally, in its suggestions as to what these variations may be. Rather than revolving around the less specific notion of 'sound design', future crucial reflection on animation and game sounds can only benefit by feeding in the kind of specialist practical knowledge Ament provides about the aural footprint left by a very particular aspect of the sound production process." --Animation: An Interdisciplinary Journal From the Back Cover Craft the environmental sound effects that are essential to making your media project feel authentic to the audience. Learn how Foley is designed, crafted and edited, including the nuts and bolts of spotting, cueing, and performing sounds. Build your own Foley stage with the detailed instructions and illustrations provided. Creative inspiration is crucial to this performance art, and The Foley Grail is packed with it. Renowned artists, editors and mixers share stories, techniques and perspectives on what is necessary for different projects, how technology has changed the craft over the years and their own methods for creating different effects. The companion DVD includes video demonstrations of Foley artists at work illustrating their respective creative processes, stage techniques and prop handling. About the Author Vanessa Theme Ament is an award winning Foley Artist with over 25 years experience in film and television. Her expertise also includes Automated Dialogue Replacement and sound editing. In addition, Vanessa is an accomplished singer/songwriter. She has had her own sound effects company and published MovieSound Newsletter during the 80s and 90s. She continues to teach sound at colleges and universities and does presentations at film schools, festivals, radio and television.